

Anders Brødsgaard 2012

THE DANISH ARTS FOUNDATION

STATENS KUNSTFOND

RULES of the Game p. 8 - 9
FORMPLAN p.10 - 11

In tempo (♩ = 72-78)

1.cycle

“Secret Harmony“ - 1.Player

scale 1

1

SoMeDro1

scale 2

2

SoMeDro1

B1

A1

scale 3

3

SoMeDro1

scale 4

4

SoMeDro1

B2

A2

scale 5

5

accel.

SoMeDro2

scale 6

6

SoMeDro2

B4a

A4a

scale 7

7

SoMeDro2

scale 8

8

SoMeDro2

B8c

A8c

scale 9

9

SoMeDro4

scale 10

10

SoMeDro4

B2

A2

11

scale 11

12

scale 1

13

scale 2

14

scale 3

15

scale 4

16

scale 5

17

scale 6

18

scale 7

19

scale 8

20

scale 9

2.cycle

“Secret Harmony” - 1.Player

scale 10

21

Dro

B4d

scale 11

22

Dro1

A4d

scale 1

23

Dro1

B8g

scale 2

24

Dro2

A8g

scale 3

25

Dro2

B2J

scale 4

26

Dro2

A2J

scale 5

27

Dro2

B4aJ

scale 6

28

Dro4

A4aJ

scale 7

29

Dro4

B8hJ

scale 8

30

Dro4

A8hJ

“Secret Harmony” - 1.Player

scale 9

31

Dro4

B4b

scale 10

32

Dro8

A4b

scale 11

33

Dro8

B8i

scale 1

34

Dro8

A8i

scale 2

35

Dro8

B8j

scale 3

36

Riff

A8j

3.cycle

“Secret Harmony“ - 1.Player

scale 4

37

Dro1

B2J

scale 5

38

Dro2

A2J

scale 6

39

Dro4

B4cJ

scale 7

40

Dro4J

A4cJ

scale 8

41

Dro4J

B8kJ

scale 9

42

Dro4J

A8kJ

scale 10

43

Dro8

B4dJ

scale 11

44

Dro8J

A4dJ

scale 1

45

Dro8J

B8lJ

scale 2

46

Dro8J

A8lJ

47 scale 3 Riff B8m♩	48 scale 4 Riff A8m♩
49 4.cycle scale 5 DroMe4 B8n♩	50 scale 6 DroMe8 A8n♩
51 scale 7 DroMe8 ♩ B4a♩	52 scale 8 DroMe8 ♩ A4a♩
53 scale 9 DroMe8 ♩ B8o♩	54 scale 10 Riff A8o♩
55 scale 11 Riff B8p♩	56 scale 1 Riff A8p♩

2.Player

“Secret Harmony”
for four or more...

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Støttet af:

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RULES of the Game p. 8 - 9
FORMPLAN p.10 - 11

Intro

senza tempo

In tempo (♩ = 72-78)

senza tempo

In tempo (♩ = 72-78)

Scale

Rhythm

2. Player

Perc. 1 (Time)

Dro

(Begin Dro ad lib)

Dro

ff

1.cycle

“Secret Harmony“ - 2.Player

scale 1 1 Dro B1 ff	scale 2 2 DroMe1 A1
scale 3 3 DroMe1 B2	scale 4 4 DroMe1 A2
scale 5 5 DroMe1 B4a	scale 6 6 DroMe2 A4a
scale 7 7 DroMe2 B8c	scale 8 8 DroMe2 A8c
scale 9 9 DroMe2 B2J	scale 10 10 DroMe4 A2J

11

scale 11

DroMe4

B4bJ

12

scale 1

DroMe4

A4bJ

13

scale 2

DroMe4

B8dJ

14

scale 3

DroMe8

A8dJ

15

scale 4

DroMe8

B4cJ

16

scale 5

DroMe8

A4cJ

17

scale 6

DroMe8

B8eJ

18

scale 7

Riff

A8eJ

19

scale 8

Riff

B8fJ

20

scale 9

Riff

A8fJ

2.cycle

“Secret Harmony” - 2.Player

scale 10 21 SoMeDro2 B4d	scale 11 22 SoMeDro2 A4d
scale 1 23 SoMeDro2 B8g	scale 2 24 SoMeDro2 A8g
scale 3 25 SoMeDro4 B2J	scale 4 26 SoMeDro4 A2J
scale 5 27 SoMeDro4 B4aJ	scale 6 28 SoMeDro4 A4aJ
scale 7 29 SoMeDro8 B8hJ	scale 8 30 SoMeDro8 A8hJ

31

scale 9

SoMeDro8

B4b

32

scale 10

SoMeDro8

A4b

33

scale 11

SOLO

B8i

34

scale 1

SOLO

A8i

35

scale 2

SOLO

B8j

36

scale 3

SOLO

A8j

3.cycle

scale 4

37

Dro

B2

scale 5

38

Dro1

A2

scale 6

39

Dro2

B4c

scale 7

40

Dro4

A4c

scale 8

41

Dro4

B8k

scale 9

42

Dro4

A8k

scale 10

43

Dro4

B4d

scale 11

44

Dro8

A4d

scale 1

45

Dro8

B8l

scale 2

46

Dro8

A8l

scale 3

47

Dro8

scale 4

48

Riff

B8m

A8m

4.cycle

49

scale 5

Dro2

50

scale 6

Dro4

B8n

A8n

51

scale 7

Dro8

52

scale 8

Dro8

B4a

A4a

53

scale 9

Dro8

54

scale 10

Dro8

B8o

A8o

55

scale 11

Riff

56

scale 1

Riff

B8p

A8p

3.Player

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RULES of the Game p. 8 - 9
FORMPLAN p.10 - 11

Intro

senza tempo

In tempo (♩ = 72-78)

The musical score for 'Dro' is presented in a multi-staff format. The first staff, labeled 'Scale', uses a bass clef and contains a sequence of notes: C2, D2, E2, F#2, G2, A2, B2, C3, D3, E3, F#3, G3, A3, B3, C4. A box labeled 'Dro' is placed over the notes from E2 to B2, with the instruction '(Begin Dro ad lib)' below it. The second staff, labeled 'Rhythm', shows a 13/4 time signature and contains a single note with a fermata. The third staff, labeled '3. Player', also shows a 13/4 time signature and contains a single note with a fermata. The fourth staff, labeled 'Perc. 1 (Time)', shows a 13/4 time signature and contains a single note with a fermata. The score concludes with a double bar line and the instruction 'ff'.

1.cycle

“Secret Harmony” - 3.Player

scale 1

1

scale 2

2

Dro

B1

A1

scale 3

3

scale 4

4

Dro1

B2

A2

scale 5

5

scale 6

6

Dro1

B4a

A4a

scale 7

7

scale 8

8

Dro2

B8c

A8c

scale 9

9

scale 10

10

Dro2

B2

A2

ff

The image displays a 4x2 grid of musical notation for guitar, showing scales 1 through 9 and various chords. Each system includes a scale diagram, a chord diagram, and a bass line.

- System 1:** scale 11, scale 1, Dro4, B4b, A4b
- System 2:** scale 2, scale 3, Dro4, B8d, A8d
- System 3:** scale 4, scale 5, Dro8, B4c, A4c
- System 4:** scale 6, scale 7, Dro8, B8e, A8e
- System 5:** scale 8, scale 9, Riff, B8f, A8f

The scales are: scale 11, scale 1, scale 2, scale 3, scale 4, scale 5, scale 6, scale 7, scale 8, and scale 9. The chords are: Dro4, B4b, A4b, B8d, A8d, B4c, A4c, B8e, A8e, B8f, and A8f. The bass line for each system shows a sequence of notes, often with a slur indicating a run.

2.cycle

“Secret Harmony” - 3.Player

scale 10

21

DroMe1

22

scale 11

DroMe2

B4d

A4d

scale 1

23

DroMe2

24

scale 2

DroMe2

B8g

A8g

scale 3

25

DroMe2

26

scale 4

DroMe4

B2J

A2J

scale 5

27

DroMe4

28

scale 6

DroMe4

B4aJ

A4aJ

scale 7

29

DroMe4

30

scale 8

DroMe8

B8hJ

A8hJ

31

scale 9

DroMe8

B4b

32

scale 10

DroMe8

A4b

33

scale 11

DroMe8

B8i

34

scale 1

Riff

A8i

35

scale 2

Riff

B8j

36

scale 3

Riff

A8j

3.cycle

“Secret Harmony” - 3.Player

scale 4

37

scale 5

38

SoMeDro4

SoMeDro4

B2J

A2J

scale 6

39

scale 7

40

SoMeDro4

SoMeDro4

B4cJ

A4cJ

scale 8

41

scale 9

42

SoMeDro8

SoMeDro8

B8kJ

A8kJ

scale 10

43

scale 11

44

SoMeDro8

SoMeDro8

B4dJ

A4dJ

scale 1

45

scale 2

46

SOLO

SOLO

B8lJ

A8lJ

47

scale 3

SOLO

B8m♩

48

scale 4

SOLO

A8m♩

49

scale 5

Dro1

B8n♩

50

scale 6

Dro2

A8n♩

51

scale 7

Dro4

B4a♩

52

scale 8

DroMe8

A4a♩

53

scale 9

DroMe8

B8o♩

54

scale 10

DroMe8

A8o♩

55

scale 11

DroMe8

B8p♩

56

scale 1

Riff

A8p♩

4.Player

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RULES of the Game p. 8 - 9
FORMPLAN p.10 - 11

Intro

senza tempo

In tempo (♩ = 72-78)

The musical score for 'Dro' by John Cage is presented in a multi-staff format. The staves are labeled: Scale, Rhythm, 4. Player, and Perc. 1 (Time). The score is divided into two measures by a double bar line. The first measure contains a sequence of notes on the Scale staff, a box labeled 'Dro' on the Rhythm staff, and a box labeled 'Dro' on the Perc. 1 (Time) staff. The second measure contains a sequence of notes on the Scale staff, a box labeled 'Dro' on the Rhythm staff, and a box labeled 'Dro' on the Perc. 1 (Time) staff. The 4. Player staff is empty. The Perc. 1 (Time) staff has a 'ff' (fortissimo) marking at the end of the second measure.

1.cycle

“Secret Harmony“ - 4.Player

The image shows a musical score for two scales, 'scale 3' and 'scale 4'. Each scale is represented by a pair of staves (treble and bass clef) and a single staff below. The first scale, 'scale 3', is marked with a box containing the number '3'. The second scale, 'scale 4', is marked with a box containing the number '4'. The notes for 'scale 3' are: C4, D4, E4, F4, G4, A4, B4, C5, D5, E5, F5, G5, A5, B5, C6. The notes for 'scale 4' are: C4, D4, E4, F4, G4, A4, B4, C5, D5, E5, F5, G5, A5, B5, C6. The notes are written in a sequence of eighth and sixteenth notes. The single staff below each pair of staves contains a single note, labeled 'Dro' for 'scale 3' and 'Dro1' for 'scale 4'. The notes are: D4 for 'scale 3' and D4 for 'scale 4'. The notes are written in a sequence of eighth and sixteenth notes.

The image displays a musical score for the song "The Rose Tree". It is organized into two systems, each with a vocal line and a piano accompaniment line. The vocal line is written in treble clef, and the piano accompaniment is in bass clef. The first system includes a "Dro1" (Dro1) section and a "B4a" section. The second system includes a "Dro1" (Dro1) section and an "A4a" section. The piano part features a "scale 5" and a "scale 6" section. The score is written in a standard musical notation style, with notes, rests, and bar lines clearly visible.

The musical score is divided into two systems, each with two staves. The top staff of each system contains a melodic line with a key signature of one sharp (F#) and a common time signature (C). The bottom staff contains a bass line. The first system is labeled 'Dro1' and the second 'Dro2'. The melodic lines are marked with 'scale 7' and 'scale 8' respectively. The bass lines are marked with 'B8c' and 'A8c' respectively. The score includes various musical notations such as notes, rests, and bar lines.

The image shows a musical score for two scales, 'scale 9' and 'scale 10'. Each scale is represented by a system of three staves. The top staff of each system contains a melodic line with a key signature of one flat (B-flat) and a time signature of 4/4. The middle staff contains a bass line, and the bottom staff contains a tenor line. The scales are labeled 'scale 9' and 'scale 10' above the top staves. The first measure of each scale is marked with a box containing the number '9' or '10'. The second measure of each scale is marked with a box containing the text 'Dro2'. The third measure of each scale is marked with a box containing the text 'B2' or 'A2'. The scales are written in a style that suggests they are for a specific instrument, possibly a guitar or a similar fretted instrument, given the use of fret numbers and the specific intervals.

11 scale 11 Dro2 B4b	12 scale 1 Dro4 A4b
13 scale 2 Dro4 B8d	14 scale 3 Dro4 A8d
15 scale 4 Dro4 B4c	16 scale 5 Dro8 A4c
17 scale 6 Dro8 B8e	18 scale 7 Dro8 A8e
19 scale 8 Dro8 B8f	20 scale 9 Riff A8f

2.cycle

“Secret Harmony” - 4.Player

scale 10

21

Dro1

22

scale 11

Dro1

B4d

A4d

scale 1

23

Dro2

24

scale 2

Dro2

B8g

A8g

scale 3

25

Dro2

26

scale 4

Dro2

B2J

A2J

scale 5

27

Dro4

28

scale 6

Dro4

B4aJ

A4aJ

scale 7

29

Dro4

30

scale 8

Dro4

B8hJ

A8hJ

“Secret Harmony“ - 4.Player

3.cycle

“Secret Harmony” - 4.Player

scale 4

scale 5

37

38

DroMe2

DroMe4

B2J

A2J

scale 6

scale 7

39

40

DroMe4

DroMe4

B4cJ

A4cJ

scale 8

scale 9

41

42

DroMe4

DroMe8

B8kJ

A8kJ

scale 10

scale 11

43

44

DroMe8

DroMe8

B4dJ

A4dJ

scale 1

scale 2

45

46

DroMe8

Riff

B8lJ

A8lJ

47 scale 3 Riff B8m♭	48 scale 4 Riff A8m♭
49 4.cycle scale 5 SoMeDro8 B8n♭	50 scale 6 SoMeDro8 A8n♭
51 scale 7 SoMeDro8 B4a♭	52 scale 8 SoMeDro8 A4a♭
53 scale 9 SOLO B8o♭	54 scale 10 SOLO A8o♭
55 scale 11 SOLO B8p♭	56 scale 1 SOLO A8p♭

5.+Player

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RULES of the Game p. 4 - 5
FORMPLAN p.6 - 7

Intro

senza tempo

(Begin Dro ad lib)

In tempo (♩ = 72-78)

5.+Player

Dro

13/4

Dro sempre

Perc.1
(Time)

ff

1.cycle

“Secret Harmony“ - 5.+Player

scale 1 scale 2 scale 3 scale 4 scale 5

1 2 3 4 5

Dro sempre

B1 A1 B2 A2 B4a

scale 6 scale 7 scale 8 scale 9 scale 10

6 7 8 9 10

A4a B8c A8c B2j A2j

scale 11 scale 1 scale 2 scale 3

11 12 13 14

B4bj A4bj B8dj A8dj

scale 4 scale 5 scale 6 scale 7

15 16 17 18

B4cj A4cj B8ej A8ej

scale 8 scale 9

19 20

B8fj A8fj

2.cycle

scale 10 scale 11 scale 1 scale 2

21 22 23 24

Dro sempre

B4d A4d B8g A8g

scale 3 scale 4 scale 5 scale 6 scale 7

25 26 27 28 29

B2j A2j B4aj A4aj B8hj

scale 8 scale 9 scale 10 scale 11

30 31 32 33

A8hj B4bj A4bj B8ij

scale 1 scale 2 scale 3

34 35 36

A8ij B8jj A8jj

3.cycle

“Secret Harmony“ - 5.+Player

scale 4 scale 5 scale 6 scale 7 scale 8

37 38 39 40 41

Dro *sempre*

B2 **A2** **B4c** **A4c** **B8k**

scale 9 scale 10 scale 11 scale 1

42 43 44 45

A8k **B4d** **A4d** **B8l**

scale 2 scale 3 scale 4

46 47 48

A8l **B8m** **A8m**

4.cycle

scale 5 scale 6 scale 7 scale 8

49 50 51 52

Dro *sempre*

B8n **A8n** **B4a** **A4a**

scale 9 scale 10 scale 11 scale 1

53 54 55 56

B8o **A8o** **B8p** **A8p**

RULES OF THE GAME	
1., 2. 3. 4. and 5.+ Instruments SoMeDro marks the solo voice in a cycle. The playing should be soloistic, melodic with free dynamic contours and phrasings. (Examples (measure numbers) are from the 1.Player staff in the first cycle in the DEMO-Score) SoMeDro1 Play one <i>Melo-tone</i> filling the whole bar (m.1) SoMeDro2, -4, -8 Play two (m.5)/four (m.9)/eight (m.13) <i>Melo-tones</i> following the rhythmic subdivisions of the measure. Connect melodically or divide phrases with pauses. Notes may be connected with grace notes (both <i>Melo-</i> and <i>Drone-tones</i>). SoMeDro1 ♩, ♪, ♪ Play one <i>Melo-tone</i> filling the whole bar and make pulsations with the given note value as the fastest, either on the <i>Melo-tone</i> or including other <i>Melo-/Drone-tones</i> in the scale as ornaments (m.2, m.3 and m.4). SoMeDro2, -4, -8 ♩, ♪, ♪ Play two (m.6)/four (m.11)/eight (m.16) <i>Melo-tones</i> following the rhythmic subdivisions of the measure and make pulsations according to the max note value. A <i>Melo-tone</i> should always be "on the beat" and act as a centraltone on the rhythmic subdivision. Create ornaments and melodic connections between the central <i>Melo-tones</i>.	
DroMe is accompaning the SoMeDro voice, with long held notes, rhythmical punctuations, counter melodies etc. (Examples (measure numbers) are from the 2.Player staff in the first cycle in the DEMO-Score) DroMe1 Play one <i>Drone-tone</i> filling the whole bar (m.2) DroMed2, -4, -8 Play two (m.6)/four (m.10)/eight (m.14) <i>Drone-tones</i> following the rhythmic subdivisions of the bar. Make discrete connections from time to time between the Drone-tones with <i>Melo-</i> and <i>Drone-tones</i> (m.6). DroMe1, -2, -4, -8 ♩, ♪, ♪ Play one/two/four/eight <i>Drone-tone(s)</i> following the rhythmic subdivisions of the bar and make pulsations with the given note value as the fastest. Pulsation can be on the same (Drone-) tone (m.3) or could integrate other scale-tones in either passing notes (m.4) or figurations/ostinatoes (m.5). A <i>Drone-tone</i> should always be "on the beat" and act as a centraltone on the rhythmic subdivision.	
Dro plays only Drone-tones. If no number is given the temporal placement is free (<u>fill</u> the whole bar or make a <u>pause</u> before and/or after the note or don't play (ad lib)). Keep the same pitch through several bars, if possible. Always be background. If there is a number, Dro-Tones should follow the rules from above: (Examples (measure numbers) are from the 4.Player staff in the first cycle in the DEMO-Score) Dro1, 2, -4, -8 Play one (m.4)/two (m.8)/four (m.12)/eight (m.16) <i>Drone-tone(s)</i> following the rhythmic subdivisions of the bar. Dynamic and coloristic variation but no ornamentations! Dro1, -2, -4, -8 ♩, ♪, ♪ Play one (m.5)/two (m.10)/four (m.15)/eight (m.19) <i>Drone-tone(s)</i> following the rhythmic subdivisions of the bar and make pulsations with the given note value as the fastest. The pulsations may be on the same note or include several Drone-Tones in discrete figurations and ostinatoes. 5.+ Player(s) may play free partialtones on D up to the 5th (i.e. D – A – F# in any register). Higher partialtones should ONLY be pure (string flageolets, pure overblowing etc.). Chord instruments may play a constantly softly strumming D major chord (or whatever the drone tonality is).	
All instruments can use noise sounds and effects ad lib. But always follow the rhythmic proportions!	
Riff In the last bars of a Cycle each instrument begins to play together on a <i>Riff</i>, one by one. Everybody plays the same <i>Riff</i>-rhythm. The pitches will depend on the bar chosen with its particular scale and the chosen start pitch in the scale. Notation: A note <i>on</i> the line is a <i>Melo-tone</i> (also marked with a square notehead and an "m") and notes <i>between</i> lines are <i>Drone-tones</i> (normal noteheads and a "d"). The "clef at the beginning of the staff tells how many <i>Melo-tones</i> are used in that particular Song to make it easier to memorize the Scale-fragment. (There are Riff-interpretations and -explanations in score and parts)	

Vocal

When a vocalist has a **SoMeDro** in a cycle, one of the Tagore *Songs* is chosen as a basis for that cycle. The *Song* can be placed in any measure(s) in the cycle. A *Song* can appear several times in a cycle - like a refrain.

The *Songs* are notated according to the *Riff* Rules whereby the pitches will depend on **the bar chosen with its particular scale** and the chosen **start pitch** in the scale. (Remember that if the *Song* lasts two measures the scale changes in the following measure!)

(There are *Song*-interpretations and –explanations in the score)

All the other SoMeDros are performed after the same rules as for the instruments. Text fragments from the actual *Song*, may be used as sound material in the rest of the cycle.

When the vocal is singing **MeDro** the rules are as for instruments. In a MeDro-cycle one chosen *Song* may form the phonetic and semantic basis for vocalisation.

The same goes for **Dro** sections.

All vocal sounds are possible including speech, shouting, whispering and every possible vocal and physical effect. But always follow the rhythmic proportions!

Percussion

Percussionplayers 1 & 2 (P1 & P2) have a fixed, notated rhythmic structure.

P1 is both musician and timekeeper. P1 should be sitting with the front to the other players and have four groups of (non-pitched) percussion instruments. The groups may contain two, three or more instruments.

P1 & P2: A rhythmic value given (f.ex. A1 ♩, ♪ or ♫) indicates that you can make pulsations with that value as the fastest, within the given rhythmic duration. The pulsations should be improvised on instruments in the given group. The first beat in the group should be accentuated.

The percussion instruments should (mainly) be played with fingers.

Form

Four instruments are playing following Player1., 2., 3. and 4.

All other instruments are playing after 5+.

Player 1, 2, 3 and 4 follow their lines:

	<u>1.cycle</u>	<u>2.cycle</u>	<u>3.cycle</u>	<u>4.cycle</u>
1.Player	SoMeDro	Dro	Dro	DroMe
2.Player	DroMe	SoMeDro	Dro	Dro
3.Player	Dro	DroMe	SoMeDro	Dro
4.Player	Dro	Dro	DroMe	SoMeDro
5+.Player(s)	Dro	Dro	Dro	Dro

If the piece should last longer the cycles may be grouped – f.ex.:
accellerando
1.cycle - 2.cycle - 3.cycle - 4.cycle / 2.cycle - 3.cycle - 4.cycle / 3.cycle - 4.cycle / 4.cycle
or:
symmetrical
1.cycle - 2.cycle - 3.cycle - 4.cycle – 3.cycle – 2.cycle – 1.cycle
(Durations are in the Formplan)

