

# Game of Hymns

## Bread of Heaven

Arr Bret Battey

Bb Transposition

1 2 3 4 5 6 7 8 9 10 11 12 13 A B

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 the 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. Players can jump between the four different parts. Given notes can be played in any octave.

All players start at segment 1. Each performer can repeat a segment as many times as he or she desires before moving to the next segment. The group may decide on one or more segments which all players must arrive at before any player can move to the next segment. Special Interjection A can be started by a player at any time, at which point all other players must respond by jumping to the second segment of phrase A. (Here, the upward arrow indicates that overall the ensemble should seek to climb pitch-wise overall. After the climb is ended for the whole ensemble, players return to where they were previously in the score or to some other point in the score. Special Interjection B is used to trigger the end of the piece. When completed, all performers move to segment 12 and proceed to finish the piece. The score and instructions are only a framework for creation, and both should be altered and ammended as needed to make an engaging performance.