

Game of Hymns

Rock of Ages

Bb Transposition

Arr Bret Battey

We will call each area between double bars “segments”. Each segment has a number (as indicated inside a circle). A segment can be repeated as many times as desired. Arrows from one event to another event indicate what order events can occur in. A line pointing back to a segment and labeled “dim.” means that each repetition should be quieter than the previous. If it becomes too quiet to play, one might continue to play silently, or make ancillary noises from the instrument in the indicated rhythm. The centre option is 6 beats of rest. An adventure-some ensemble may wish to explore the option of 2 or 4 beats of rest here.

It is recommended that the piece be performed “in 2”, that is, with beats on the half note rather than the quarter note.

The ensemble will determine its own rules for jumping to interjection A and B.

For interjection A, play as written.

For interjection B, performers may play any notes of the scale, as indicated. The circled notes should be given particular emphasis. The rhythmic incipits can be repeated as often as desired in any order, finally ending with the whole note(s). This might function as the end of the piece.

The musical score is organized around a central loop consisting of a circle with the text "6 ♪" inside. Four arrows point from this central loop to four distinct musical segments, each labeled with a circled number: 1, 2, 3, and 4. Each segment is written for four staves (two treble and two bass clefs). Segment 1 is at the bottom left, Segment 2 at the top left, Segment 3 at the top right, and Segment 4 at the bottom right. Each segment has a curved arrow pointing back to itself labeled "dim.", indicating a decrescendo effect. Below the main segments are two interjection options, A and B, each in a box. Interjection A is a four-staff musical phrase. Interjection B is a four-staff musical phrase with circled notes, followed by a rhythmic incipit on a single staff with a "dim." label and a dashed line with an arrow pointing right. Arrows also connect the segments to each other, showing possible sequences of play.