

Harmonia

Transposed Score

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Order of Performance
1. **Section A**
Loop until your section B entrance
2. **Section B**
One random instrument begins section B at any time
Subsequent instruments enter one at a time
Begin on beat 1 of the previous instrument's last measure
Play Section B once then continue to section C

Section A

♩ = 70

Flute

Clarinet in B \flat

Percussion

Bowed Cymbal

Piano

Violin

Cello

Section B

Flute

Clarinet in B \flat

Percussion

Kick Drum

Cymbal

Piano

Violin

Cello

Order of Performance

- Section C**
Loop until all instruments conclude with section B
Continue looping until your section D entrance
- Section D**
One random instrument begins section D at any time
Subsequent instruments enter freely on any beat
Repeat section D any number of times
Return to section C whenever not playing section D

At approximately 2:15 everyone stop and continue to section E

Section C

Section D

The musical score is divided into two sections: Section C and Section D. Section C (measures 1-4) features a sustained, *ppp* (pianissimo) texture across all instruments. Section D (measures 5-12) introduces rhythmic and melodic movement. The Flute, Clarinet in Bb, Violin, and Cello play melodic lines, while the Percussion (Bowed Cymbal, Kick Drum, Cymbal) and Piano provide a rhythmic and harmonic accompaniment. The Piano part includes dynamic markings of *mf* (mezzo-forte) and *mp* (mezzo-piano), along with an *8va* (octave) marking. The Percussion part includes a *mp* (mezzo-piano) marking. The Flute, Clarinet in Bb, Violin, and Cello parts are marked *mp* (mezzo-piano). The Flute, Clarinet in Bb, and Violin parts feature slurs over their melodic lines. The Percussion part features a complex rhythmic pattern with changes in time signature (4/4, 3/4, 4/4, 3/4).

Section E

The musical score for Section E is arranged in six staves. The top staff is for Flute (Fl.), the second for B♭ Clarinet (B♭ Cl.), the third for Percussion (Perc.), the fourth for Piano (Pno.), the fifth for Violin (Vln.), and the sixth for Viola (Vc.). The score begins at measure 12. The Flute and B♭ Clarinet parts start with a forte (*f*) dynamic. The Percussion part also begins with a forte (*f*) dynamic. The Piano part features a dynamic shift from forte (*f*) to mezzo-piano (*mp*) and back to forte (*f*). The Violin and Viola parts also feature a forte (*f*) dynamic. The score includes various musical notations such as slurs, ties, and dynamic markings. The time signature changes from 4/4 to 2/4 and back to 4/4, with a final 3/4 measure. The key signature includes flats and sharps, and the score concludes with a fermata over the final note.

Section F

Flute

Clarinet in B \flat

Percussion

Piano

Violin

Cello

ppp

ppp

ppp

ppp

ppp

ppp

Section G

Kick Drum

mp

mp

mf

mf

mf

Order of Performance

1. Section F

Loop until your section G entrance

One random instrument begins section G at any time

2. Section G

Subsequent instruments enter freely on any beat

Repeat section G twice, not necessary in direct succession

Return to section F whenever not playing section G

End once every instrument has played through section G