


Performance Notes


Durations



A)  = Short as possible



B)  = Short as possible


C)  = Longer than "B"

D)  = Shorter than "E"

E)  or quarter-rest = Count "one" (1)
for each note/rest

F)  or  = Count "two" (2)
for each note/rest

G)  or  = Count "four" (4)
for each note/rest

H)  = Longer than "G"

Contrasts between opposing gestures and strict observation of slurs/dynamics are important in the interpretation of the music. The dynamic marking for an individual note or gesture is not to be shaded (ie: if a longnote is marked fortissimo, the dynamic is not to be changed for the duration of the note).

Reverberation and Electronic Additions/Modifications:

Use tape delay, analog spring reverb, or digital delay. Pitches marked with an "r" are to be played with reverberation. "-----r" means to move gradually into a state of reverberation. The reverberation of pitches is not to be stopped during rests, but should continue and "accompany" the next clarinet gesture. The performer is encouraged to freely use electronic filtering, synthesizers and modifiers (controlled by the clarinet through a Frequency to MIDI converter, foot pedals, MAX patches, etc.). If the optional repeat is used (strongly suggested), the texture and timbre of the music is to be altered when it is played the second time.