

feelings I'm too tired for

For Bass Clarinet and Electronics

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Program Notes

One figure stands facing a wall.

A vigorous conversation turns in to an argument, yells;
but we can't argue as hard as we could anymore.

All that remains is the will to push, to exert, to exhaust oneself:
sometimes the wall answers back, sometimes one is left in silence.


Performance Notes and Alternate Notation


This work is envisioned as a testing of performer virtuosity through metaphors of effort, difficulty, and resulting frustration.


Unless otherwise notated, the performance should be very aggressive, loud, bordering on out of control; certain moments should be unpleasant/overwhelming for the audience.


As well, a coherent gestural vocabulary is required for the performance: all long held notes (in all dynamic markings, including unsond and unpitched notes, key-tap trills etc.) should be exaggerated with a physical gesture (suggested: up-to-down motion as note is anticipated and played), and at moments of climax with exaggerated facial expressions of effort.

Foot pedal cues for triggering of electronic part are notated in boxes above measures.

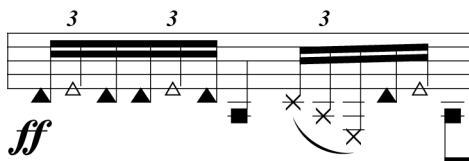
 = Tap down all possible keys with left hand.

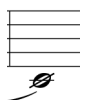
 = Tap down all possible keys using right hand.


 = Tap down all possible keys using both hands.

 = Key click individual notes as notated.

These techniques are combined throughout the latter half of the piece, as shown below:



 = Finger note as notated, blow air audibly, but produce no pitch. Exaggerate with physical gesture as if playing loud sustained note.

 = Finger note and pretend to blow, but do not produce any pitch or breath sound. Exaggerate with physical gesture and facial expression as if playing very loud, sustained note.

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Score

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$\text{♩} = 118$

Cue 1 Aggressive letting some air out of top of mouthpiece (loose upper lip)

Bass Clarinet

f *f* *mp*

B. Cl.

f *mp*

B. Cl.

f *mp*

B. Cl.

f *mp*

B. Cl.

f *mp* *f*

B. Cl.

mp *f* *ff*

B. Cl.

f *f* *mp*

B. Cl.

f *vib.*

B. Cl. 25 Cue 10 growl Cue 11 vib.

B. Cl. 30 Cue 12 *f* *ff*

B. Cl. 34 Cue 13 foul, offensive *ff* Cue 14

B. Cl. 40 Cue 15 Cue 16

B. Cl. 45 Cue 17 overblown *f* *ff*

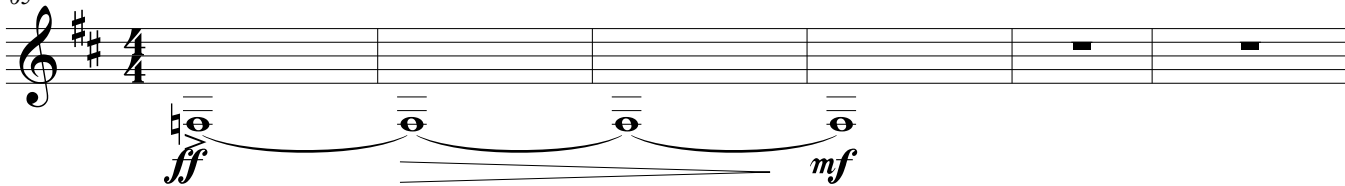
B. Cl. 48 Cue 18 suddenly self-conscious *sfp* *p* *mf* vib. +/- 1/4 tone

B. Cl. 56 Cue 19 *mp* *mp* (8va) alt. sim. (alt. fingering on each articulation)

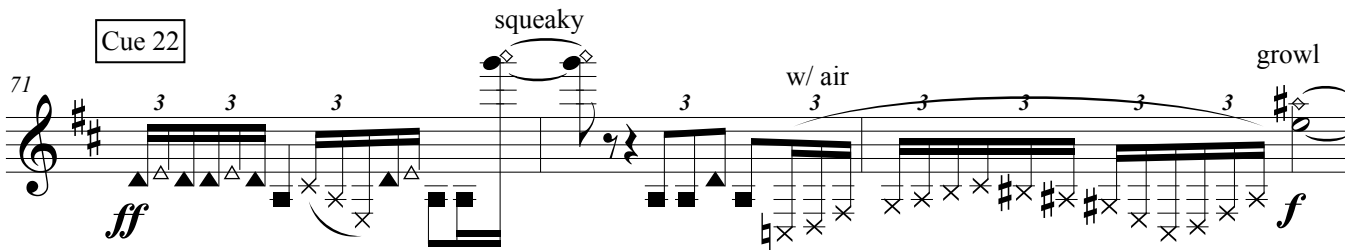
B. Cl. 61 Cue 20 bisbigliando *f*

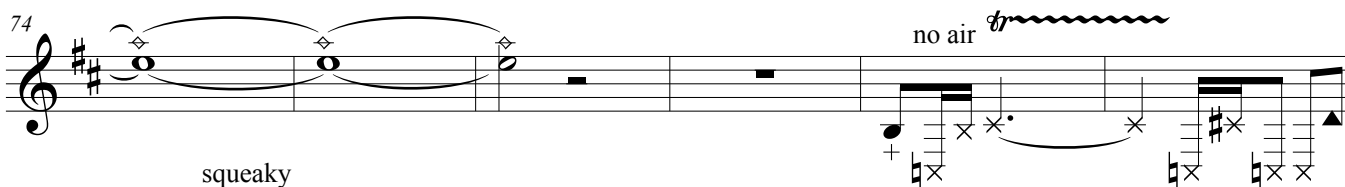
Cue 21
65

aggressive, offensive
son fendu

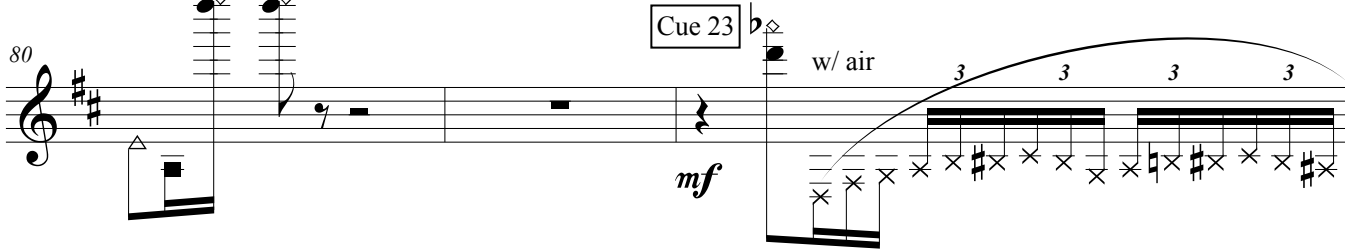
B. Cl. 

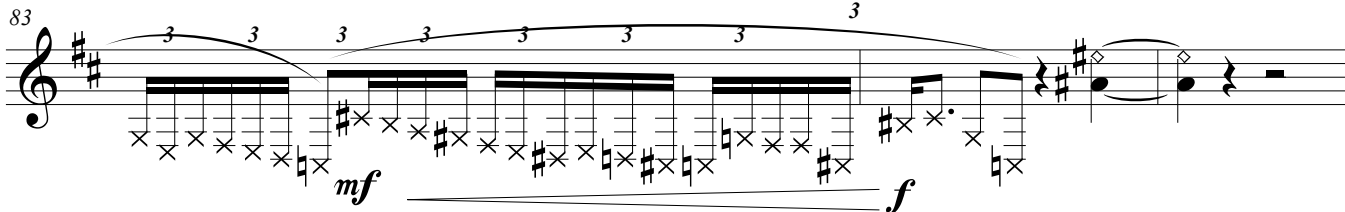
Cue 22

B. Cl. 

B. Cl. 

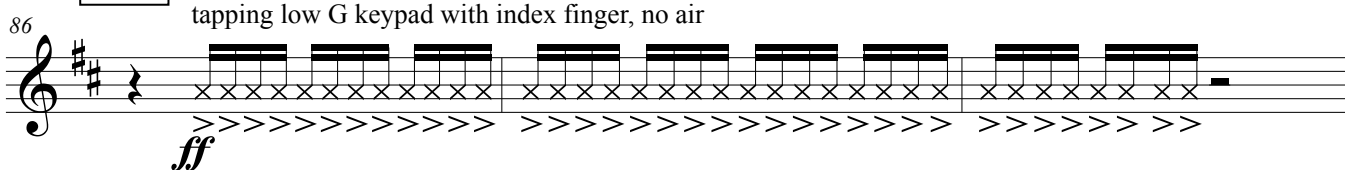
Cue 23

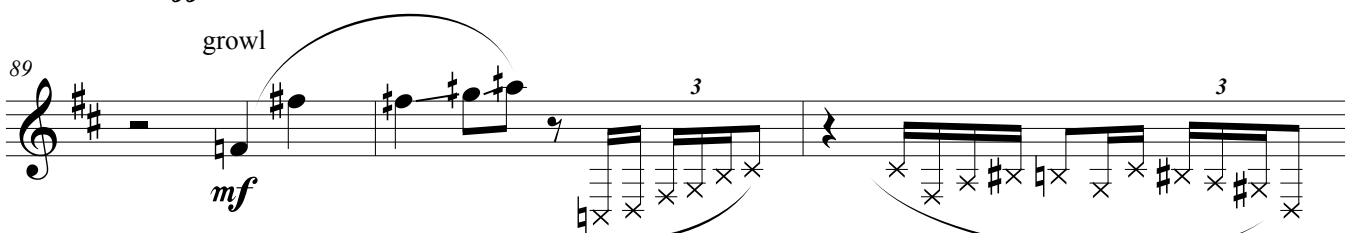
B. Cl. 

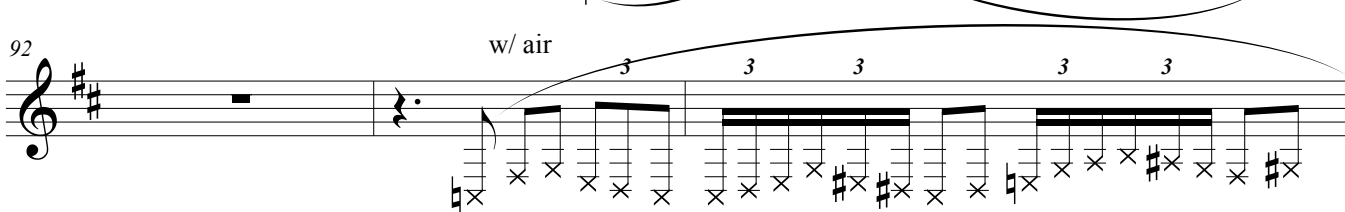
B. Cl. 

Cue 24

tapping low G keypad with index finger, no air

B. Cl. 

B. Cl. 

B. Cl. 

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4

B. Cl. 95 *mf* Cue 25

B. Cl. 99 *f* Cue 26 no air

B. Cl. 104 *ff* *mf* Cue 27 finger given pitch, but only produce air, exaggerate gesture, but with calm breath out

B. Cl. 111 *mf* Cue 28 breath in Cue 29 breath out

B. Cl. 119 *mf* *mp* no air

B. Cl. 125 *p*

B. Cl. 129 *p* *mf* Cue 30 breath only, exaggerate motion breath out

B. Cl. 138 *f* Cue 31 breath in Cue 32 breath out

146 **Cue 33** breath out

B. Cl.

156 **Cue 34** as loud as possible without breaking into note

B. Cl.

breath along (visibly) with oscillating sound

168 **Cue 35** accepting weakness

B. Cl.

p

174 **Cue 36** catching a glimpse of another world

B. Cl.

p *mp*

introduce multiphonic gradually

180 **Cue 37**

B. Cl.

mp *mf* *p*

185 **Cue 38** hold note as long as possible (allow breaking)

B. Cl.

mp

192 **Cue 39** w/ slight flutter

B. Cl.

repetative building, as if banging ones head against a wall

mf *f*

197 **Cue 39**

B. Cl.

199

B. Cl.

203

B. Cl.

building momentum

mp

205

B. Cl.

gradually introduce flutter tongue,
only press keys down half way

f

207

B. Cl.

sing high, chaos, undulatory

8va

211

B. Cl.

8va

Cue 40

aggressive, foul

f

216

B. Cl.

Cue 41

Cue 42

ff

223

B. Cl.

Cue 43

no sound, no air,
only gesture.

fff

(fff)