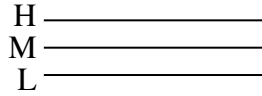


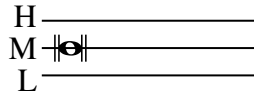
# A GAME

## how to play

The staff shows three registers, high, medium and low. The performer is to choose a pitch in the register indicated as it relates specifically to their instrument and capabilities.



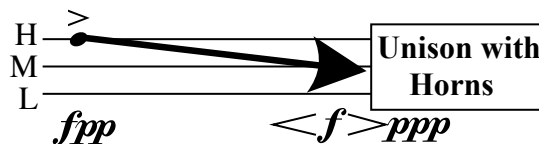
A double whole note indicates a held pitch. When multiple performers are indicated to hold in unison, they need to choose a note before the performance in consultation with each other.



A solid note head with an arrow indicates a "moving pitch." The performer should choose a pitch in the designated which is unique from other players in thier vicinity and then move as steadily and smoothly as possible towards a unison with the instrument indicated. Gradual variations in speed are encouraged. A Unique speed is also encouraged.

Woodwinds and brass should use chromatic scales or pitch bend and strings should use glissandos. Double stops are permitted.

If the performer over shoots the unison they should turn around and approach it from the other direction. When/if the held pitch is out of range, the performer should get as close as possible and then drop out as gracefully if possible.



When the performer is within a whole step of the unison he/she should swell and then diminuendo as he/she reaches the unison. This figure is marked in the score where appropriate. The exception is in segments 2 - 5 where the performers should remain quiet till the end of the segment if possible (Some instruments will find it necessary to crescendo as they rise or fall in register. This is OK and to be expected).

Breathes, re-entrances, string crossings, and bowchanges should be done as quietly as possible.

All times are approximate. Wait for the conductor's numbered cues.

\*The clarinets and French horns will need to consult with each other beforehand to decide what two pitches they will be playing within their sections, and between their two sections for the opening segment and segment 1. The clarinets should be playing a pitch at least a minor 3rd higher than the horns. Bassoons will need to chose a pitch for segment 3. Double basses and cellos will need to decide on a pitch to use in segments 8 and 9.

**HAVE FUN**

# A Game

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110 sec. 1 60 sec.

Pic. H M L  
M L  
fpp < f > ppp Unison with Horns

Fl. H M L  
M L  
fpp < f > ppp Unison with Horns

Ob. 1. H  
2. M L  
sfz

Cl. 1. H  
2. M L  
ppp < f > ppp last time niente  
Swell duration a lib and independent  
One swell per breath. Stagger breathe.  
Repeat completely within the given time. Unison with Horns

Bsn. 1. H  
2. M L  
sfz

110 sec. 1 60 sec.

1. H M L  
2. H M L  
3. H M L

Hn. 1. H M L  
3. H M L  
2. H M L  
4. H M L  
All horns unison on chosen pitch  
p < f > p Swell duration a lib and independent  
One swell per breath. Stagger breathe.  
Repeat completely within the given time.  
p < f > p Swell duration a lib and independent  
One swell per breath. Stagger breathe.  
Repeat completely within the given time.

1. H M L  
2. H M L  
3. H M L

Tuba H M L

110 sec. 1 60 sec.

Triangle  
Perc. Tam Tam  
Windchimes  
3 Tom-toms  
f

110 sec. 1 60 sec.

I H M L  
Vln. fpp < f > ppp Unison with Clarinets  
II H M L  
fpp < f > ppp Unison with Clarinets  
Vla H M L  
fpp < f > ppp Unison with Clarinets  
VC H M L  
fpp < f > ppp Unison with Clarinets  
DB H M L  
fpp < f > ppp Unison with Clarinets