

Game of Hymns


Transposed for Bb instruments

Old One Hundredth (Praise God From Whom All Blessings Flow)

Arr Bret Battey

A


1




2




3




4




5




6




7




8





B

9




10




11



12



C



We will call each area between double bars (or the star and end) “segments”. Each segment has a number (as indicated inside a circle). Within a segment, standard notation is read as per normal. Black note heads without stems indicate an event nature of which (note or rest) and duration will be selected from the options listed to the right of the segment number. Arrows from one event to another event indicate what order events can occur in. One event following another on the staff can always be played in that order, even though an arrow is not given. Crescendos or decrescendos apply across the full set of iterations of a segment, rather than being restated for each segment.

All players start at any segment in Part A. Each performer can repeat a segment as many times as he or she desires before moving to any other segment in part A. The ensemble will develop a strategy to navigate the materials and to jump to part B, which presents a full, standard-notation version of Old 100th. The optional section C provides an ‘amen’ cadence.