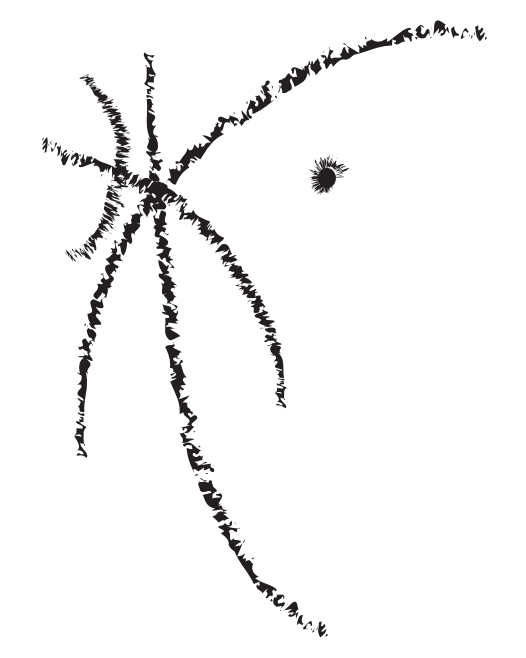


// In-material //

(For solo clarinet)



Performance notes

Tuning and accidentals

 Quarter-tone sharp

 Quarter-tone flat

Accidentals at same octave are retained for the entire system unless explicitly annulled

Rhythmical notation and phrasing

Proportional notation is used consistently. Note attacks occur on each stem. Duration of sounds is indicated with a bold line after note-heads. Phrasing and general duration of the events are determined by descriptive notes enclosed in boxes at the beginning of individual phrases.

Sound quality

White triangle note-head  stands for *edlian* voiceless sound (breathing or air sound) emitted using different mouth/lips position/cavities:

 As in *back*


 As in *bank*

 As in *peak*

Those vowels can be preceded by the phonemes:

 As in *shock*

 As in *trick*

Black triangle note-head  stands for voiced sound where the air column in the throat encounters extreme resistance, thus causing the sound to fluctuate unpredictably.

Voiced vowels can be preceded by the phoneme:

 As in *hotel* but over-pressuring with the throat.

Breathing is related to the shape of the triangle note-head:

Inhaling 

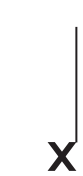
Exhaling 

 Normal sound quality

 Half-*edlian*. Normal sound (50%) + residual air (50%)

 Slap tongue

 Tongue click

 Key sound

Articulation

 Flutter-tongue

 Flutter-throat

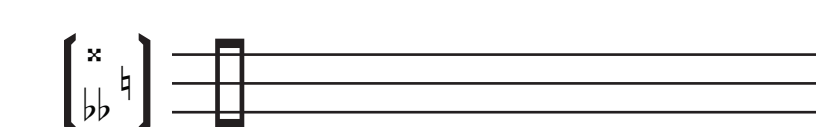
 Accent


 Strong accent

 *tr*  To be executed as fast as possible. Trill pitches are given in parentheses.

Voice

A three-line staff above the main staff stands for a major-third range to be sung in the highest possible range. Space between lines is approximately one whole tone. Voice sound should have 50% of residual noise.



 Play the highest possible pitch

Miscellaneous

Whenever possible this piece should be played either at the beginning of a concert or immediately after the concert pause.

 Maintain an action until a new state-change

 Gradual transition between two states

 Sudden transition between two states

 Breathing mark

 Hold breath (between 1 and 4 seconds)

 Moderate Pause (between 4 and 8 seconds)

 Long Pause (between 8 and 12 seconds)

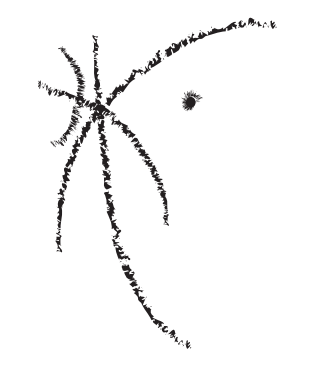
 Extra-long Pause (between 12 and 20 seconds)

 As-long-as-possible (at least 22 seconds long)

Duration

~ 14 "

// In-material //



Clarinet

A
Extremely energetic and restless
 Mouthpiece off
 Tongue accentuation
 Diaphragm accentuation
 Key-sound
 Tongue accentuation
 Slap tongue
 ffff
 fⁿ*)

B
In mourning
 Diaphragm articulation
 u
 æ
 ppp
 pp

C
 Key-sound
 Interrupt trill with slow "clock motion"
 Tongue click
 f
 u
 æ
 ppp
 pppp
 u / æ
 ppp
 pppp

D
 Aggressive but self-contained
 Key-sound
 Flutter-throat
 hu
 p < f > o
 Heartrending
 Voice
 fⁿ
 tr
 hu
 hæ
 ppp
 fⁿ
 hi
 fⁿ
 ppp

E
 Mouthpiece on
 Sounding breath
 Distant and almost imperceptible
 Senza vibrato
 Pure sound (avoid residual noise!)
 pppp
 pppppp***)

Technical markings: -48 MM, -62 MM, -120 MM, -36 MM, Ritardando, Hold breath, Key-sound, Tongue click, Slap tongue, Diaphragm articulation, Diaphragm accentuation, Tongue accentuation, Tongue click, Flutter-throat, Heartrending, Voice, Sounding breath, Senza vibrato, Pure sound (avoid residual noise!), Distant and almost imperceptible.

*) Play as forte as technically possible
 **) Play as long and steady as technically possible
 ***) Play as piano as technically possible to balance sound with environmental sound/noise