

Hannah Caroline Firmin

PITCH RHYTHM GESTURE (2022)

Bb bass clarinet solo

full score

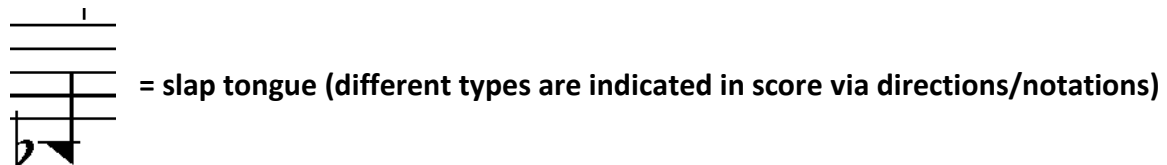
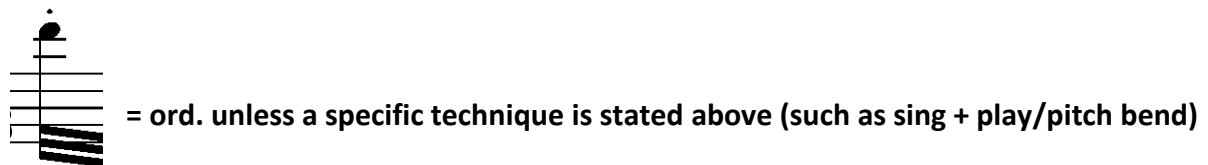
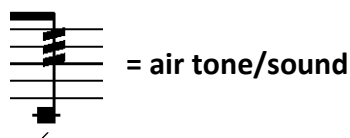
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Performance Directions

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 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 staff 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

$\text{♩} = 120$

air tones (3) $4:3$ ppp f p f slap tongue (s.t.) (open slap) $3:2$

(multiphonic trem.)

5 spectral fff p p ff f x3 , sing + play s.t. 3

9 pitch bends $4:3$ mp air tones (5) $5:4$ ppp f p s.t. $5:4$ f

13 spectral gliss. up/down unevenly 8" fff

14 air tones (1) $5:4$ (2) $4:5$ sing + play pitch bends $3:2$ ppp p ff mp

The musical score is written on five staves. It includes various musical notations such as notes, rests, and dynamic markings. Above the staves, there are several diagrams and labels indicating specific techniques and ratios. The first staff starts with a tempo marking of 120 beats per minute. The score includes a variety of dynamic markings from *ppp* to *fff*. The second staff features a 'multiphonic trem.' diagram. The third staff has a 'pitch bends' diagram. The fourth staff includes a 'spectral gliss. up/down unevenly' diagram with an 8" measurement. The fifth staff shows 'air tones (1)' and 'air tones (2)' with ratios 5:4 and 4:5 respectively. The score concludes with a 'pitch bends' diagram and a 3:2 ratio.

2

18 *p*

19 *fff*

20 spectral

21 s.t. (open slap) *f* *p*

8"

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

22 *ff*

23 *p*

24 *f*

25 *mp* pitch bends

26 *mf* sing + play

30"

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

27 *ppp*

28 *fff*

29 spectral

30 s.t.

31 spectral

32 *p* *f* *p*

33 *ppp*

34 air tones (4)

35 *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

The musical score is written on five systems of staves, each containing a treble clef staff and a bass clef staff. The notation includes various musical symbols, dynamics, and performance instructions.

System 1: The first staff begins with the instruction "air tones (3)" above a series of notes. The dynamic *ppp* is written below. The second staff has a dynamic *f* below. The third staff has a dynamic *p* below. The fourth staff has the instruction "slap tongue (s.t.) (open slap)" above and a dynamic *f* below.

System 2: The first staff has the instruction "spectral" above and a dynamic *fff* below. The second staff has the instruction "(multiphonic trem.)" above and a dynamic *p* below. The third staff has the instruction "x3 sing + play" above and a dynamic *p* below, with a crescendo line leading to a dynamic *ff*. The fourth staff has the instruction "s.t." above and a dynamic *f* below.

System 3: The first staff has the instruction "pitch bends" above and a dynamic *mp* below. The second staff has the instruction "air tones (5)" above and a dynamic *ppp* below. The third staff has a dynamic *f* below, with a crescendo line leading to a dynamic *p*. The fourth staff has the instruction "s.t." above and a dynamic *f* below.

System 4: The first staff has the instruction "spectral gliss. up/down unevenly" above and a dynamic *fff* below. A bracket above the staff indicates a duration of "8".

System 5: The first staff has the instruction "air tones (1)" above and a dynamic *ppp* below. The second staff has the instruction "(2)" above. The third staff has the instruction "sing + play" above and a dynamic *p* below, with a crescendo line leading to a dynamic *ff*. The fourth staff has the instruction "pitch bends" above and a dynamic *mp* below.

18 *p* *fff* spectral s.t. (open slap) *f* *p*

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

23 *p* *f* *mp* pitch bends 4:3 sing + play *mf*

27 overblow to allow various harmonics to gently pop out of the texture *ppp*

28 spectral s.t. spectral pitch bends *mp* *fff* *f* *fff*

32 *p* *f* *p* air tones (4) *ppp* *p* x4

Gesture; Translation 2

The musical score is divided into several systems, each with specific performance instructions and dynamics.

System 1:

- air tones (3):** Treble clef, three measures of chords. Dynamics: *ppp*.
- f:** Bass clef, single note. Dynamics: *f*.
- p:** Bass clef, single note. Dynamics: *p*.
- slap tongue (s.t.) (open slap):** Bass clef, three measures of chords. Dynamics: *f*.

System 2:

- 5:** Treble clef, single note. Dynamics: *fff*.
- spectral:** Treble clef, single note. Dynamics: *fff*.
- (multiphonic trem.):** Bass clef, single note. Dynamics: *p*.
- x3, sing + play:** Bass clef, single note. Dynamics: *p*.
- ff:** Bass clef, single note. Dynamics: *ff*.
- f:** Bass clef, single note. Dynamics: *f*.

System 3:

- 9:** Treble clef, single note. Dynamics: *mp*.
- pitch bends:** Treble clef, single note. Dynamics: *mp*.
- air tones (5):** Treble clef, five measures of chords. Dynamics: *ppp*.
- f:** Bass clef, single note. Dynamics: *f*.
- p:** Bass clef, single note. Dynamics: *p*.
- s.t.:** Bass clef, single note. Dynamics: *f*.

System 4:

- 13:** Treble clef, single note. Dynamics: *fff*.
- spectral gliss. up/down unevenly:** Treble clef, single note. Dynamics: *fff*.

System 5:

- 14:** Treble clef, single note. Dynamics: *ppp*.
- air tones (1):** Treble clef, one measure of chords. Dynamics: *ppp*.
- (2):** Treble clef, two measures of chords. Dynamics: *ppp*.
- sing + play:** Bass clef, single note. Dynamics: *p*.
- ff:** Bass clef, single note. Dynamics: *ff*.
- mp:** Bass clef, single note. Dynamics: *mp*.
- pitch bends:** Treble clef, single note. Dynamics: *mp*.

18

spectral

s.t. (open slap)

p *fff* *f* *p*

8"

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

23

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

pitch bends

sing + play

30"

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

27

ppp

spectral

s.t.

fff *f* *fff* *mp*

pitch bends

32

p *f* *p* *ppp* *p* *x4*

air tones (4)

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.)			
fff	p				

		• sing + play with flz	s.t. (tenuto)
		x3	
		Eb	E - D - C
		p $\rightarrow$ ff	f

9	pitch bends	air tones with flz (5)		multiphonic (pitch above/below)	s.t.
	D - Eb - F# - C - C#			G# - E	F - E - D - B - G
mp	ppp			f $\rightarrow$ p	f

13	spectral gliss. up/down unevenly	8"
fff		

14	air tones with flz (1)	(2)	sing + play	pitch bends
ppp			p $\rightarrow$ ff	mp

(multiphonic trem.)

18

A - E

p

spectral gliss.

C

fff

s.t. (open slap)

Bb - F# - A

f

multiphonic (pitch above)

F

p

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

23



p

staccato

f

Ab - D - B

pitch bends

mp

C - C# - Bb - F

↙ ↘ ↙ ↘

sing + play

mf

A - C - C' - G - A

27



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

30"

28

spectral gliss.

s.t. (tenuto)

B - Ab - D

fff

f

spectral gliss.

pitch bends

F - G - Bb - A - E

mp

32 flutter tongue multi-phonetic air tones (4)

G F# - A F# - F - E - Eb

p *f* *p* *ppp*

, ||: C D# :|| x4

Gesture; Translation 4

air tones (3)

H
M
L

ppp

f

p

multiphonic (pitch above)

slap tongue (s.t.) (open slap)

f

5

spectral

(multiphonic trem.)

x3

sing + play

s.t.

fff

p

p

ff

f

9

pitch bends

air tones (5)

multiphonics (pitch above/below)

s.t.

mp

ppp

f

p

f

13

8"

spectral gliss. up/down unevenly

fff

14

air tones (1)

(2)

sing + play

pitch bends

ppp

p

ff

mp

The musical score is written on a three-staff system (H, M, L). It includes various musical notations such as notes, rests, and dynamic markings. The score is divided into five systems, each with specific performance instructions and dynamics.

- System 1:** Features 'air tones (3)' marked *ppp*, followed by a forte *f* note, a piano *p* note, a 'multiphonic (pitch above)' section, and 'slap tongue (s.t.) (open slap)' marked *f*.
- System 2:** Starts with a 'spectral' section marked *fff*, followed by a '(multiphonic trem.)' section marked *p*, a 'x3' section, 'sing + play' marked *p*, and 's.t.' marked *ff* and *f*.
- System 3:** Includes 'pitch bends' marked *mp*, 'air tones (5)' marked *ppp*, 'multiphonics (pitch above/below)' marked *f* and *p*, and 's.t.' marked *f*.
- System 4:** Features a 'spectral gliss. up/down unevenly' section marked *fff*, with a duration of 8" indicated.
- System 5:** Includes 'air tones (1)' marked *ppp*, '(2)' marked *p*, 'sing + play' marked *ff*, and 'pitch bends' marked *mp*.

18 (multiphonic trem.) spectral s.t. (open slap) multiphonic (pitch above)

p *fff* *f* *p*

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

ff *ff*

23 (multiphonic trem.) pitch bends sing + play

p *f* *mp* *mf*

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

ppp *ppp*

28 spectral s.t. spectral pitch bends

fff *f* *fff* *mp*

32 multiphonics (pitch above/below) air tones (4) (multiphonic trem.) x4

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

Gesture; Translation 5

air tones with flutter (3) multiphonic slap tongue (s.t.) (open slap)

ppp *f* *p* *f*

5 spectral , multiphonic trem. , sing + play (with flutter) s.t. (tenuto)

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

9 pitch bends air tones with flutter (5) , multiphonics s.t.

mp *ppp* *f* *p* *f*

13 spectral gliss. up/down unevenly 8" ,

fff

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

ppp *p* *ff* *mp*

18 multiphonic trem. spectral s.t. (open slap) , multiphonic ,

↓  ↑ | ↓  | ↑ ↓ ↑ | ↑ |

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

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

↓

ff |

23 multiphonic trem. , pitch bends sing + play ,

←  ↑ | ↑ ↑ ↓ | ↓ ↑ ↓ ↑ | ↑ ↓ ↑ ↓ ↓ |

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

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

↓

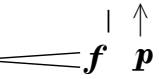
ppp |

28 spectral , s.t. (tenuto) spectral , pitch bends

||: ↓  :|| ↑ ↓ ↓ | ↓  | ↑ ↓ ↑ ↓ ↑ |

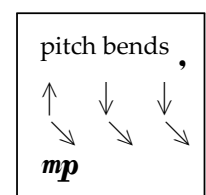
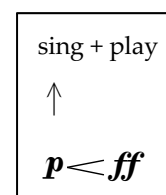
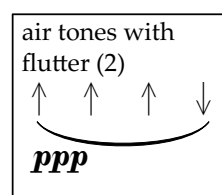
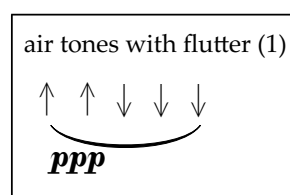
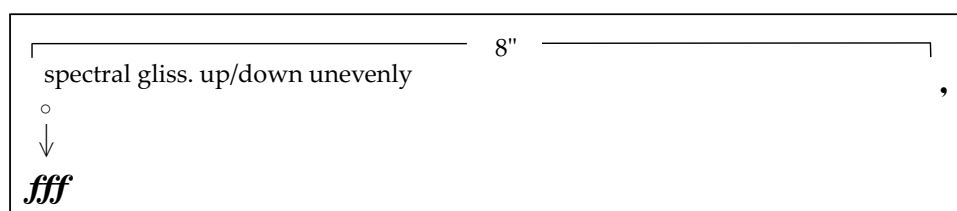
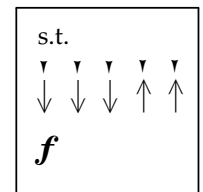
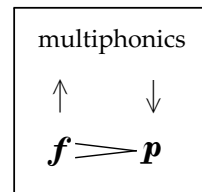
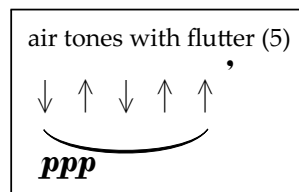
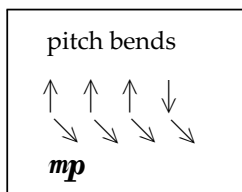
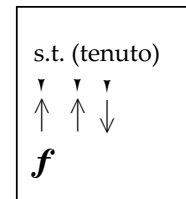
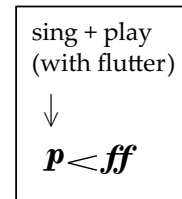
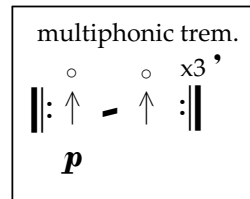
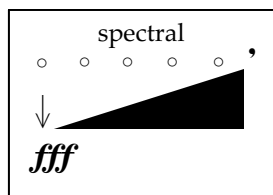
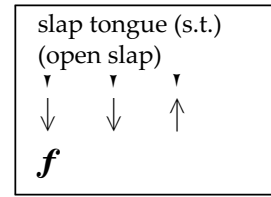
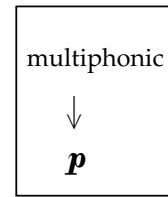
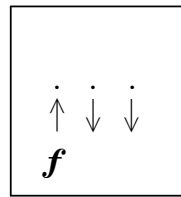
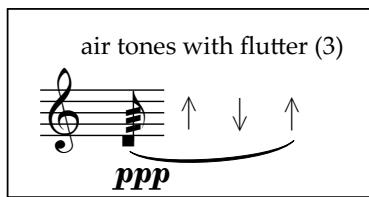
fff ***f*** ***fff*** ***mp***

32 flutter tongue , multiphonics air tones (4) , multiphonic trem. x4

↓  ↑ ↑ | ↓ ← ↓ ↓ | ||: ↓  ↑ :||

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

Gesture; Translation 6



multiphonic trem.

p

spectral

fff

s.t. (open slap)

f

multiphonic

p

8"

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

↓

ff

multiphonic trem.

p

f

pitch bends

mp

sing + play ,

mf

30"

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

↓

ppp

spectral

fff

s.t. (tenuto)

f

spectral

fff

pitch bends

mp

flutter tongue ,

p < f

multiphonics

p

air tones (4) ,

ppp

multiphonic trem.

p

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

multiphonic
trem.
p

END

Pitch; Translation 1

$\text{♩} = 120$

air tones (3) *ppp* *f* *p* slap tongue (s.t.) (open slap) *f*

(multiphonic trem.)

5 spectral *fff* *p* *p* *ff* *f* x3 sing + play s.t.

9 pitch bends *mp* air tones (5) *ppp* *f* *p* s.t. *f*

13 8" spectral gliss. up/down unevenly *fff*

14 air tones (1) (2) *ppp* sing + play *p* *ff* *mp* pitch bends

The musical score is written on a single staff in treble clef. It consists of several measures with various musical notations and performance instructions. Measure 1 features a triplet of eighth notes labeled 'air tones (3)' with a *ppp* dynamic. Measure 2 has a half note with a *f* dynamic. Measure 3 has a half note with a *p* dynamic. Measure 4 has a half note with a *f* dynamic. Measure 5 has a half note with a *fff* dynamic. Measure 6 has a half note with a *p* dynamic. Measure 7 has a half note with a *p* dynamic. Measure 8 has a half note with a *ff* dynamic. Measure 9 has a half note with a *f* dynamic. Measure 10 has a half note with a *p* dynamic. Measure 11 has a half note with a *f* dynamic. Measure 12 has a half note with a *f* dynamic. Measure 13 has a half note with a *fff* dynamic. Measure 14 has a half note with a *ppp* dynamic. Measure 15 has a half note with a *p* dynamic. Measure 16 has a half note with a *ff* dynamic. Measure 17 has a half note with a *mp* dynamic. Measure 18 has a half note with a *mp* dynamic. Measure 19 has a half note with a *mp* dynamic. Measure 20 has a half note with a *mp* dynamic. Measure 21 has a half note with a *mp* dynamic. Measure 22 has a half note with a *mp* dynamic. Measure 23 has a half note with a *mp* dynamic. Measure 24 has a half note with a *mp* dynamic. Measure 25 has a half note with a *mp* dynamic. Measure 26 has a half note with a *mp* dynamic. Measure 27 has a half note with a *mp* dynamic. Measure 28 has a half note with a *mp* dynamic. Measure 29 has a half note with a *mp* dynamic. Measure 30 has a half note with a *mp* dynamic. Measure 31 has a half note with a *mp* dynamic. Measure 32 has a half note with a *mp* dynamic. Measure 33 has a half note with a *mp* dynamic. Measure 34 has a half note with a *mp* dynamic. Measure 35 has a half note with a *mp* dynamic. Measure 36 has a half note with a *mp* dynamic. Measure 37 has a half note with a *mp* dynamic. Measure 38 has a half note with a *mp* dynamic. Measure 39 has a half note with a *mp* dynamic. Measure 40 has a half note with a *mp* dynamic. Measure 41 has a half note with a *mp* dynamic. Measure 42 has a half note with a *mp* dynamic. Measure 43 has a half note with a *mp* dynamic. Measure 44 has a half note with a *mp* dynamic. Measure 45 has a half note with a *mp* dynamic. Measure 46 has a half note with a *mp* dynamic. Measure 47 has a half note with a *mp* dynamic. Measure 48 has a half note with a *mp* dynamic. Measure 49 has a half note with a *mp* dynamic. Measure 50 has a half note with a *mp* dynamic. Measure 51 has a half note with a *mp* dynamic. Measure 52 has a half note with a *mp* dynamic. Measure 53 has a half note with a *mp* dynamic. Measure 54 has a half note with a *mp* dynamic. Measure 55 has a half note with a *mp* dynamic. Measure 56 has a half note with a *mp* dynamic. Measure 57 has a half note with a *mp* dynamic. Measure 58 has a half note with a *mp* dynamic. Measure 59 has a half note with a *mp* dynamic. Measure 60 has a half note with a *mp* dynamic. Measure 61 has a half note with a *mp* dynamic. Measure 62 has a half note with a *mp* dynamic. Measure 63 has a half note with a *mp* dynamic. Measure 64 has a half note with a *mp* dynamic. Measure 65 has a half note with a *mp* dynamic. Measure 66 has a half note with a *mp* dynamic. Measure 67 has a half note with a *mp* dynamic. Measure 68 has a half note with a *mp* dynamic. Measure 69 has a half note with a *mp* dynamic. Measure 70 has a half note with a *mp* dynamic. Measure 71 has a half note with a *mp* dynamic. Measure 72 has a half note with a *mp* dynamic. Measure 73 has a half note with a *mp* dynamic. Measure 74 has a half note with a *mp* dynamic. Measure 75 has a half note with a *mp* dynamic. Measure 76 has a half note with a *mp* dynamic. Measure 77 has a half note with a *mp* dynamic. Measure 78 has a half note with a *mp* dynamic. Measure 79 has a half note with a *mp* dynamic. Measure 80 has a half note with a *mp* dynamic. Measure 81 has a half note with a *mp* dynamic. Measure 82 has a half note with a *mp* dynamic. Measure 83 has a half note with a *mp* dynamic. Measure 84 has a half note with a *mp* dynamic. Measure 85 has a half note with a *mp* dynamic. Measure 86 has a half note with a *mp* dynamic. Measure 87 has a half note with a *mp* dynamic. Measure 88 has a half note with a *mp* dynamic. Measure 89 has a half note with a *mp* dynamic. Measure 90 has a half note with a *mp* dynamic. Measure 91 has a half note with a *mp* dynamic. Measure 92 has a half note with a *mp* dynamic. Measure 93 has a half note with a *mp* dynamic. Measure 94 has a half note with a *mp* dynamic. Measure 95 has a half note with a *mp* dynamic. Measure 96 has a half note with a *mp* dynamic. Measure 97 has a half note with a *mp* dynamic. Measure 98 has a half note with a *mp* dynamic. Measure 99 has a half note with a *mp* dynamic. Measure 100 has a half note with a *mp* dynamic.

18

spectral

s.t. (open slap)

p *fff* *f* *p*

22

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

ff

23

pitch bends

sing + play

p *f* *mp* *mf*

27

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

ppp

28

spectral

s.t.

spectral

pitch bends

fff *f* *fff* *mp*

32

air tones (4)

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

x4

Pitch; Translation 2

♩=120

air tones (3)

ppp

D Eb D C

multiphonic (pitch above)

f

D G Bb

p

A

slap tongue (s.t) (open slap)

f

Bb G Bb

(multiphonic trem.)

spectral

5

C

fff

G

p

F

x3

sing + play

p *ff*

E

s.t.

D D' C

f

9

pitch bends

mp

A Bb C A

air tones (5)

ppp

D Eb D C D

multiphonics (pitch below)

f *p*

G# E

s.t.

f

D E F G G

13

spectral gliss. up/down unevenly

8"

F#

fff

14

air tones (1)

ppp

G G F Eb D

(2)

C B C C

sing + play

p *ff*

A

pitch bends

mp

D C Bb

(multiphonic trem.)

18

A *p* E *p*

C *fff*

Bb *f* A *f* G *f* F *p*

s.t. (open slap), multiphonic (pitch below)

22

8"

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

Bb *ff*

(multiphonic trem.)

23

Bb *p* E *p*

C *f* D *f* Bb *f*

C *mp* D *mp* E *mp* F *mp*

E *mf* D *mf* C *mf* Bb *mf* A *mf*

pitch bends

sing + play

27

30"

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

G *ppp*

28

C *fff*

D *p* Eb *p* D *p*

C *fff*

D *mp* G *mp* Bb *mp* A *mp* Bb *mp*

s.t.

spectral

pitch bends

(multiphonic trem.)

32

G *p* F# *p* A *p*

G *ppp* F *ppp* E *ppp* D *ppp*

C *p* D# *p*

x4

Pitch; Translation 3

120
air tones (3)

D *ppp* Eb D C

D *p* G Bb A *p*

Bb *mp* G Bb

(multiphonic trem.)

5 pitch bend

C *ppp*

G *p* F

E *p* D D' C

9 pitch bends

A *mp* Bb C A

D *ppp* Eb D C D

G# *f* E *p*

D *f* E F G G

13 pitch bend up/down unevenly

F# *mp*

14 air tones (1)

G *ppp* G F Eb D

C *p* B C C

A *p* D *mp* C Bb

(multiphonic trem.)

18

A **p** E

air tone (4)

C **f** **p**

air tones (2)

Bb A G **f**

, multiphonic (pitch below)

F **p**

22

8"

multiphonic (pitch above)

Bb **pp**

(multiphonic trem.)

23

Bb E **p**

pitch bends

C D Bb **p**

C D E F **mp**

air tones (3)

E D C Bb A **mf**

27

30"

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

G **ppp**

28

multiphonic (pitch below)

C **p**

, multiphonics (pitch above/below)

D Eb D **p**

air —————> tone

C **ppp**

pitch bends

D G Bb A Bb **mp**

(multiphonic trem.)

32

G **p** **f**

, multiphonics (pitch above)

F# A **p**

air tones (4)

G F E D **ppp**

, (multiphonic trem.)

C D# **p**

x4

Pitch; Translation 4

air tones + flutter (3)

multiphonic (pitch above)

air tones (5)

D *ppp* Eb D C

D *p* G Bb

A *p*

Bb *mp* G Bb

pitch bend

(multiphonic trem.)

multiphonic (pitch below)

C *ppp*

G *p* F

E *p* D D' C

pitch bends

air tones + flutter (5)

multiphonics (pitch below)

A *mp* Bb C A

D *ppp* Eb D C D

G# *f* E *p*

D *f* E F G G

pitch bend up/down unevenly

F# *mp*

air tones + flutter (1)

(2)

multiphonic (pitch above)

pitch bends

G *ppp* G F Eb D C B C

A *p*

D *mp* C Bb

(multiphonic trem.)

18

air tone (4)

air tones (2)

multiphonic (pitch below)

A **p** E

C **f** **p** Bb A G F **p**

22

8"

multiphonic (pitch above)

Bb **pp**

(multiphonic trem.)

23

pitch bends

air tones (3)

Bb E C D Bb C D E F E D C Bb A

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

27

30"

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

G **ppp**

28

multiphonic (pitch below)

multiphonics (pitch above/below)

air —————> tone

pitch bends

C **p** D Eb D C **ppp** D G Bb A Bb

mp

(multiphonic trem.)

32

multiphonics (pitch above)

air tones (4)

G F E D

G **ppp**

C **p** D#

x4

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)

Measure 1: D, Eb, D, C (*ppp*)

Measure 2: D, G, Bb, A (*p*)

Measure 3: Bb, G, Bb (*mp*)

Measure 4: Bb, G, Bb (*mp*)

Measure 5: C (*ppp*)

Measure 6: G, F (*p*)

Measure 7: E, F (*p*) → *ff*

Measure 8: D, D', C (*p*)

Measure 9: A, Bb, C, A (*mp*)

Measure 10: D, Eb, D, C, D (*ppp*)

Measure 11: G#, E (*f*) → *p*

Measure 12: D, E, F, G, G (*f*)

Measure 13: F# (*mp*)

Measure 14: G, G, F, Eb, D, C, B, C (*ppp*)

Measure 15: A (*p*) → *ff*

Measure 16: D (*mp*)

Measure 17: C, Bb (*mp*)

18

p *f* *f* *p*

22

pp

23

p *p* *mp* *mf*

27

ppp

28

p *p* *ppp* *mp*

32

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

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

Pitch; Translation 7

ppp $\longleftrightarrow$ *fff*

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

♩=120

air tones (3) $4:3$ ppp f $3:2$ p multiphonic (pitch below) f slap tongue (s.t.) (open slap)

5 spectral fff (multiphonic trem.) p sing + play $x3$ p ff f s.t. 3

9 pitch bends mp $4:3$ air tones (5) ppp $5:4$ multiphonics (pitch above/below) f p s.t. f $5:4$

13 spectral gliss. up/down unevenly fff 8"

14 air tones (2) ppp $5:4$ (1) $4:5$ sing + play p ff pitch bends mp $3:2$

18 (multiphonic trem.) spectral s.t. (open slap)

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

23 (multiphonic trem.) pitch bends sing + play 5:4

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

28 spectral s.t. spectral pitch bends

32 multiphonics (pitch above/below) air tones (4) (multiphonic trem.) x4

Rhythm; Translation 2

♩=120

air tones (3) $4:3$ | $3:2$ | multiphonic (pitch below) | slap tongue (s.t.) (open slap) $3:2$ |

G Eb D C *ppp* | E G Bb *f* | Eb *p* | Bb F# Bb *f* |

5 spectral | (multiphonic trem.) | x3 sing + play | s.t. |

C# *fff* | F D *p* | E *p* $\rightarrow$ *ff* | D D' B *f* |

9 pitch bends $4:3$ | air tones (5) $5:4$ | multiphonics (pitch above/below) | s.t. $5:4$ |

A Bb C A *mp* | D Bb C C A *ppp* | Ab G *f* $\rightarrow$ *p* | D Bb F G B *f* |

13 spectral gliss. up/down unevenly | 8" |

Ab *fff* |

14 air tones (2) $5:4$ | (1) $4:5$ | sing + play | pitch bends $3:2$ |

G G C# Eb D *ppp* | A B C C *ppp* | C *p* $\rightarrow$ *ff* | D C Bb *mp* |

18 (multiphonic trem.) spectral s.t. (open slap) multiphonic (pitch below)

Eb E D F A G F#

p *fff* *f* *p*

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

Bb

ff

23 (multiphonic trem.) 3:2 pitch bends sing + play

C# Bb C A Bb C D E C E D G Bb B

p *f* *mp* *mf*

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

F

ppp

28 spectral s.t. spectral pitch bends

Ab D Eb E F# D Eb D C# Bb

fff *f* *fff* *mp*

32 multiphonics (pitch above/below) air tones (4) (multiphonic trem.) x4

E F G G Eb D F# A

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

Rhythm; Translation 3

♩=120

air tones (3) $4:3$ ppp f p f $3:2$ $3:2$ slap tongue (s.t.) (open slap)

5 spectral (multiphonic trem.) $\times 3$ sing + play s.t. 3 fff p p ff f

9 pitch bends $4:3$ mp air tones (5) $5:4$ ppp multiphonics (pitch above/below) f p s.t. $5:4$ f

13 spectral gliss. up/down unevenly 8" fff

14 air tones (1) $5:4$ ppp (2) $4:5$ sing + play p ff pitch bends mp $3:2$

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

ff

[illegible]

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

28

spectral, s.t.

3:2

spectral, pitch bends

fff

f

fff

mp

5:4

32 , multiphonics (pitch above/below) air tones (4) , (multiphonic trem.) x4

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

Rhythm; Translation 4

$\text{♩} = 120$

slap tongue (s.t.) $4:3$

16 $3:2$

sing + play ff

s.t. (open slap) $3:2$

5 spectral

x3 sing + play s.t.

9 pitch bends $4:3$

sing + play $5:4$

ord.

s.t. $5:4$

13 spectral gliss. up/down unevenly 8"

14 sing + play $5:4$

4:5

sing + play

pitch bends $3:2$

fff f mp p ff f mp p ff

The musical score is divided into several systems, each with specific performance instructions and dynamic markings. The first system includes 'slap tongue (s.t.)' with a 4:3 ratio, a 16-measure rest, 'sing + play' with a forte (ff) dynamic, and 's.t. (open slap)' with a 3:2 ratio. The second system features a 'spectral' instruction, a triplet of 'sing + play' with a piano (p) to forte (ff) dynamic, and a triplet of 's.t.' with a forte (f) dynamic. The third system includes 'pitch bends' with a 4:3 ratio, 'sing + play' with a 5:4 ratio, 'ord.' (ordered), and 's.t.' with a 5:4 ratio. The fourth system shows a 'spectral gliss. up/down unevenly' instruction over an 8-measure span. The fifth system includes 'sing + play' with a 5:4 ratio, a 4:5 ratio, 'sing + play', and 'pitch bends' with a 3:2 ratio. Dynamic markings range from piano (p) to fortissimo (fff).

18

spectral

s.t. (open slap)

ord.

f *fff* *f* *fff*

22

8"

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

ff

23

pitch bends

sing + play

fff *f* *mp* *mf*

27

30"

spectral gliss. up/down unevenly

fff

28

spectral

s.t.

spectral

pitch bends

fff *f* *fff* *mp*

32

spectral

s.t.

p *f* *fff* *f*

Rhythm; Translation 5

120
slap tongue (s.t.)

↑ ↓ ↓

4:3

fff

↑ ↓ ↓

3:2

f

↓

sing + play

ff

↓ ↓ ↑

s.t. (open slap)

3:2

f

5 ↓

spectral

fff

↑ ↑

sing + play

x3 ↓

p **ff**

↓ ↑ ↓

s.t.

3

f

9 ↑ ↑ ↑ ↓

pitch bends

4:3

mp

↓ ↑

sing + play

5:4

fff

ord. ↓ ↓

p **f**

↓ ↑ ↑ ↑

s.t.

5:4

f

8"

13 ↓

spectral gliss. up/down unevenly

fff

14 ↑ ↓ ↓ ↓ ↑ ↓ ↑

sing + play

5:4

fff

4:5

sing + play ↓

pitch bends ↑ ↓ ↓

3:2

p **ff** **mp**

18 ↓ ↑

$\frac{3}{8}$ f $\equiv$ $\uparrow$

↓ $\frac{4}{8}$ fff spectral $\circ$ $\circ$ $\circ$

↑ s.t. (open slap) ↓ $\frac{2}{8}$ f $\overbrace{\quad\quad\quad}^3$ ↓ $\frac{3}{8}$ ord. fff ,

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

↑ ff , $\frac{3}{8}$

23 ↓ ↓ , ↑ ↑ $\frac{1}{16}$ f $\overbrace{\quad\quad\quad}^{3:2}$ ↓

↓ pitch bends ↑ $\frac{3}{8}$ mp $\overbrace{\quad\quad\quad}^{4:3}$ ↑

↑ sing + play ↓ $\frac{2}{8}$ mf $\overbrace{\quad\quad\quad}^{5:4}$ ↓ ,

27 spectral gliss. up/down unevenly

↓ $\frac{4}{8}$ fff , $\frac{4}{8}$

28 ↑ spectral $\frac{4}{8}$ fff , s.t. ↓ $\frac{5}{8}$ f $\overbrace{\quad\quad\quad}^{3:2}$ ↑

↑ spectral $\frac{5}{8}$ fff , spectral $\frac{5}{8}$ mp $\overbrace{\quad\quad\quad}^{5:4}$ ↓

32 ↓ , < $\frac{3}{8}$ p $\rightarrow f$ p spectral $\frac{5}{8}$ spectral $\frac{5}{8}$ s.t. ↓ $\frac{4}{8}$ fff $\overbrace{\quad\quad\quad}^{4:5}$ ↓ , ↑ ↑ $\frac{3}{8}$ f $\equiv$ $\uparrow$ x4

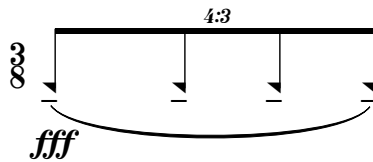
Rhythm; Translation 6

♩=120

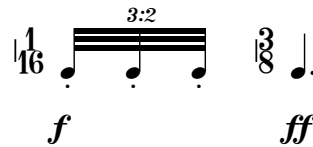
Use the pitch sequence below in any order in combination with the rhythmic material provided.

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

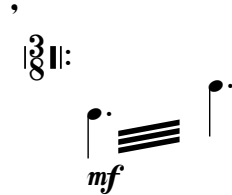
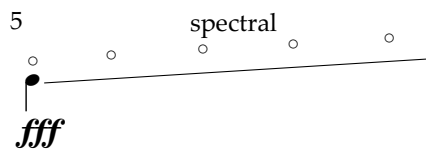
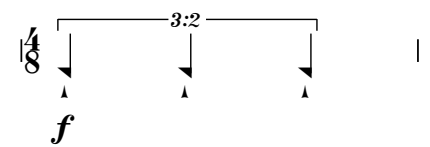
slap tongue (s.t.)



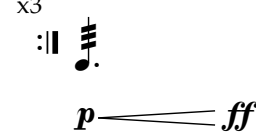
sing + play



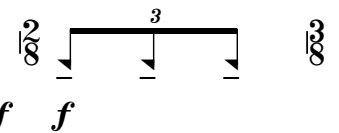
s.t. (open slap)



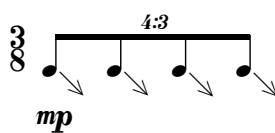
x3, sing + play



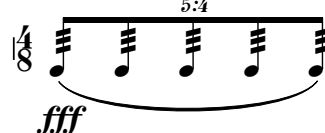
s.t.



9 pitch bends



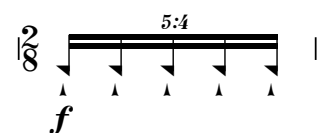
sing + play



ord.



s.t.

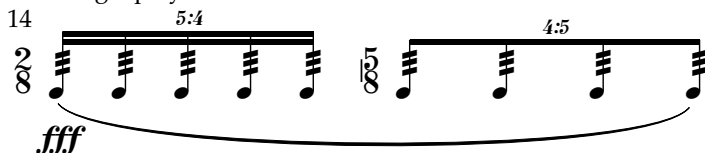


13 spectral gliss. up/down unevenly

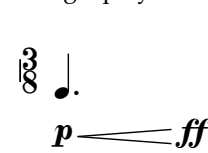


2/8

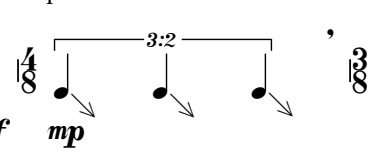
sing + play



sing + play



pitch bends



18

f *fff* *f* *fff*

spectral s.t. (open slap) ord.

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

ff *ff*

23

fff *f* *mp* *mf*

pitch bends sing + play

27 spectral gliss. up/down unevenly

fff *fff*

28

fff *f* *fff* *mp*

spectral s.t. spectral pitch bends

32

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

spectral spectral spectral s.t. spectral

Rhythm; Translation 7

$\text{♩} = 120$

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

The first system of musical notation consists of four measures. The first measure is in 3/8 time, marked *fff*, and contains a single eighth note. The second measure is in 4/3 time, marked *f*, and contains a single eighth note. The third measure is in 3/2 time, marked *ff*, and contains a single eighth note. The fourth measure is in 4/8 time, marked *f*, and contains a single eighth note. A slur connects the first and second measures, and another slur connects the third and fourth measures.

5

fff

mf

p ff

f ff

13

8"

, $\frac{2}{8}$

$\overset{\circ}{\bullet}$
fff

14

fff *p*

18

22

23

27

28

32

x4

END