Hannah Caroline Firmin

PITCH RHYTHM GESTURE (2022)

Bb bass clarinet solo

full score

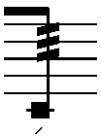
© Hannah Caroline Firmin

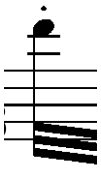
Performance Directions

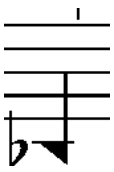
Structure

Begin with the original piece. After this choose from one of the three options on page 3, depending on which aspect you would like to preserve (gesture, pitch, or rhythm). Turn to the page your choice states and play the material provided. Likewise, at the bottom of each translation there is a box of options to select from. Again, choose which feature you would like to preserve and turn to that page to play the material. Continue to do this until you reach a page with no more options.

Noteheads

 **= air tone/sound**

 **= ord. unless a specific technique is stated above (such as sing + play/pitch bend)**

 **= slap tongue (different types are indicated in score via directions/notations)**

Air sounds/tones

These are measured on a scale of 1-5 where 1 is mostly pitch, and 5 is mostly air.

Multiphonic and Tremolo Fingerings

Multiphonic and tremolo fingerings come from Heather Roache's website.

Other

Where the stave disappears, such as in Gesture; Translation 2, the pitch is indeterminate.

Sometimes just the pitch classes are provided (Gesture; Translation 3 for example): here the range and contour is indeterminate unless stated otherwise.

At times the stave just has 3 lines (such as in Gesture; Translation 4). Here the top line and above is high (H), the middle line indicates mid-range (M), and the bottom line and below means low in range (L).

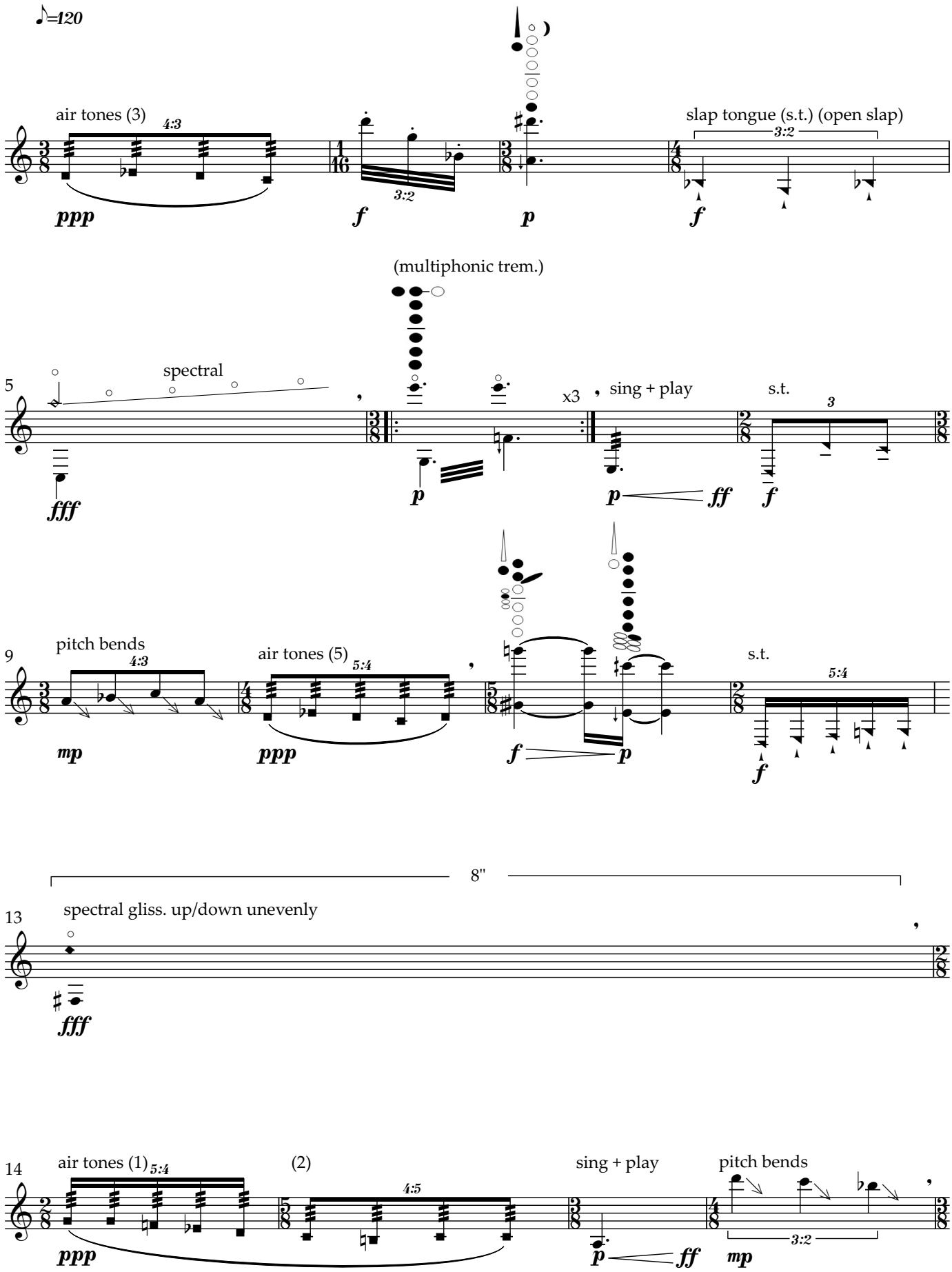
The arrow contour, as seen in Gesture; Translation 5 indicates whether the next pitch goes up or down from/stays the same as the previous pitch. The actual pitches are indeterminate unless stated otherwise.

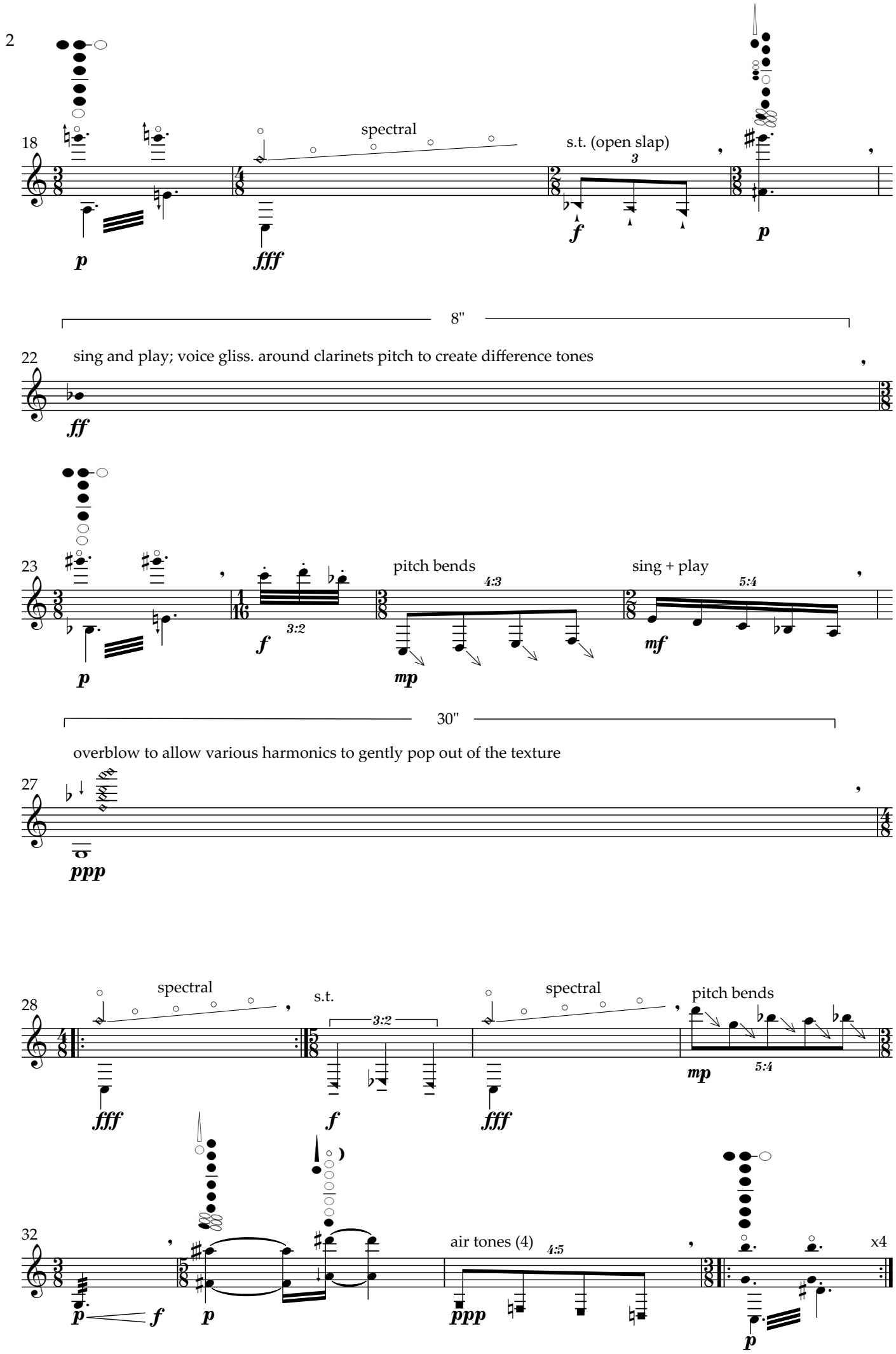
Sometime the structure is open (see Gesture; Translations 6 and 7). Here the boxes can be played in any order.

Gesture; Translation 7 gives directions for the number of attacks and the technique/dynamic to be used only.

PITCH RHYTHM GESTURE

Original




18
spectral
s.t. (open slap)
3
p
fff
f
p
8"
22
sing and play; voice gliss. around clarinets pitch to create difference tones
ff
23
pitch bends
4:3
sing + play
5:4
3:2
p
f
mp
mf
30"
overblow to allow various harmonics to gently pop out of the texture
27
ppp
28
spectral
s.t.
3:2
spectral
pitch bends
5:4
fff
f
fff
mp
32
air tones (4)
4:5
x4
p
f
p
ppp
p

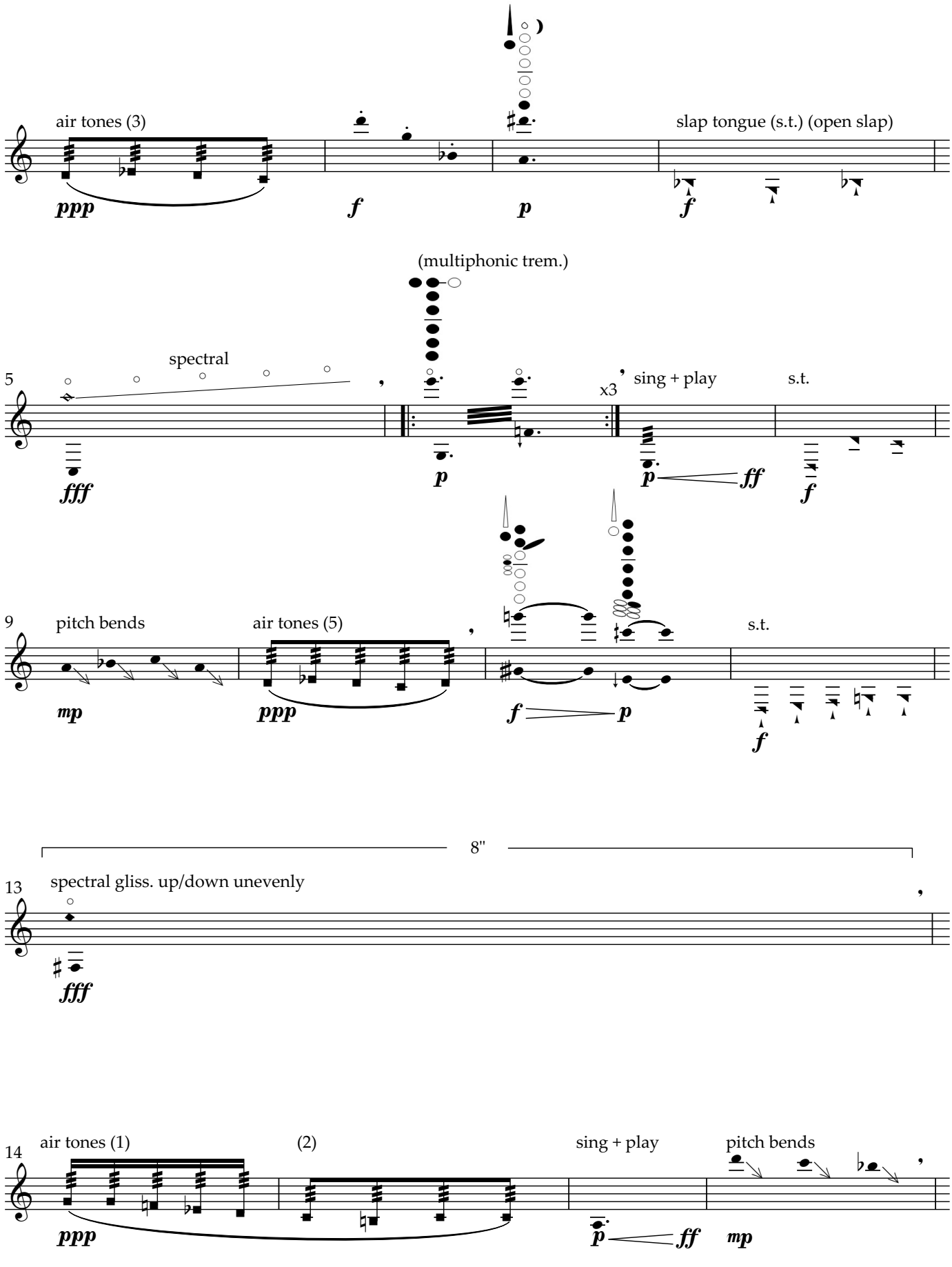
If you'd like to preserve gesture (G) then go to p. 4

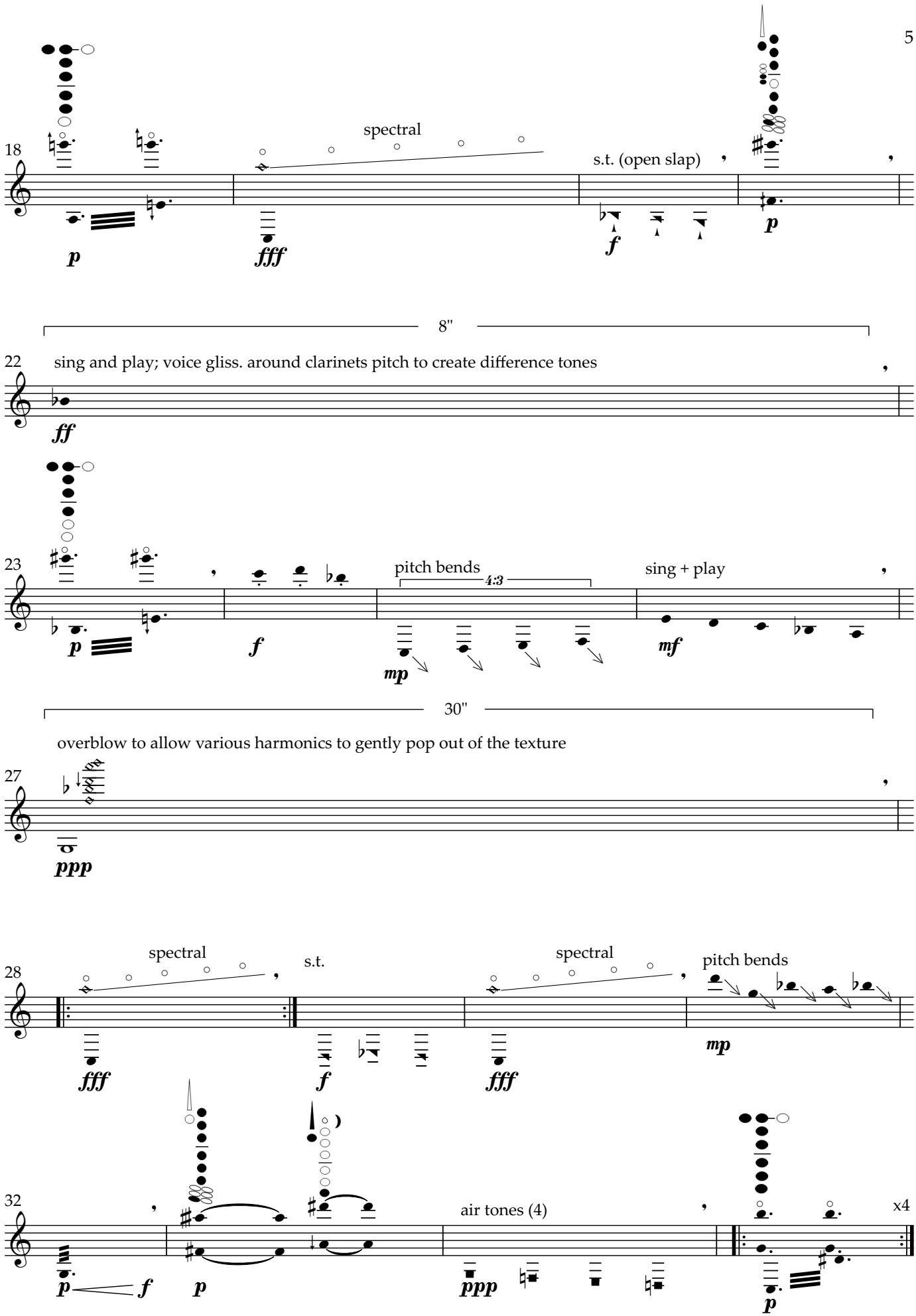
If you'd like to preserve pitch (P) then go to p. 18

If you'd like to preserve rhythm (R) then go to p. 30

These directions are provided at the bottom of each translation as 'G', 'P', or 'R', followed by the page number for the rest of the piece.

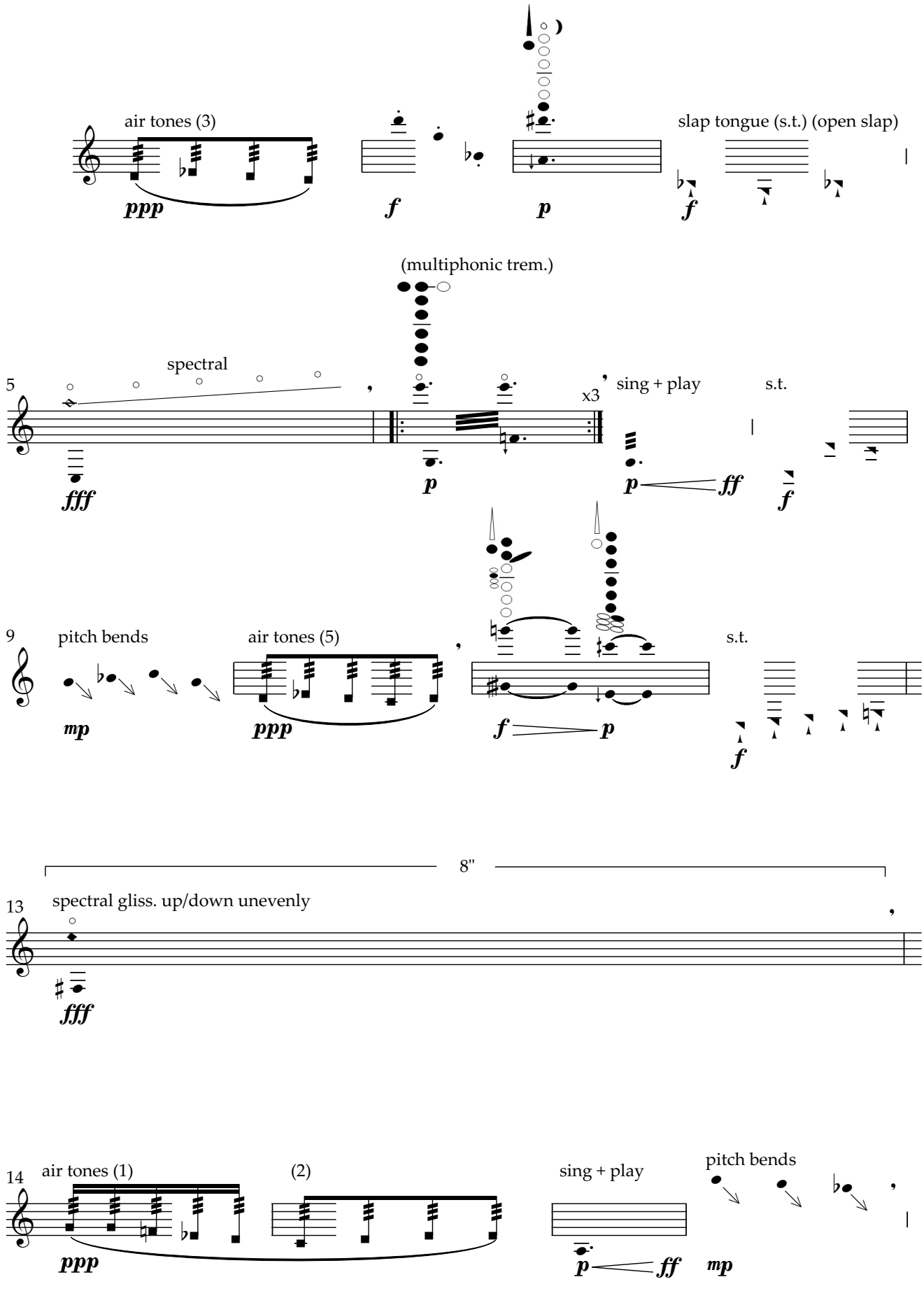
Gesture; Translation 1

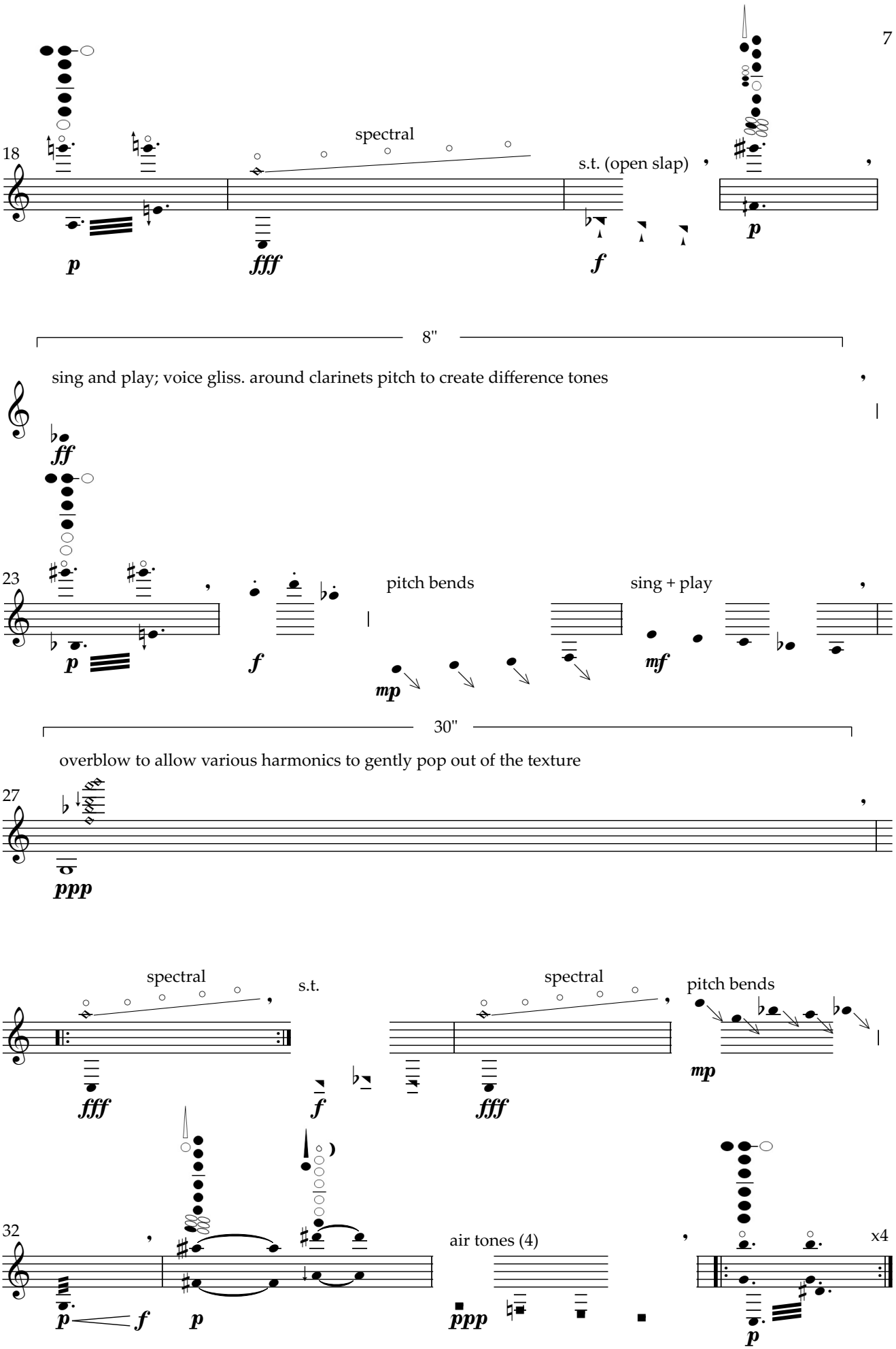




G = p. 6; P = p. 20; R = p. 32

Gesture; Translation 2





G = p. 8; P = p. 18; P = p. 22; R = p. 34

Gesture; Translation 3

air tones with flutter tongue (flz) (3) | staccato | multiphonic (pitch above) | slap tongue (s.t.) (open slap)

D - G - Bb - B | D - Ab - C# | A | A - G - C |

ppp | *f* | *p* | *f*

5 spectral gliss. (multiphonic trem.) , x3 , sing + play with flz | s.t. (tenuto)

C | G - F | Eb | E - D - C |

fff | *p* | *p* < *ff* | *f*

9 pitch bends | air tones with flz (5) , multiphonic (pitch above/below) | s.t.

F - F# - G - E | D - Eb - F# - C - C# | G♯ - E | F - E - D - B - G |

mp | *ppp* | *f* > *p* | *f*

8"

13 spectral gliss. up/down unevenly ,

F# |

fff

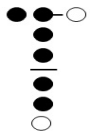
14 air tones with flz (1) | (2) | sing + play | pitch bends ,

Bb - C - F - A - Ab | C - C# - E -F | A | D - G - Eb |

ppp | *p* < *ff* | *mp*

18

(multiphonic trem.)



A - E | C | Bb - F# - A | F

spectral gliss.

s.t. (open slap)

multiphonic (pitch above)

p ***fff*** ***f*** ***p***

8"

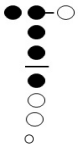
22

sing and play; voice gliss. around clarinets pitch to create difference tones

Bb

ff

23



Bb - E | Ab - D - B | C - C# - Bb - F | A - C - C' - G - A

staccato

pitch bends

sing + play

p ***f*** ***mp*** ***mf***

30"

27

overblow to allow various harmonics to gently pop out of the texture

G

ppp

28

spectral gliss.

C

B - Ab - D

spectral gliss.

C

F - G - Bb - A - E

fff ***f*** ***fff*** ***mp***

32

flutter tongue

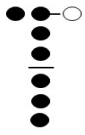
G

multiphonic (pitch above/below)

F# - A

air tones (4)

F# - F - E - Eb



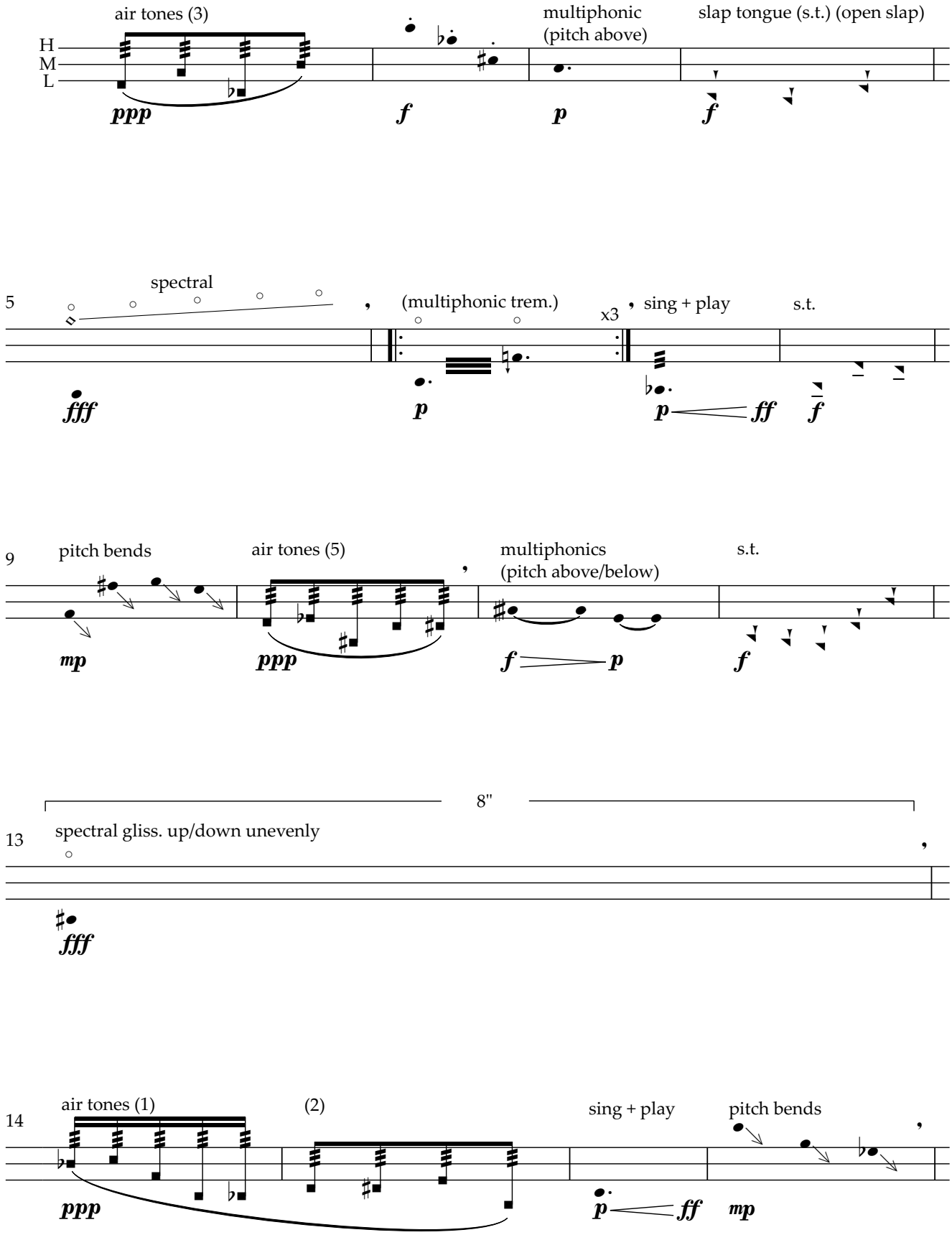
C - D#

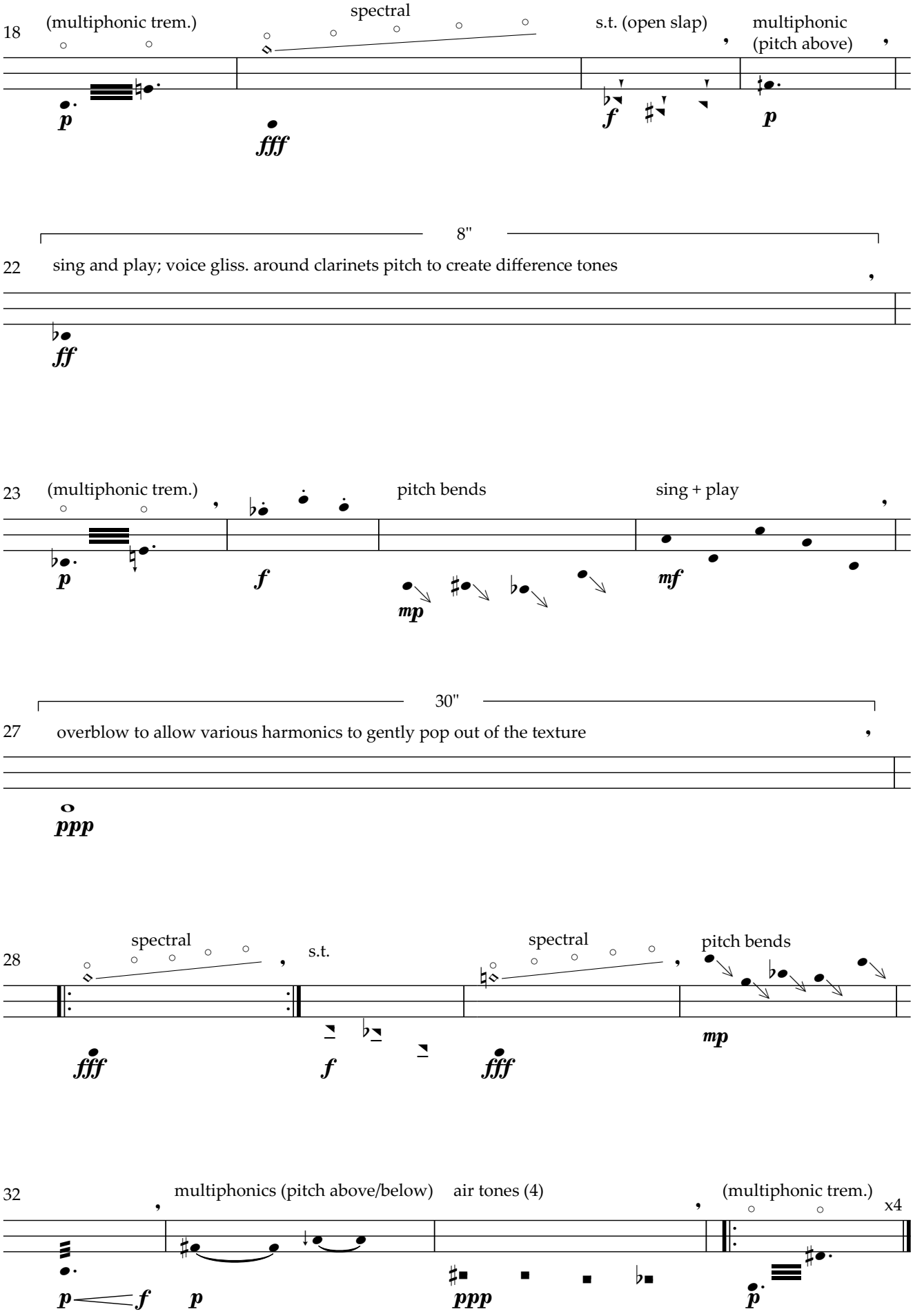
x4

p ***p*** ***ppp*** ***p***

G = p. 10; P = p. 24; R = p. 32; R = p. 36

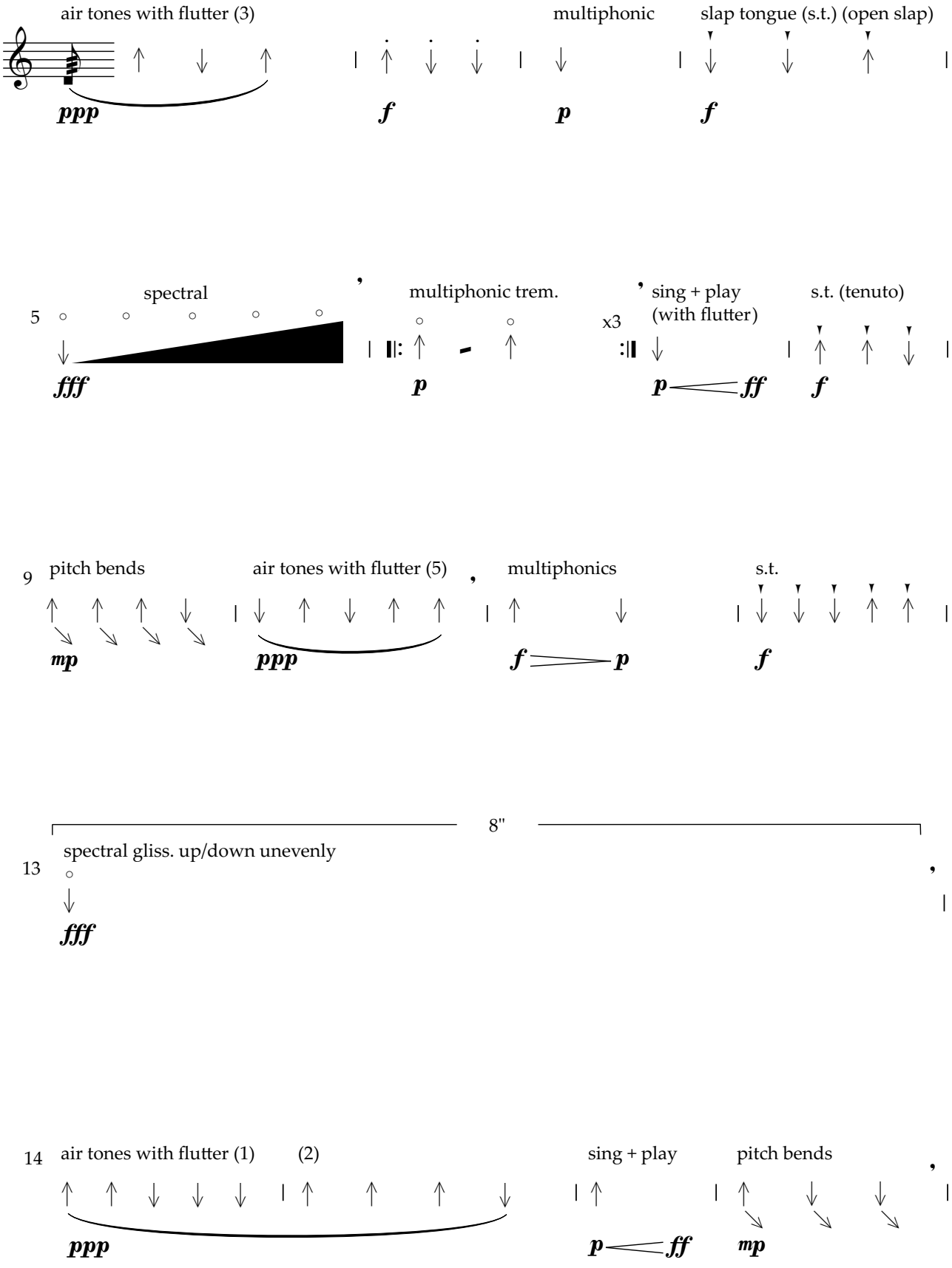
Gesture; Translation 4

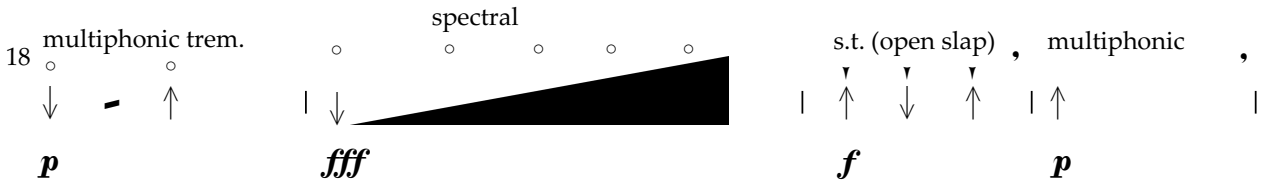




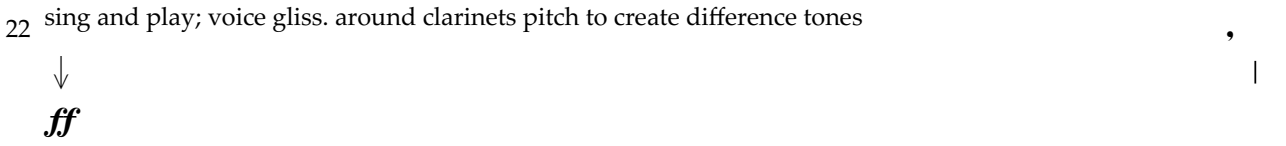
G = p. 12; P = p. 26; R = p. 38

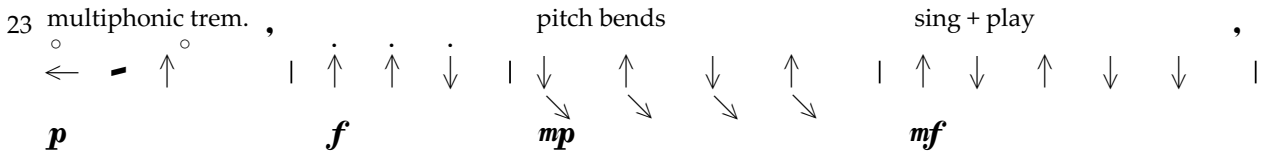
Gesture; Translation 5



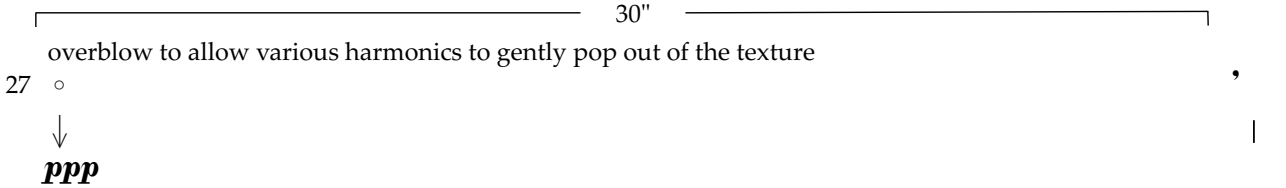


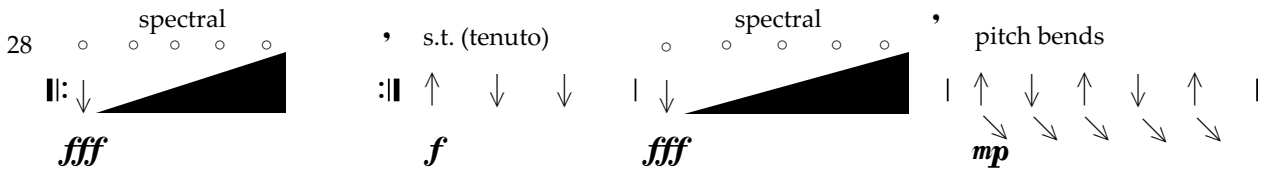
8"

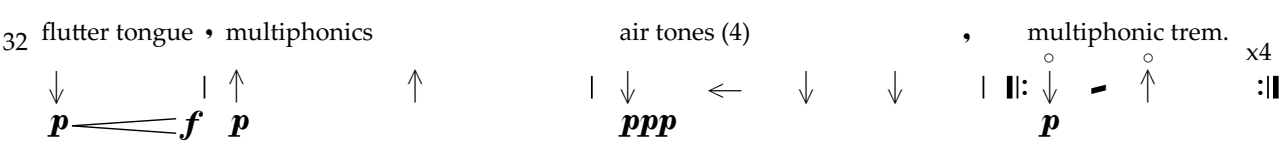




30"

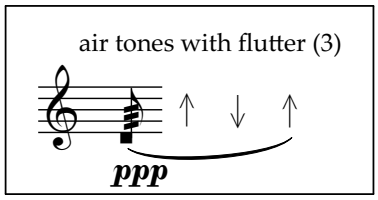


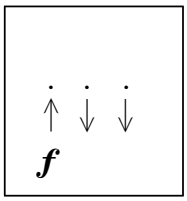


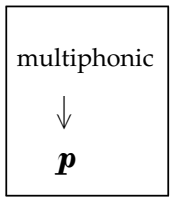


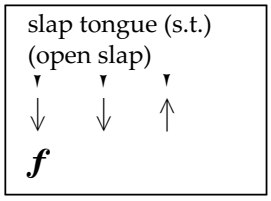
G = p. 14; P = p. 28; R = p. 40; R = p. 34

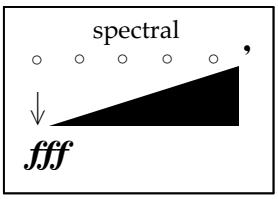
Gesture; Translation 6

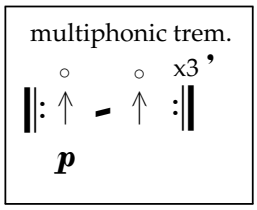


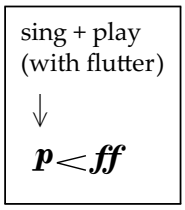


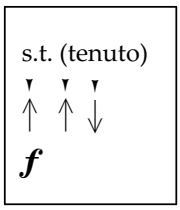


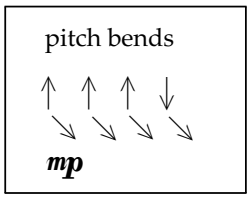


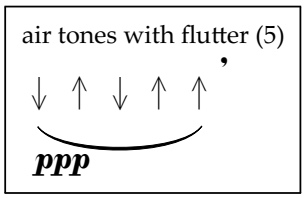


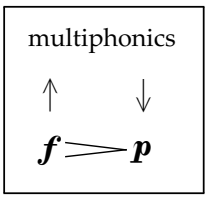


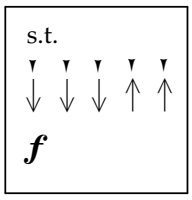


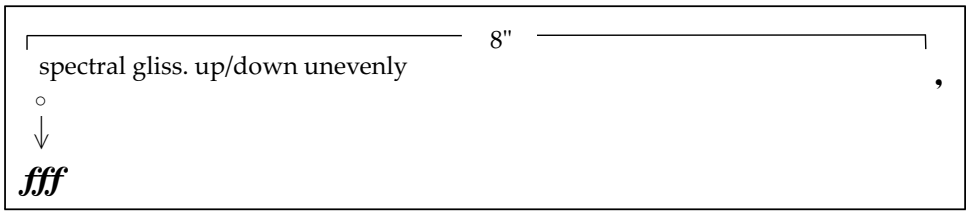


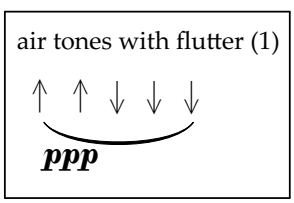


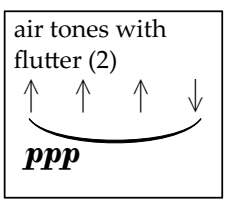


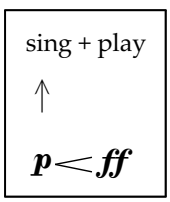


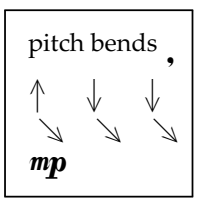


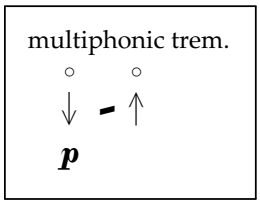


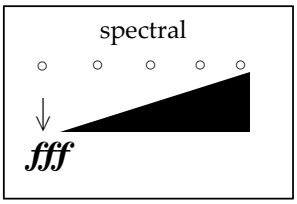


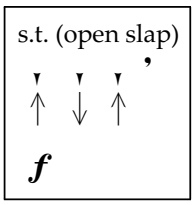


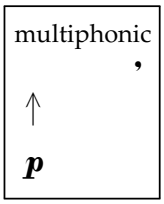


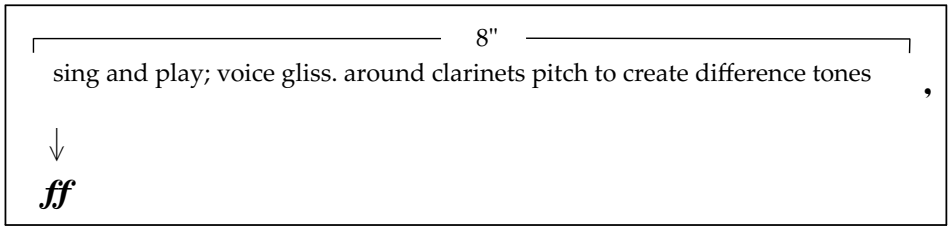


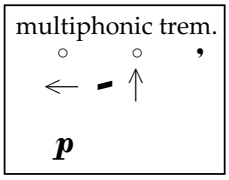


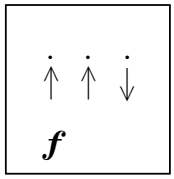


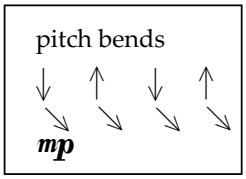


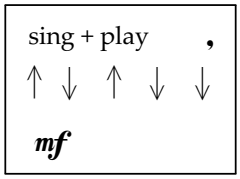


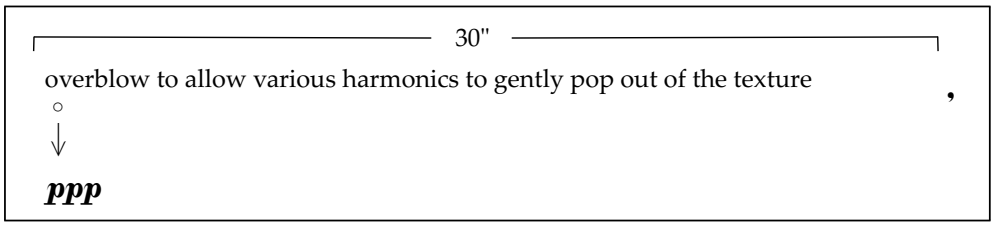


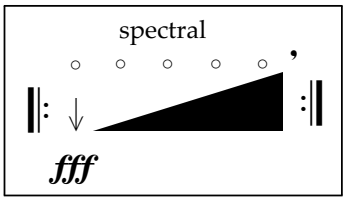


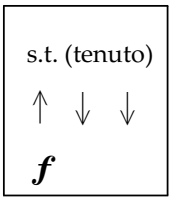


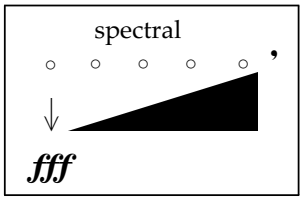


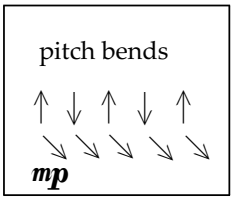


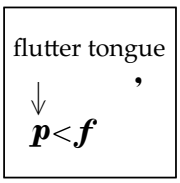


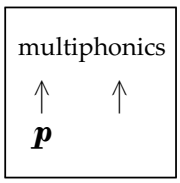


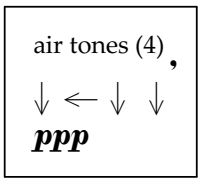


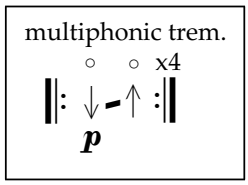












G = p. 16; P = p. 29; P = p. 24; R = p. 42

Gesture; Translation 7

air tones (3) + flutter tongue x4
ppp

staccato x3
f

multiphonic
p

slap tongue (open slap) x3
f

Repeat x3;
don't reattack on repeats

spectral sweep
fff

multiphonic trem.
p

sing + play x1
p < ***ff***

slap tongue (tenuto) x3
f

pitch bends x4
mp

air tones (5) + flutter tongue x5
ppp

multiphonics x2
f > ***p***

slap tongue x5
f

8"

spectral sweep up/down unevenly
fff

air tones (1) + flutter tongue x5
ppp

air tones (2) + flutter tongue x4
ppp

sing + play x1
p < ***ff***

pitch bends x3
mp

multiphonics x2
p

spectral sweep
fff

slap tongue (open slap) x3
f

multiphonic
p

8"

sing + play; voice gliss. around clarinets pitch to create difference tones
ff

multiphonic trem.
p

staccato x3
f

pitch bends x4
mp

sing + play x5
mf

30"

spectral multiphonic; overblow to allow various harmonics to gently pop out of texture
ppp

spectral sweep x2
fff

slap tongue (tenuto) x3
f

spectral sweep
fff

pitch bends x5
mp

Repeat x4;
don't reattack on repeats

Tremolo x1
p < ***f***

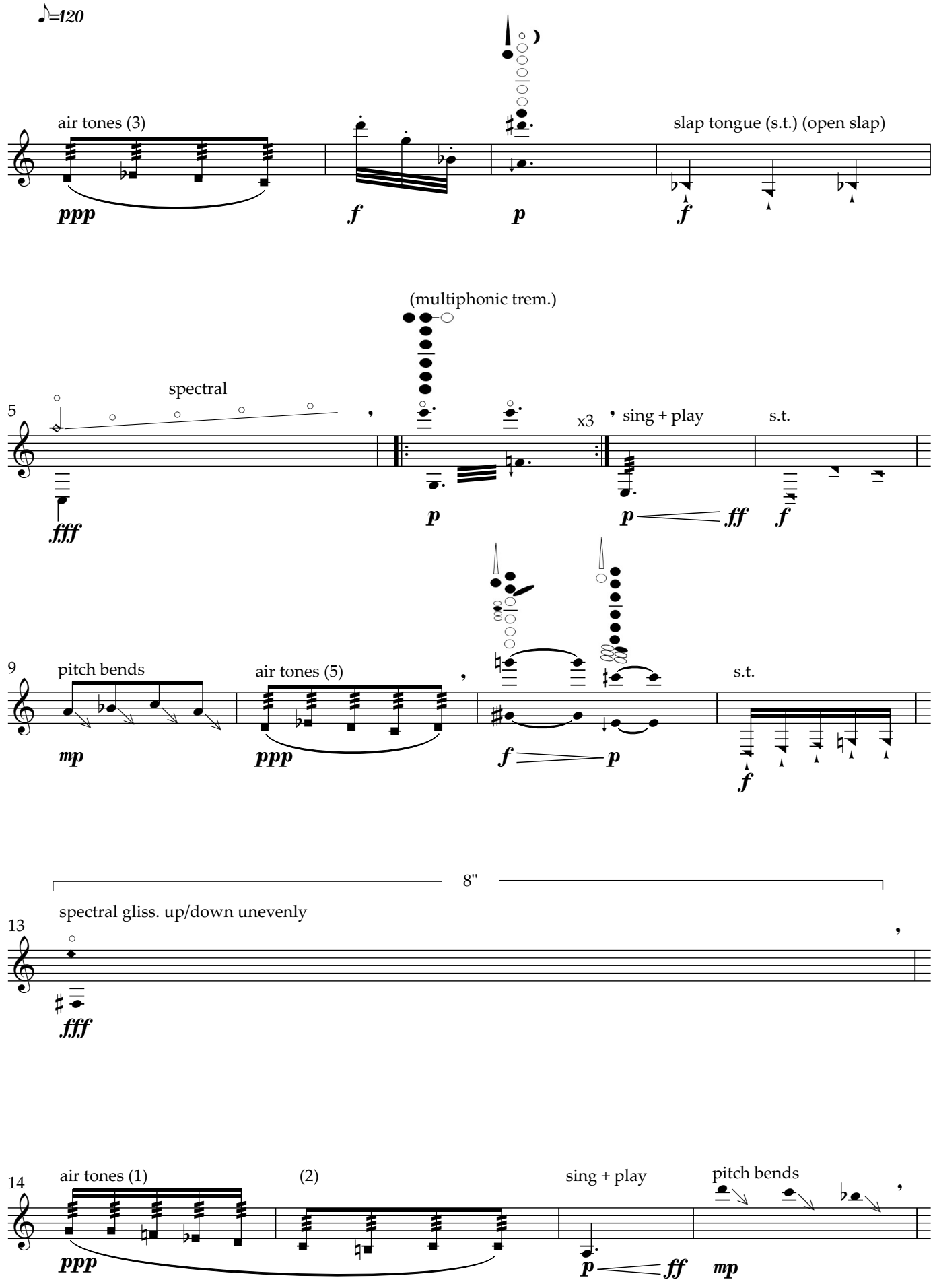
multiphonics x2
p

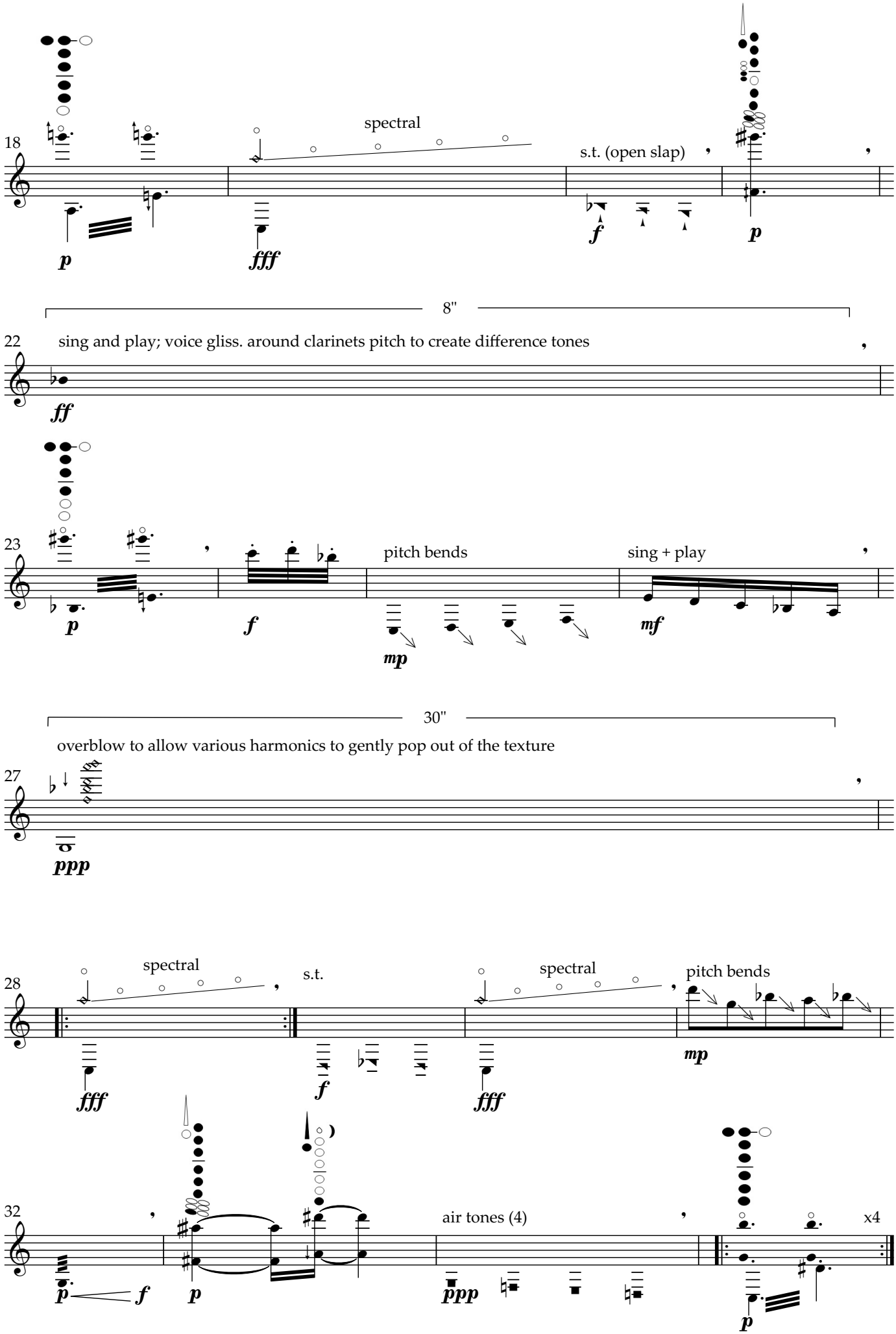
air tones (4) x4
ppp

multiponic trem.
p

END

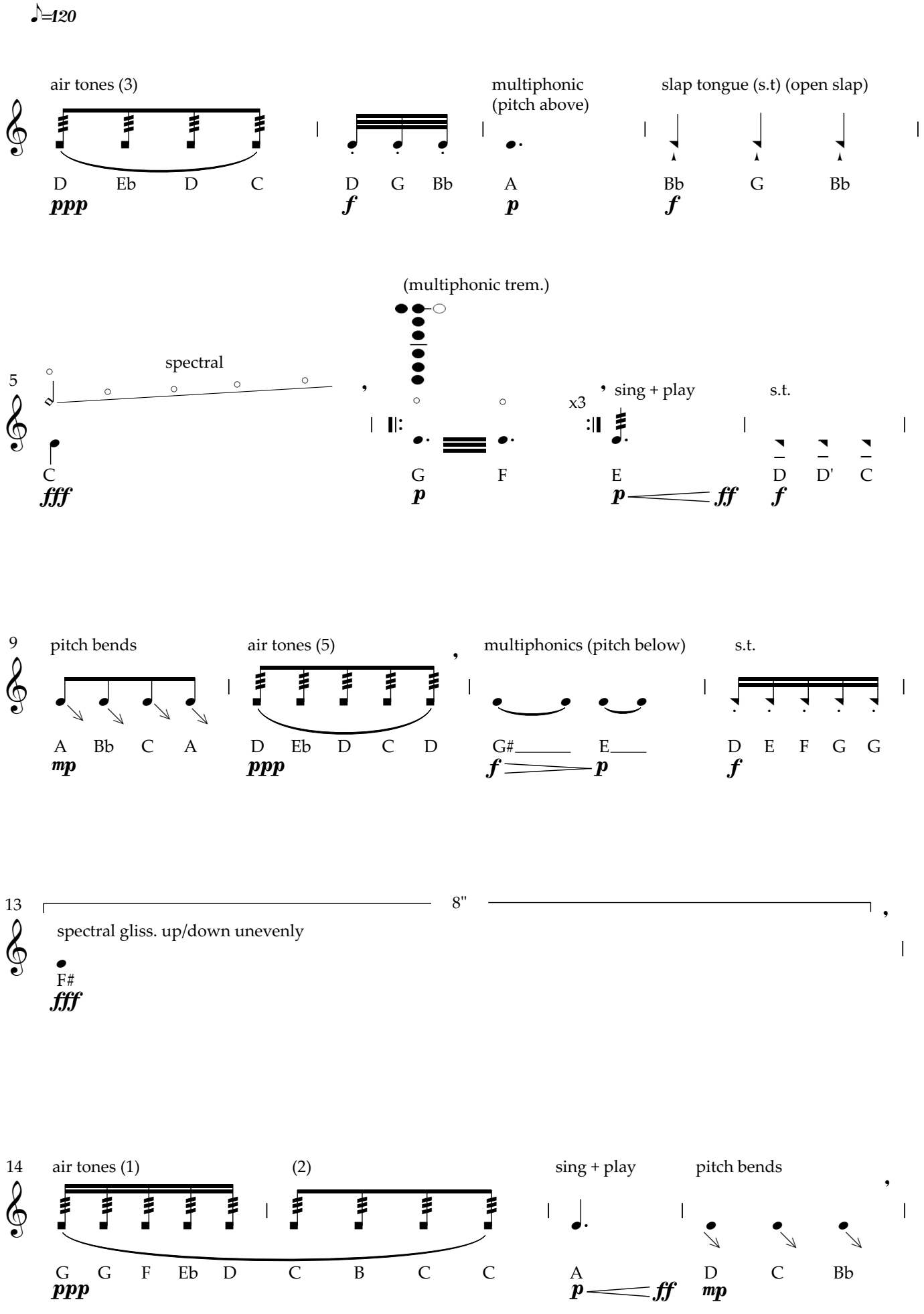
Pitch; Translation 1

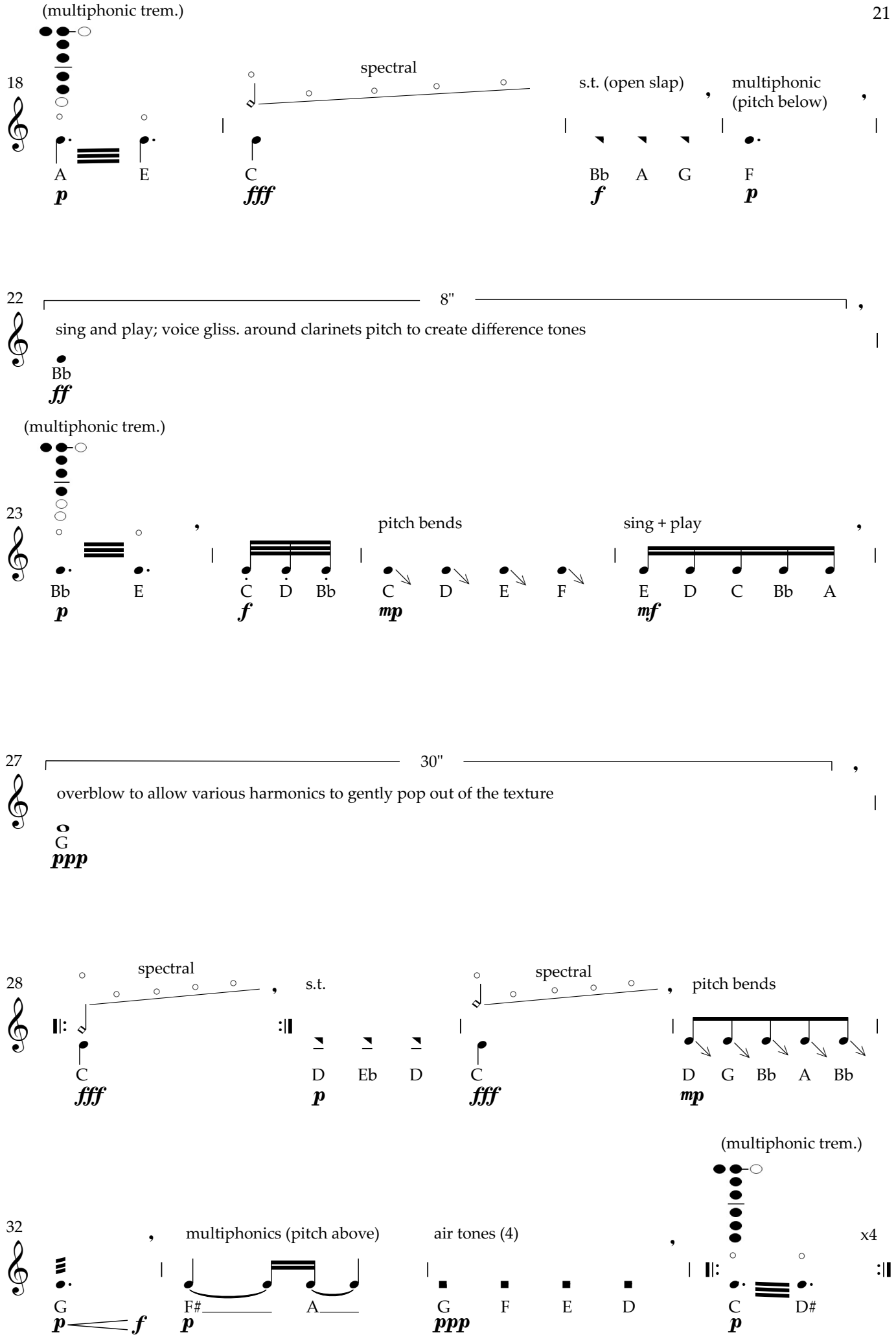




P = p. 20; G = p. 6 ; R = p. 32

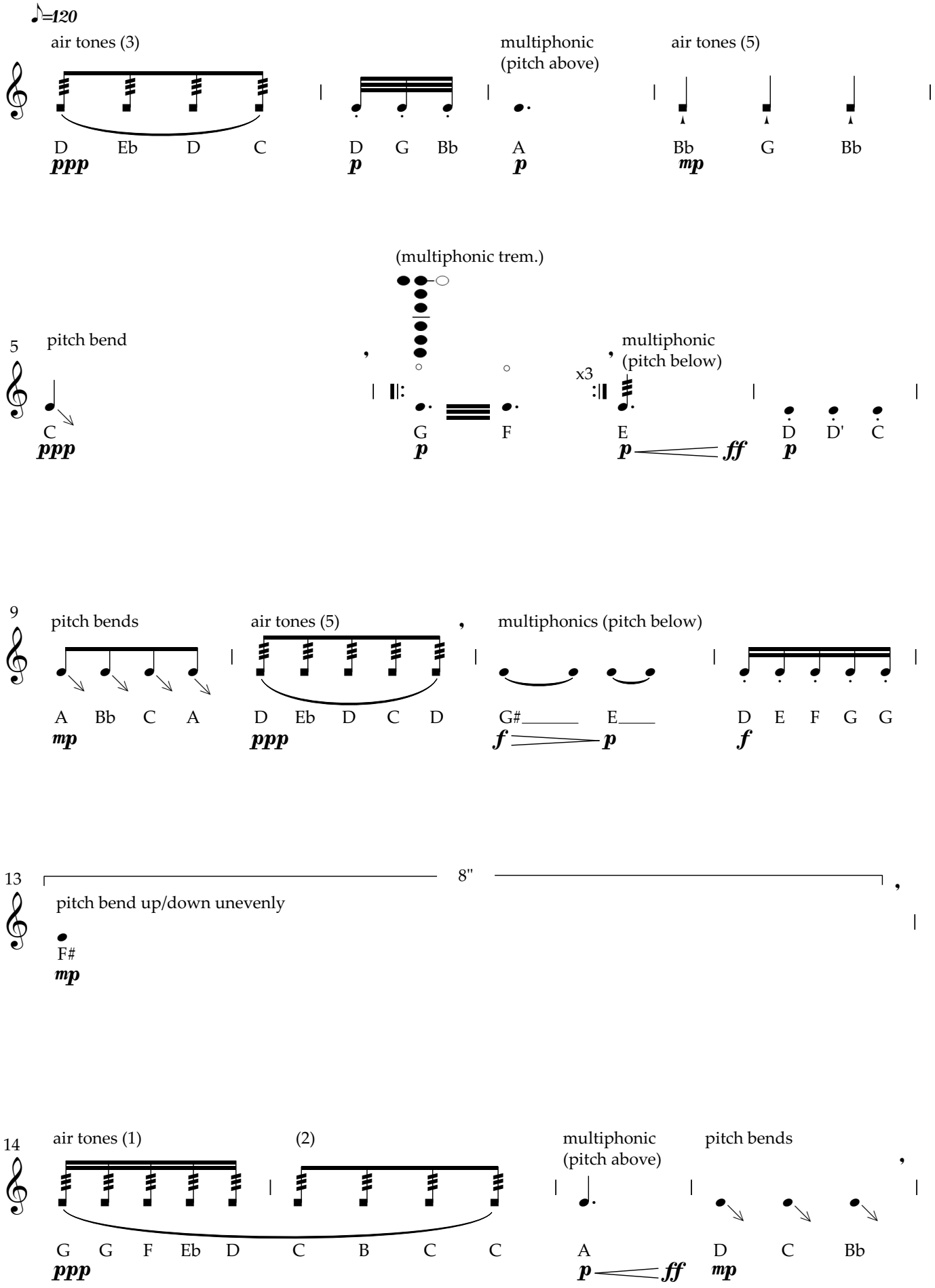
Pitch; Translation 2

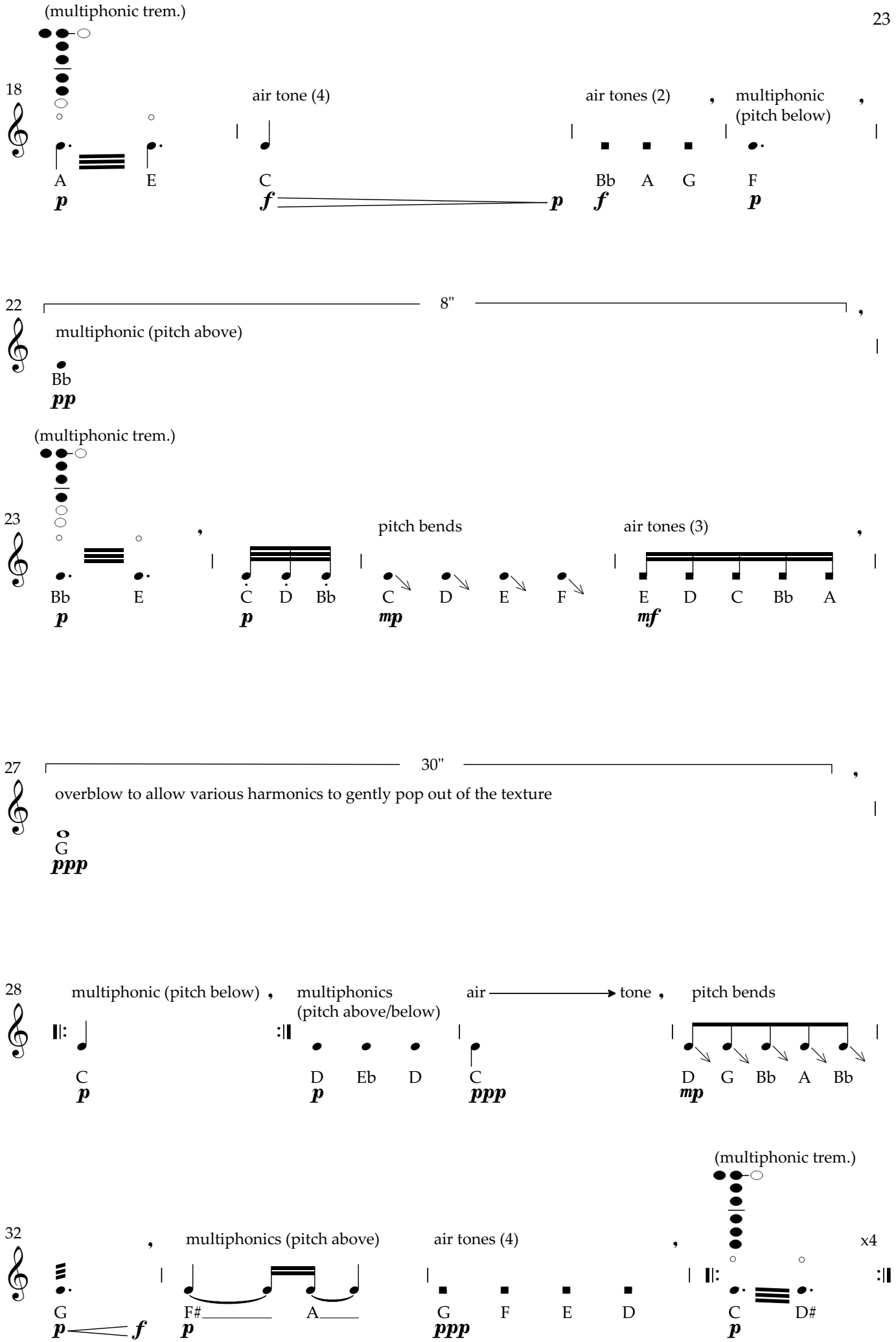




P = p. 22; G = p. 8; R = p. 34

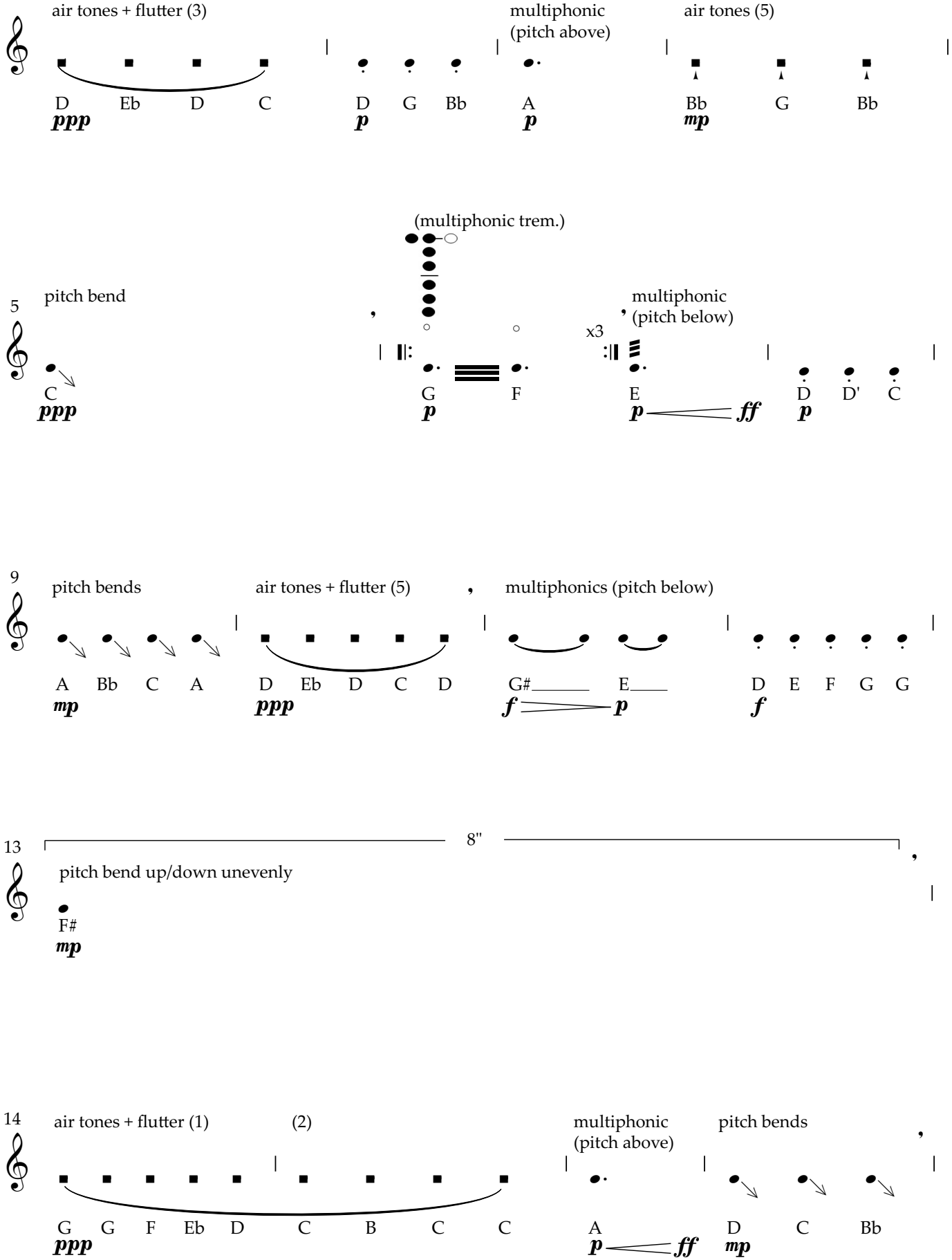
Pitch; Translation 3

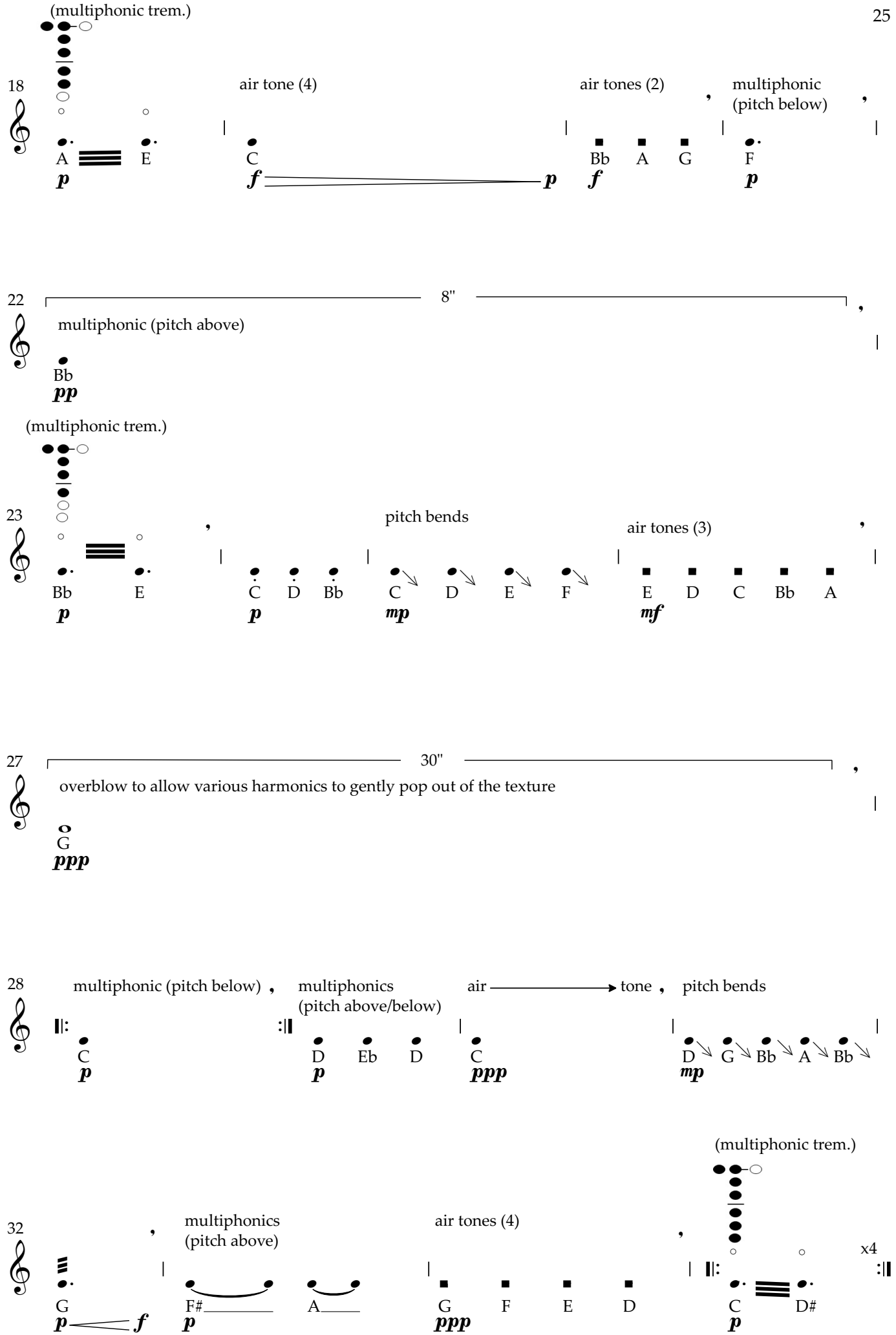




P = p. 24; G = p. 10; R = p. 36

Pitch; Translation 4



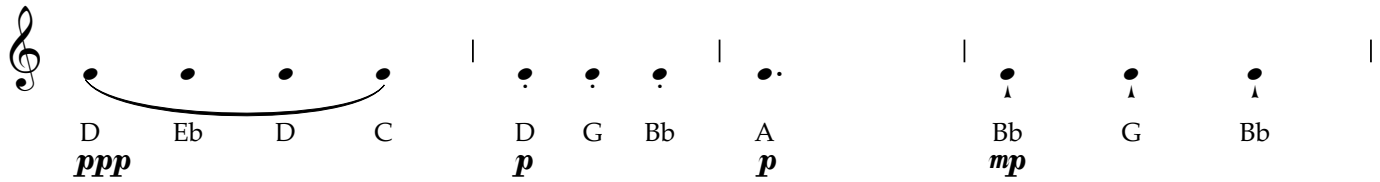


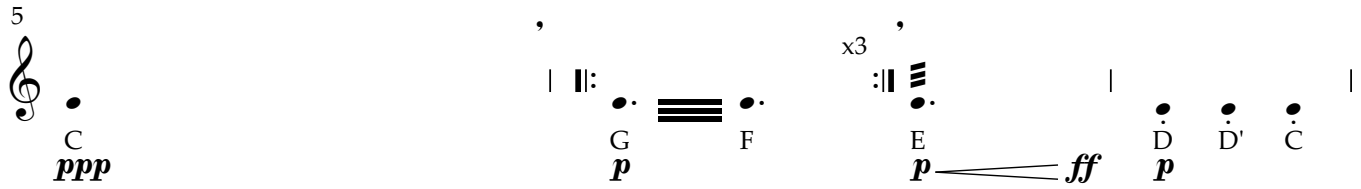
P = p. 26; G = p. 12; R = p. 38

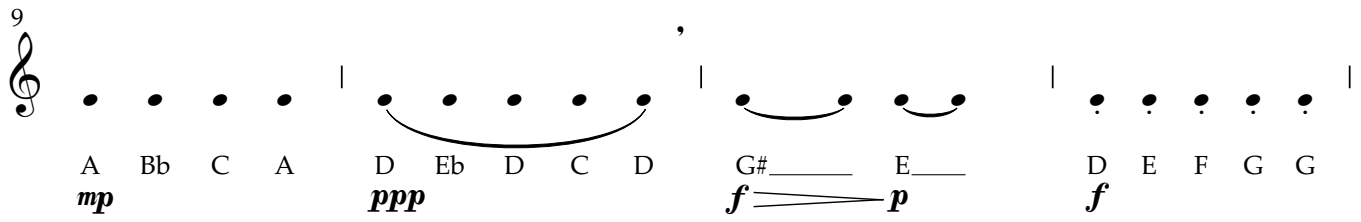
Pitch; Translation 5

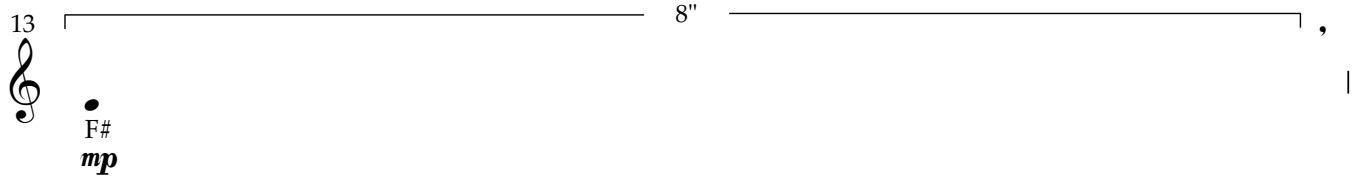
start on technique 1, follow the direction of the arrows to the following technique. once the whole sequence has been played once through, start the sequence from technique 2, and end on technique 1, for example, 2, 3, 4, 5, 1. The following iterations are as follows: 3, 4, 5, 1, 2; 4, 5, 1, 2, 3; 5, 1, 2, 3, 4; and then back to 1, 2, 3, 4, 5. Continue this cycle as much as is needed. change technique with every bar. if a certain technique doesn't work with the provided material then skip it.

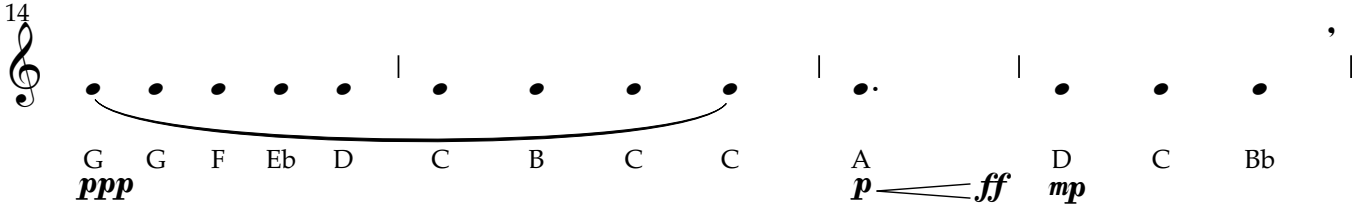
air tones + flutter (1) ⟶ multiphonic/s (2) ⟶ air tones (3) ⟶ pitch bend/s (4) ⟶ ord. (5)

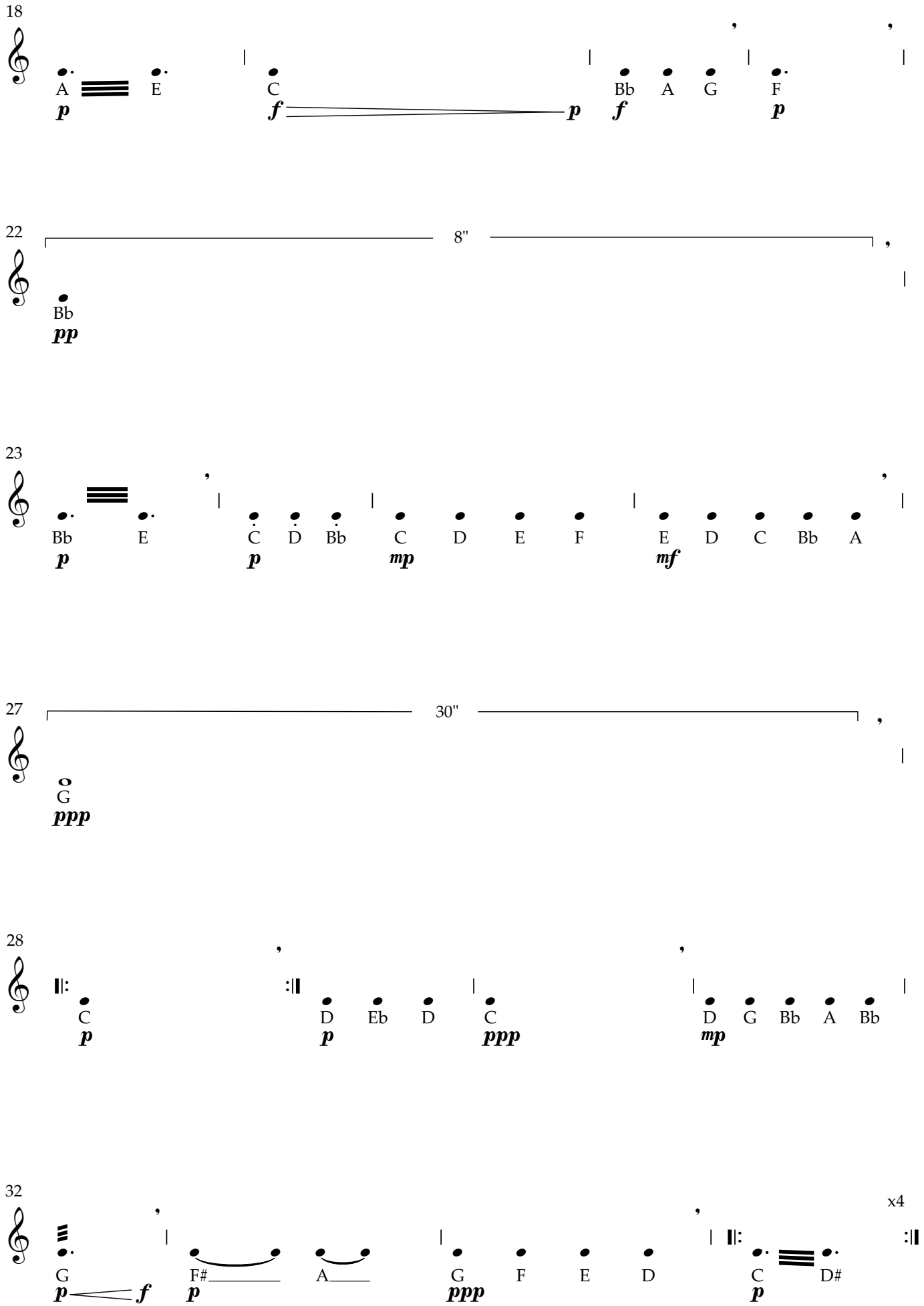












P = p. 28; G = p. 14; R = p. 40

Pitch; Translation 6

gradually progress from air tones ⟶ ord. pitch throughout the piece (5 to 1 on scale)
the piece should begin ***p*** and end ***f***

D - Eb - D - C - D - G - Bb - A - Bb - G - Bb - C - G

p

F - E - D - D' - C - A - Bb - C - A - D - Eb - D - C

D - G# - E - D - E - F - G - G - F# - G - G - F - Eb

D - C - B - C - C - A - D - C - Bb - A - E - C - Bb

A - G - F - Bb - Bb' - E - C - D - Bb - C - D - E - F

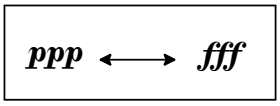
E - D - C - Bb - A - C - C - G - D - Eb - D - C - D

G - Bb - A - Bb - G - F# - A - G - F - E - D - C - D# ‖

f

P = p. 29; G = p. 16; R = p. 42

Pitch; Translation 7



D - Eb - D - C - D - G - Bb - A - Bb - G - Bb - C - G

F - E - D - D' - C - A - Bb - C - A - D - Eb - D - C

D - G# - E - D - E - F - G - G - F# - G - G - F - Eb

D - C - B - C - C - A - D - C - Bb - A - E - C - Bb

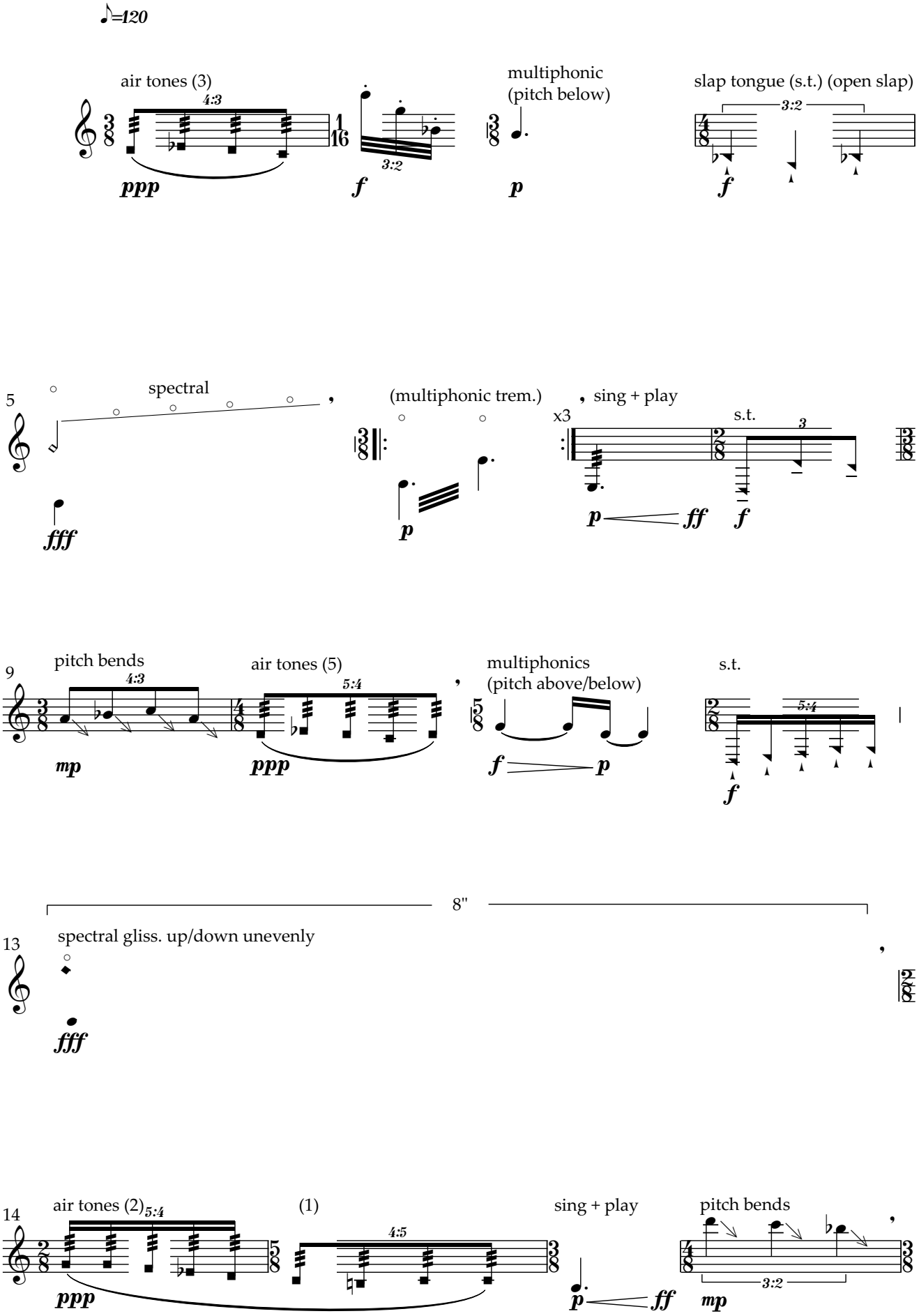
A - G - F - Bb - Bb' - E - C - D - Bb - C - D - E - F

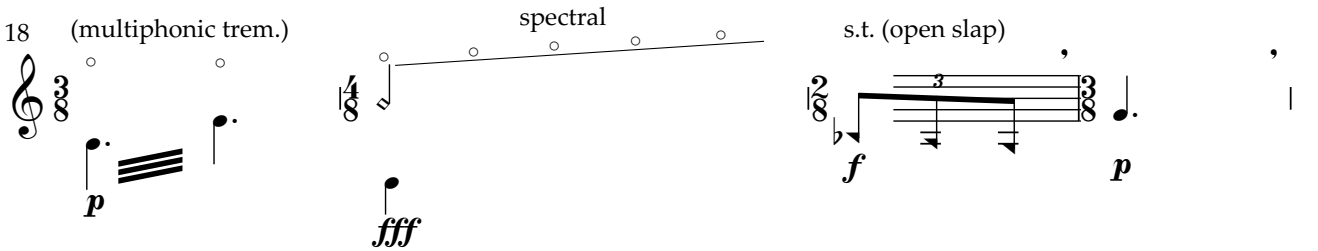
E - D - C - Bb - A - C - C - G - D - Eb - D - C - D

G - Bb - A - Bb - G - F# - A - G - F - E - D - C - D#

END

Rhythm; Translation 1





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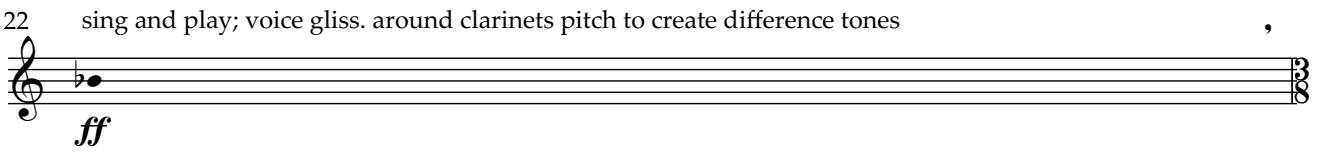

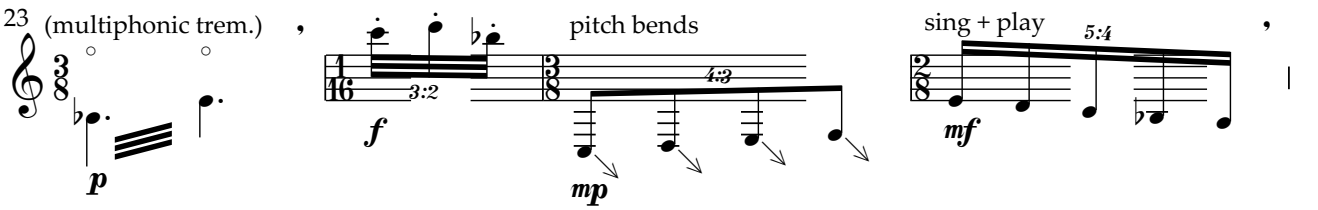

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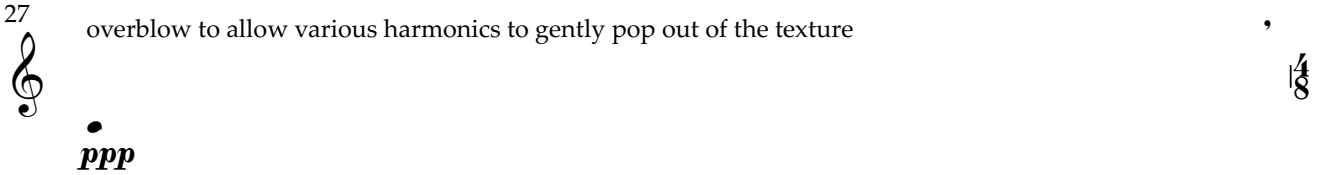
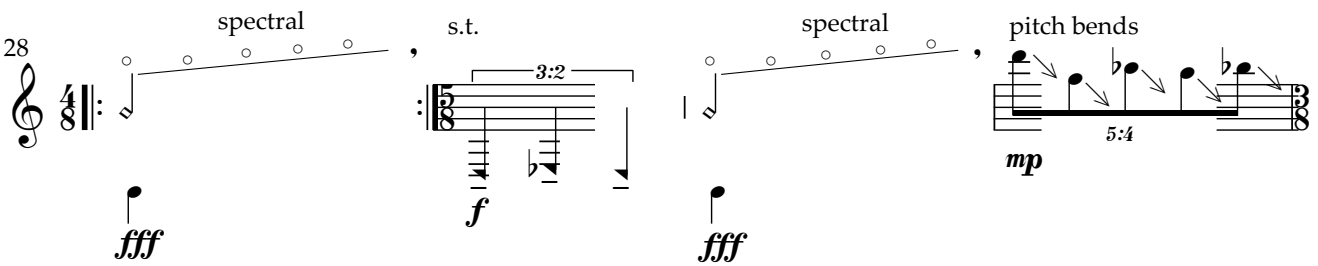
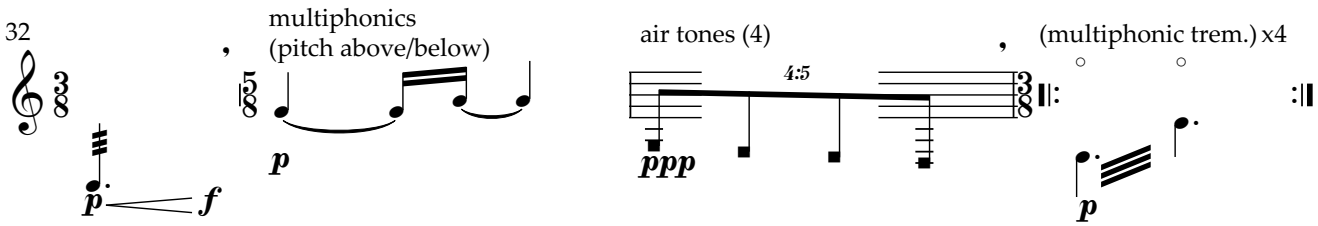
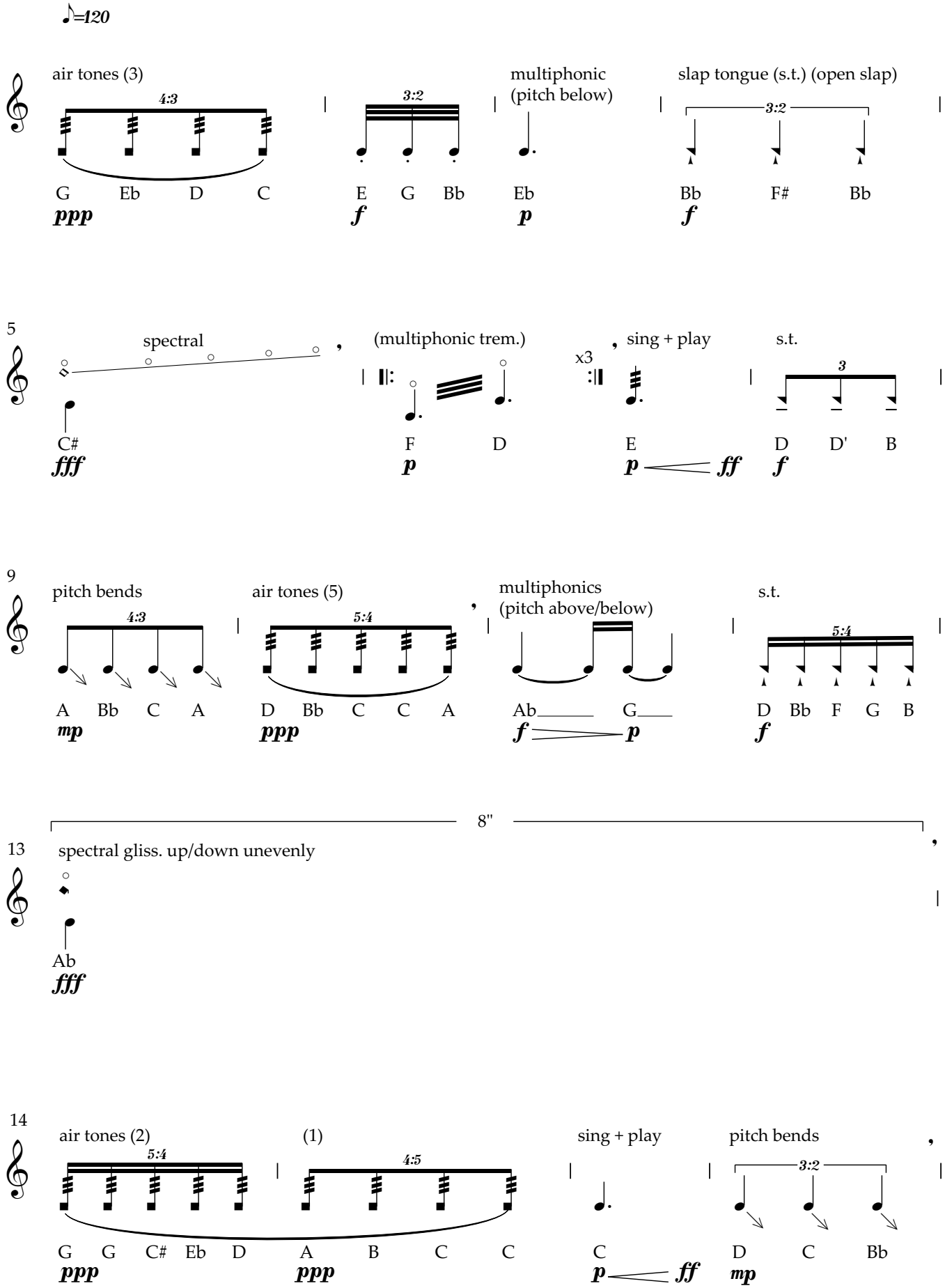


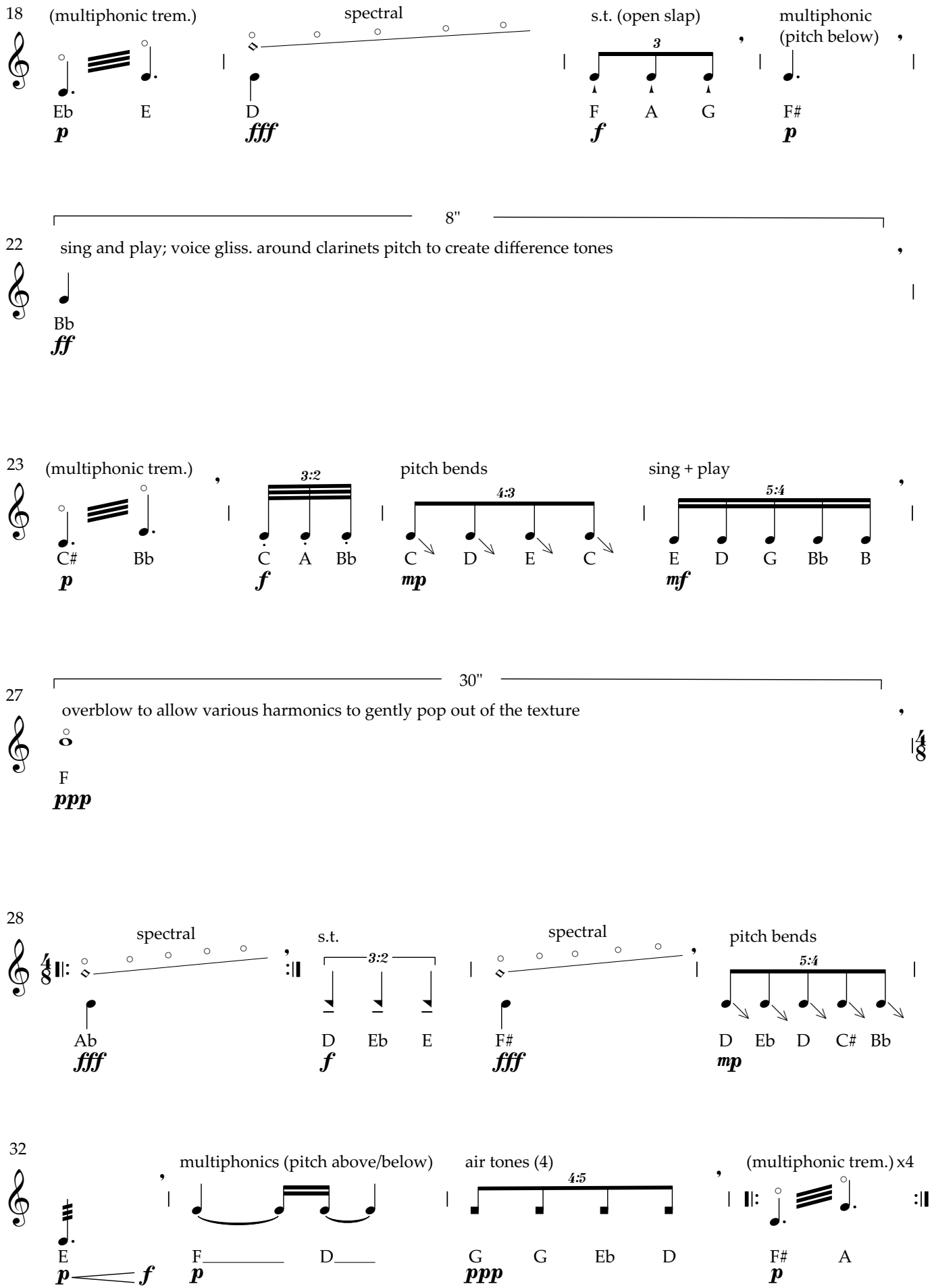




R = p. 32; P = p. 20; G = p. 6

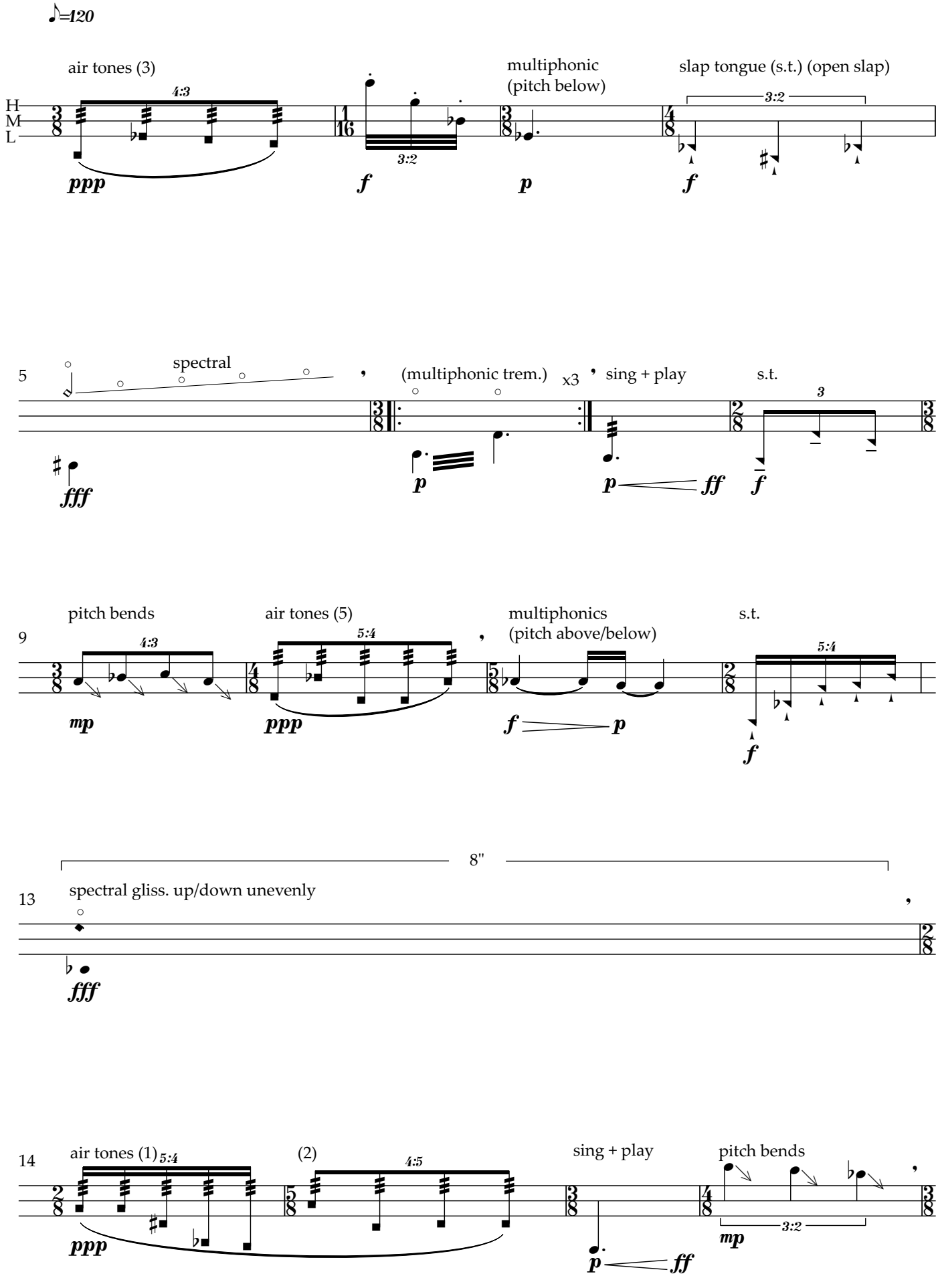
Rhythm; Translation 2

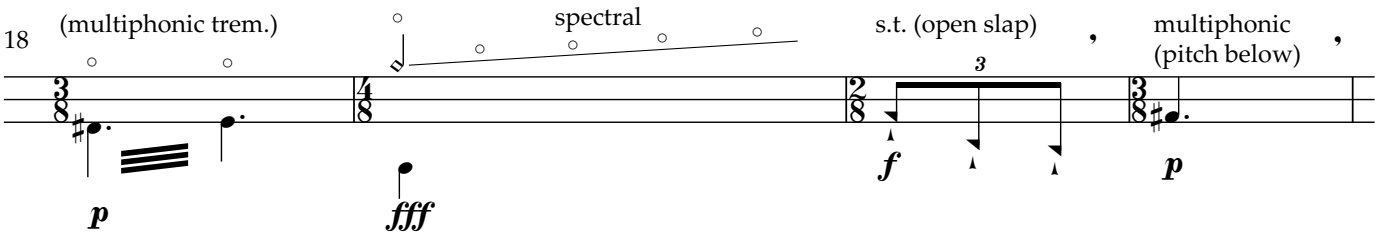


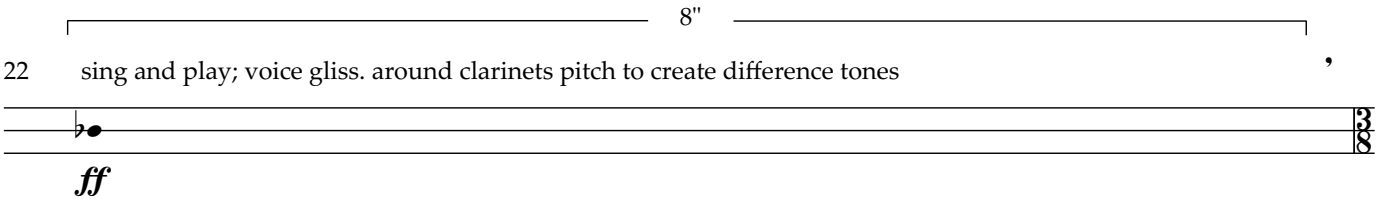


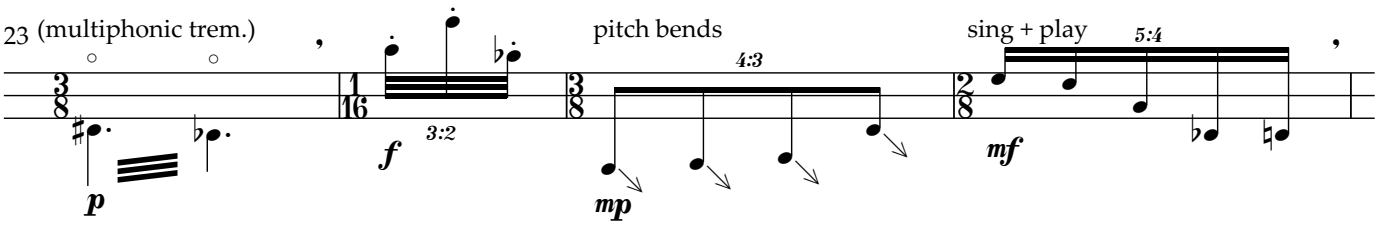
R = p. 34; P = p. 22; P = p. 24; G = p. 8

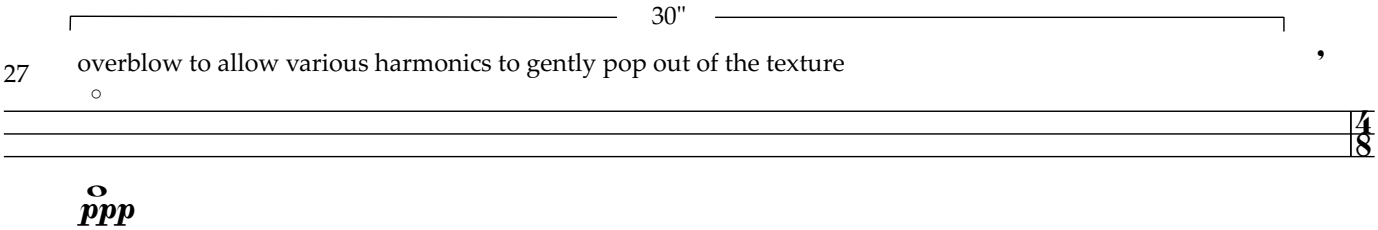
Rhythm; Translation 3

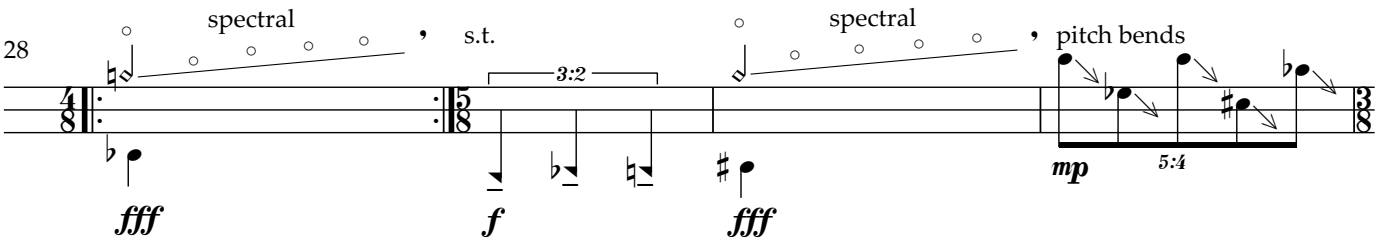


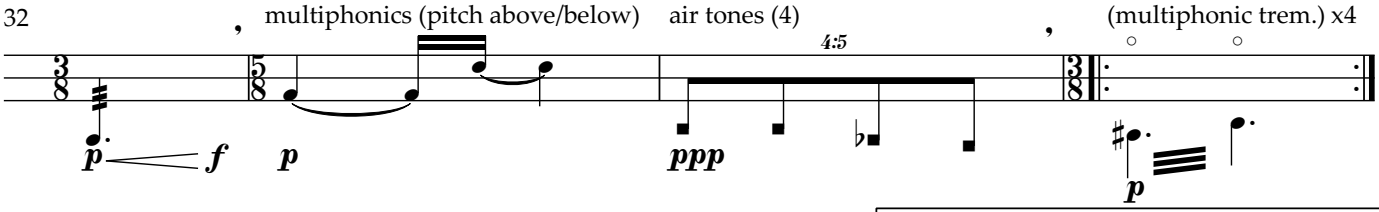






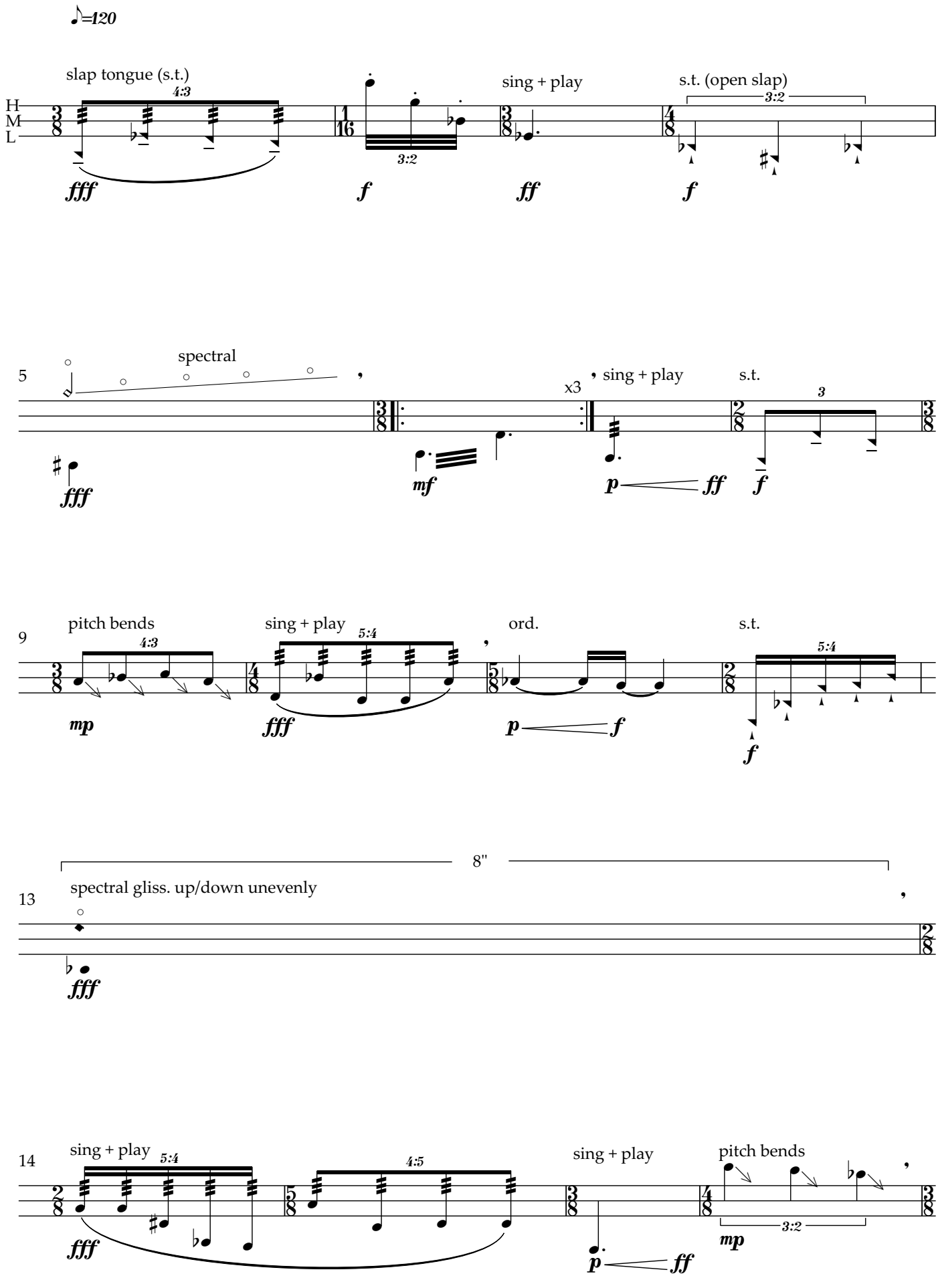


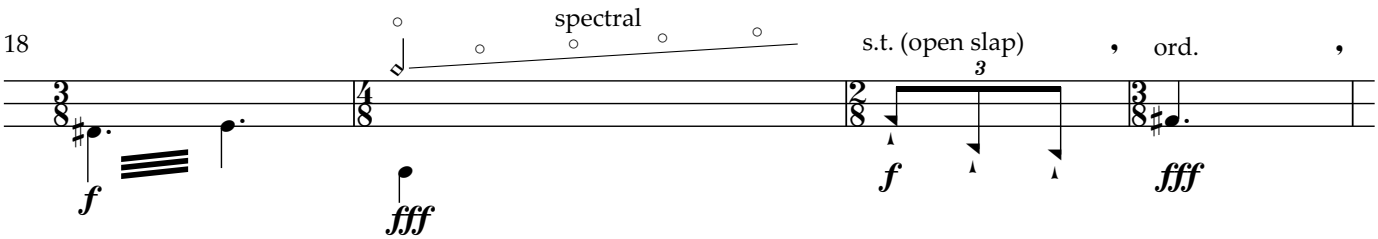




R = p. 36; P = p. 24; G = p. 10; G = p. 14

Rhythm; Translation 4





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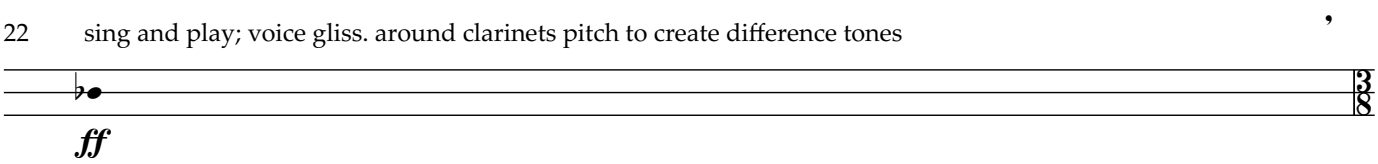
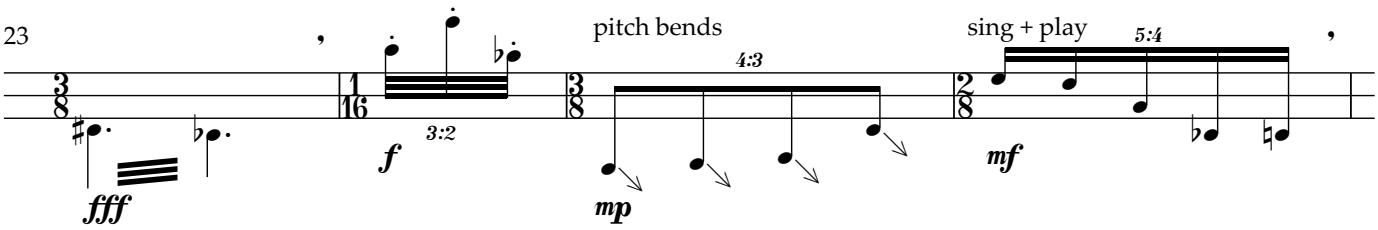
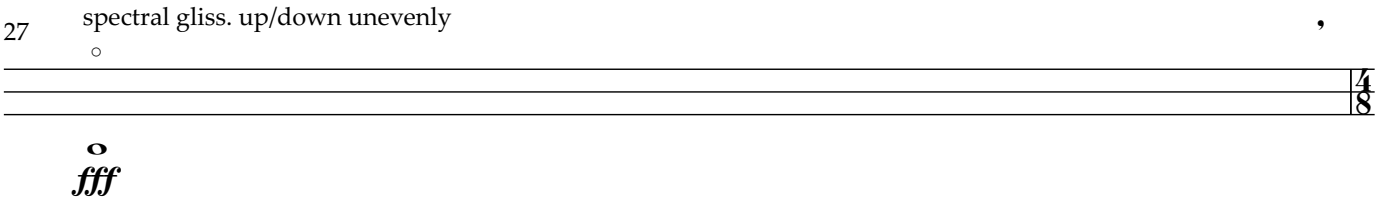
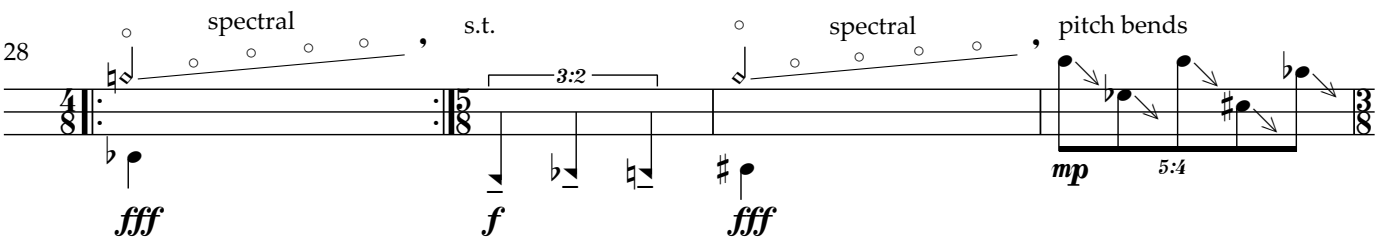
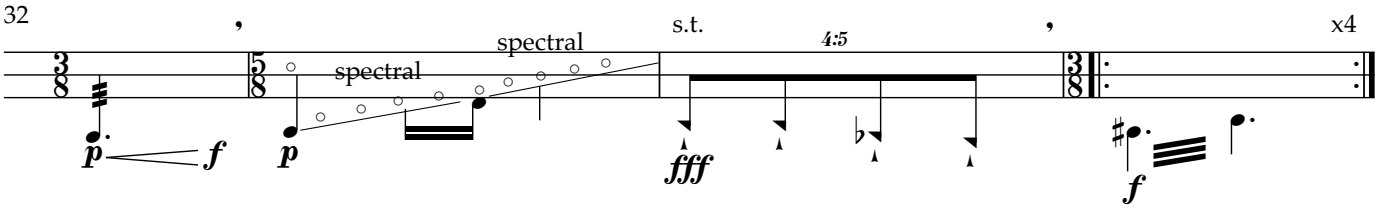




30"

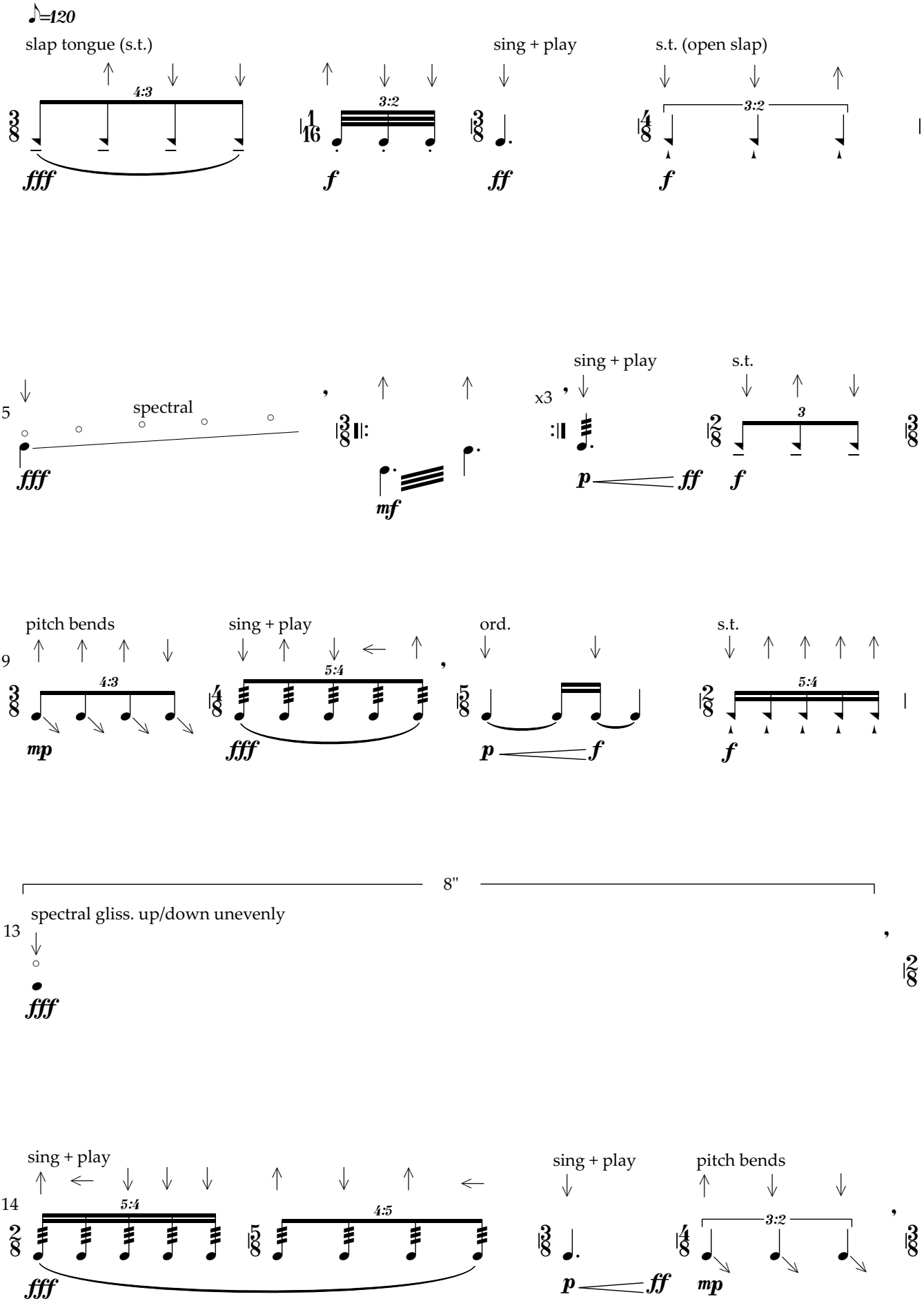


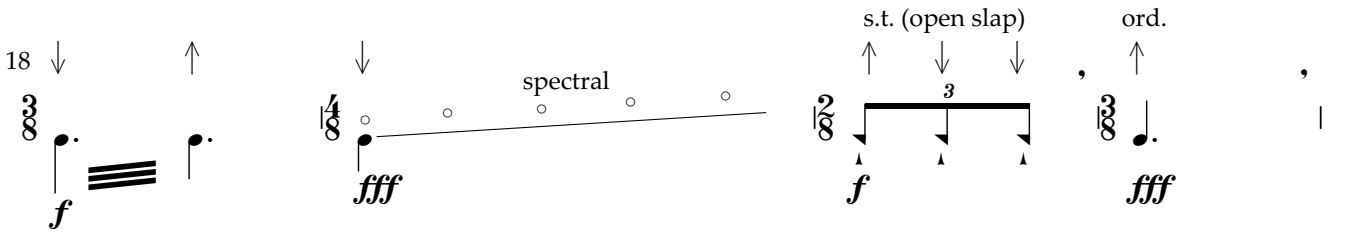




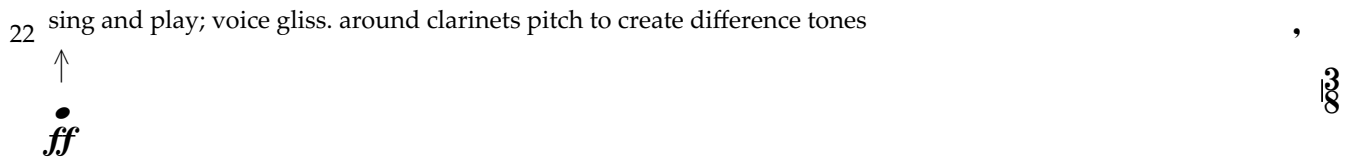
R = p. 38; P = p. 26; P = p. 28; G = p. 12

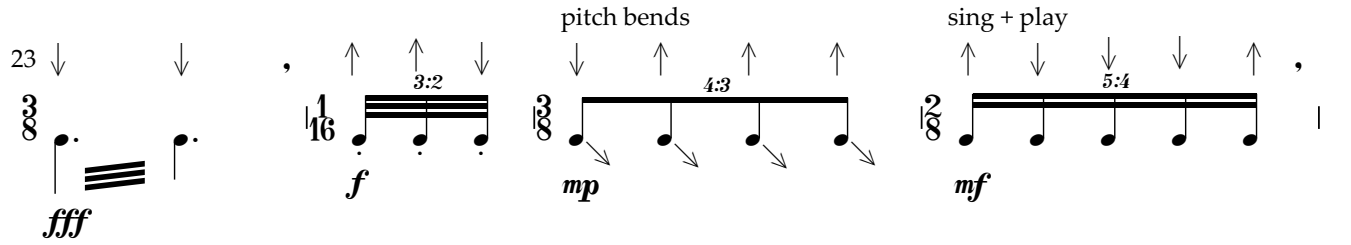
Rhythm; Translation 5



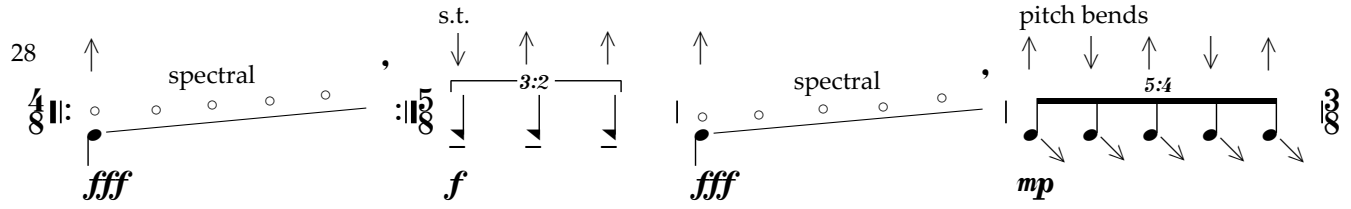


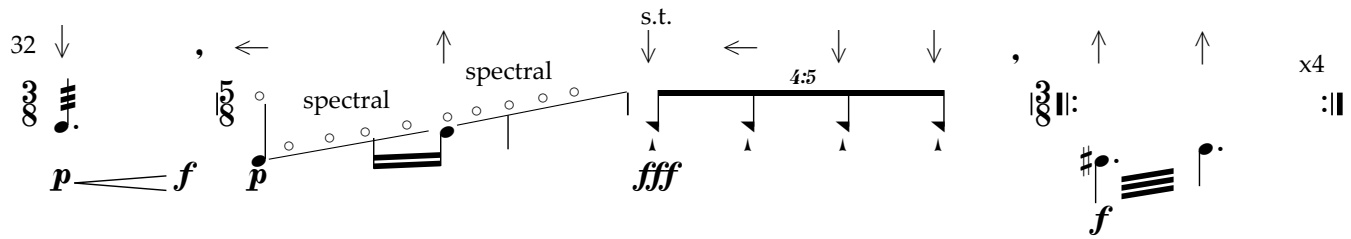
8"





30"





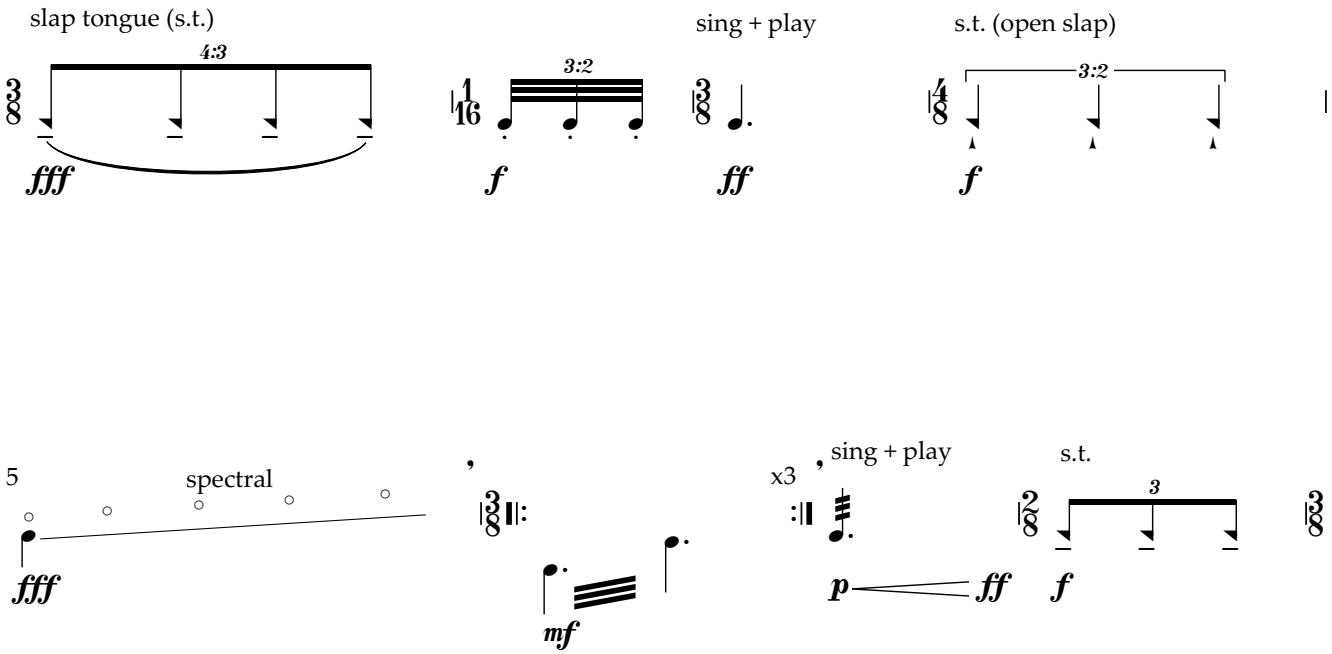
R = p. 40; P = p. 28; P = p. 29; G = p. 14

Rhythm; Translation 6

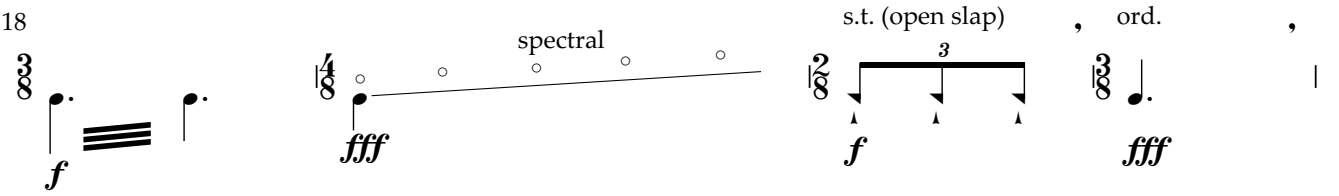
♪=120

Use the pitch sequence below in any order in combination with the rhythmic material provided.

G - E - Eb - F# - C# - F - D - B - Bb - C - A - Ab



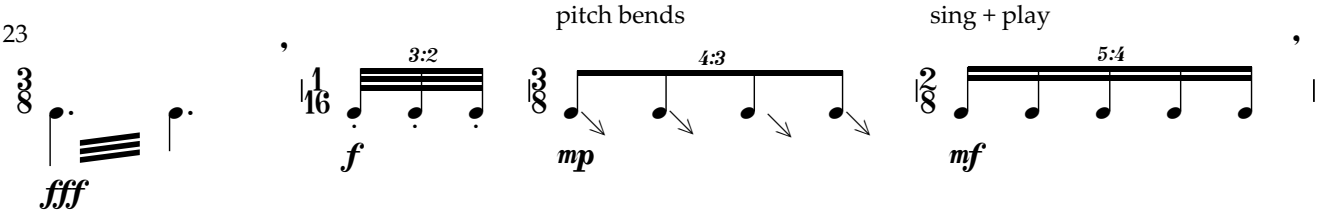
18



8"

22 sing and play; voice gliss. around clarinets pitch to create difference tones

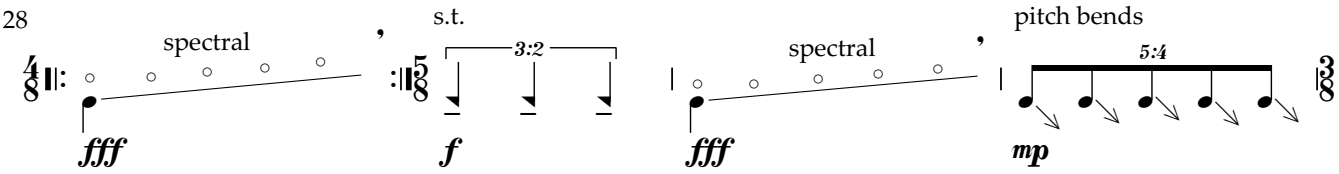
23



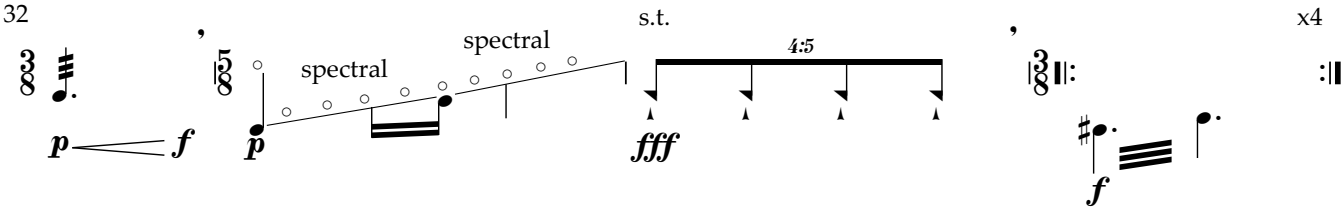
30"

27 spectral gliss. up/down unevenly

28



32

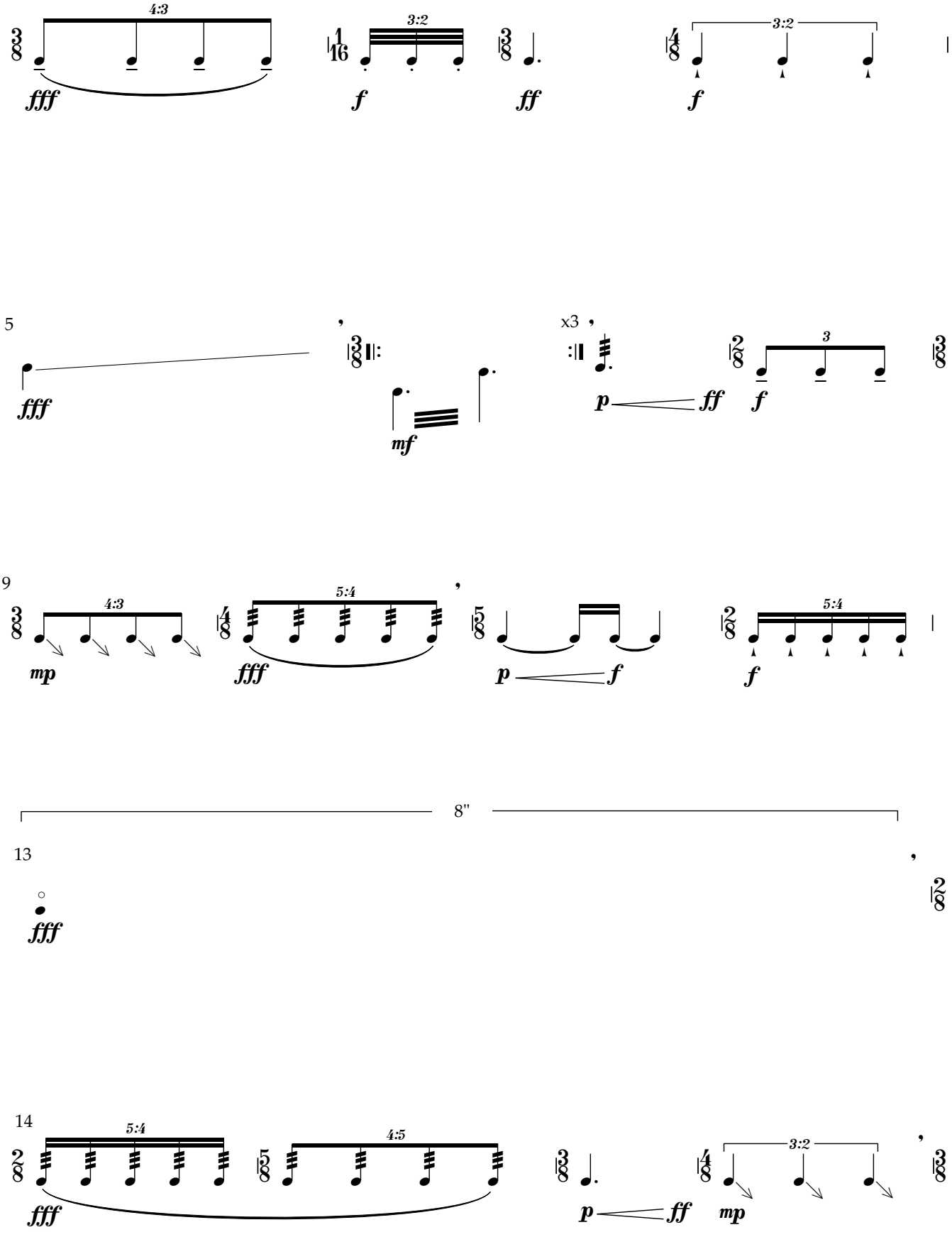


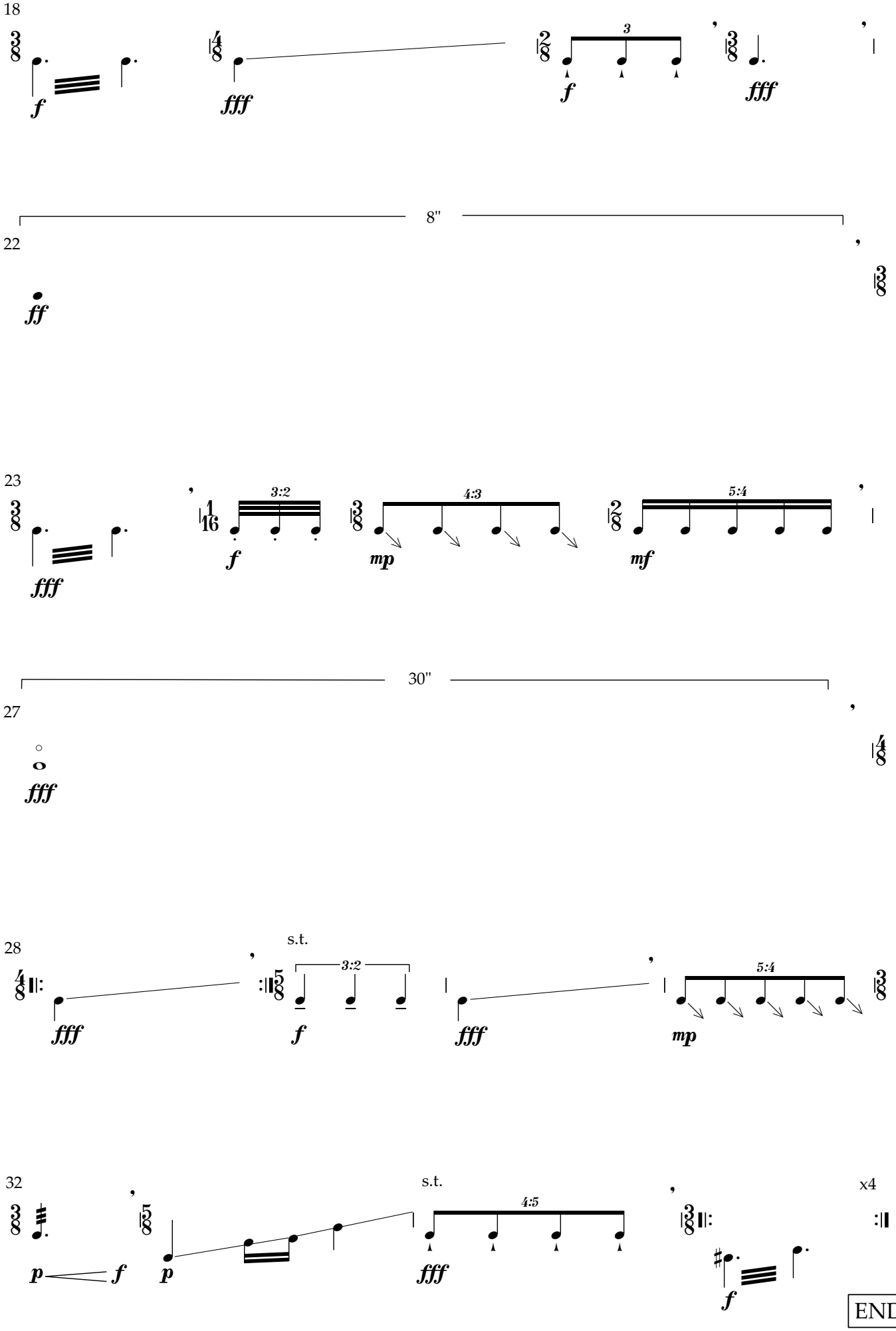
R = p. 42; P = p. 29; G = p. 16

Rhythm; Translation 7

♪=120

Play the below material using only percussive and/or pitchless sounds (such as slap tongue/air sounds).




18
3
f
fff
f
fff
8"
22
ff
23
3:2
4:3
5:4
fff
f
mp
mf
30"
27
fff
28
s.t.
3:2
5:4
fff
f
fff
mp
32
s.t.
4:5
x4
p
f
p
fff
f
END