Gerry Rigged

for Bb clarinet and interactive electronics

By Jon Christopher Nelson

© Summer, 2004

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Introduction

Clarinet in B♭

Play the following gestures quietly, in any order with pauses between as desired.
Gestures may be played more than once. Continue for approximately 1-1/2 minutes.

breathy tongue roll into instrument

blow into instrument

tshshshshshshshshshshshshshshshsh

fp *mf*

slow, indeterminant key clicks

mp

indeterminant tongue clucks into instrument

blow into instrument

ssssssssssssssssssssssssssssssssssssssssssssssssssssssssssssss

vowel (eee--------ooh----------eee----------ooh----------)

pp *p* *pp*

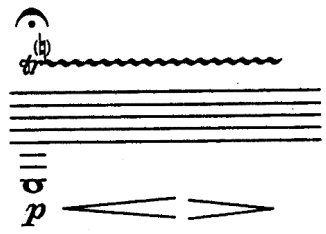
blow into instrument

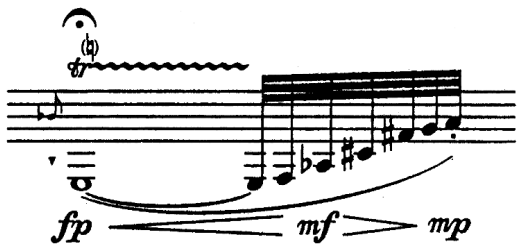
sssssssssssssssa ta ta ta

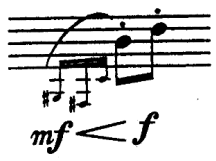
ppp *sfz* *p*

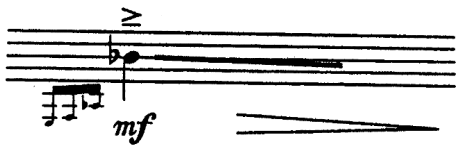
A

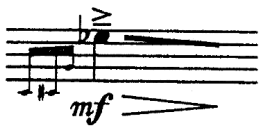
Play through the following gestures taking liberty to skip around a little while generally retaining a top-to-bottom progression. Gestures may be played more than once or not at all. The pauses between gestures should generally decrease as time progresses, though the performer should take the liberty to alter these pauses to create larger phrase structures. This section should last for approximately 2 to 2-1/2 minutes.

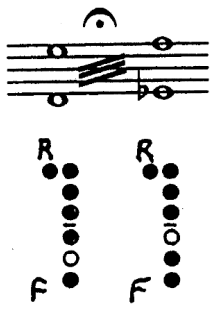


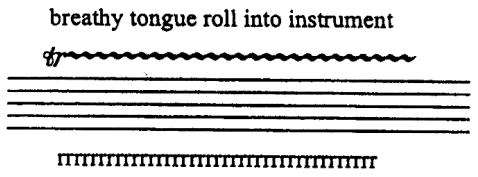


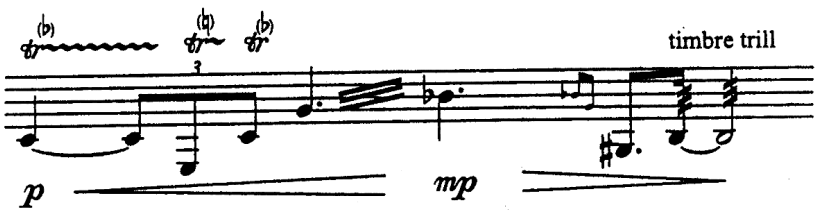


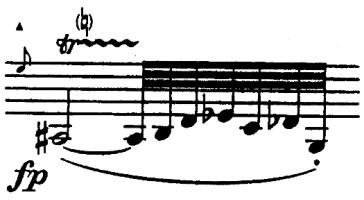


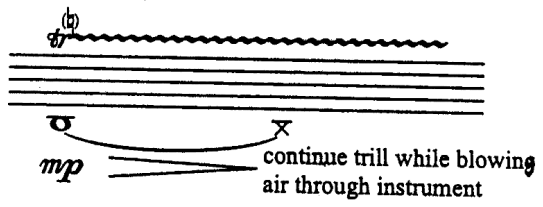


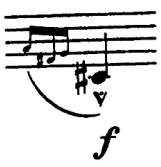


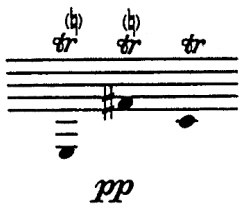


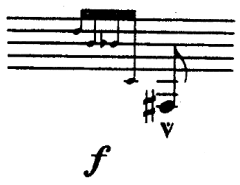


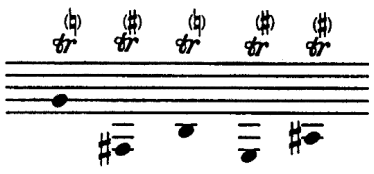


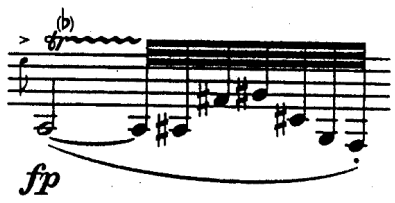


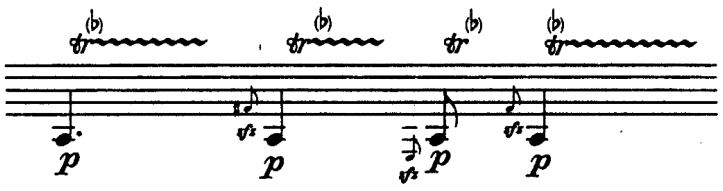


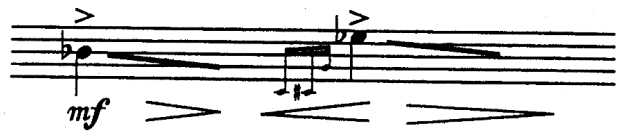


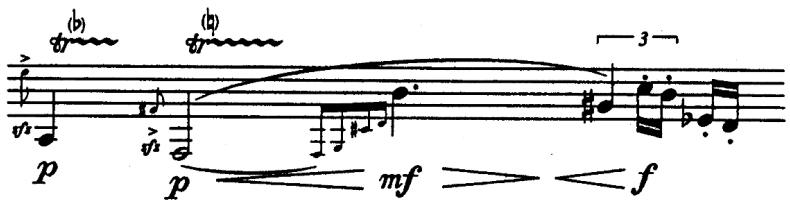


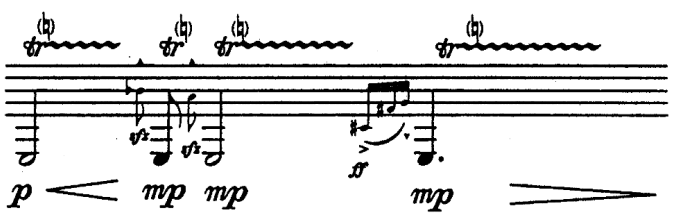


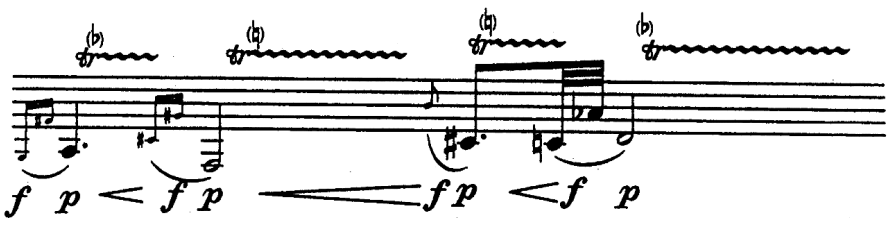


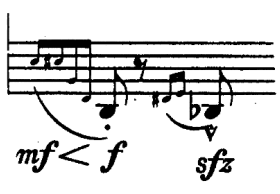


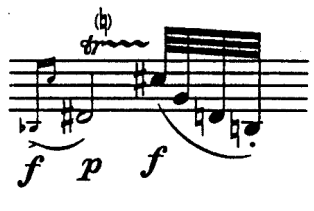


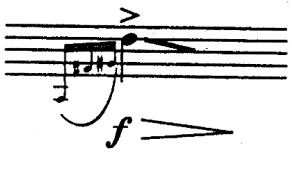


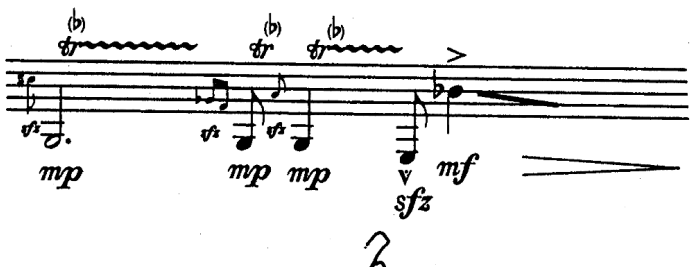


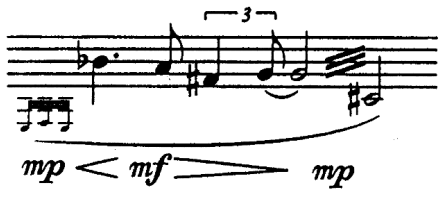


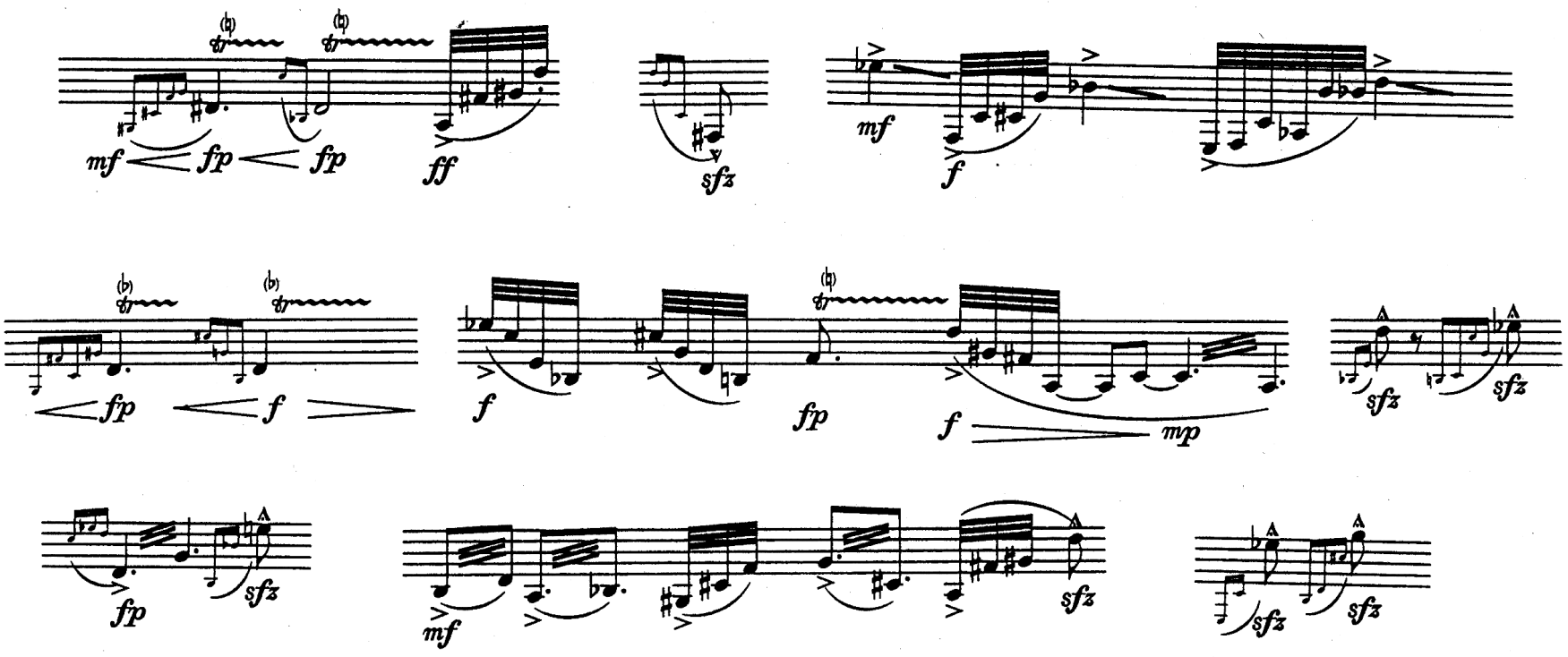






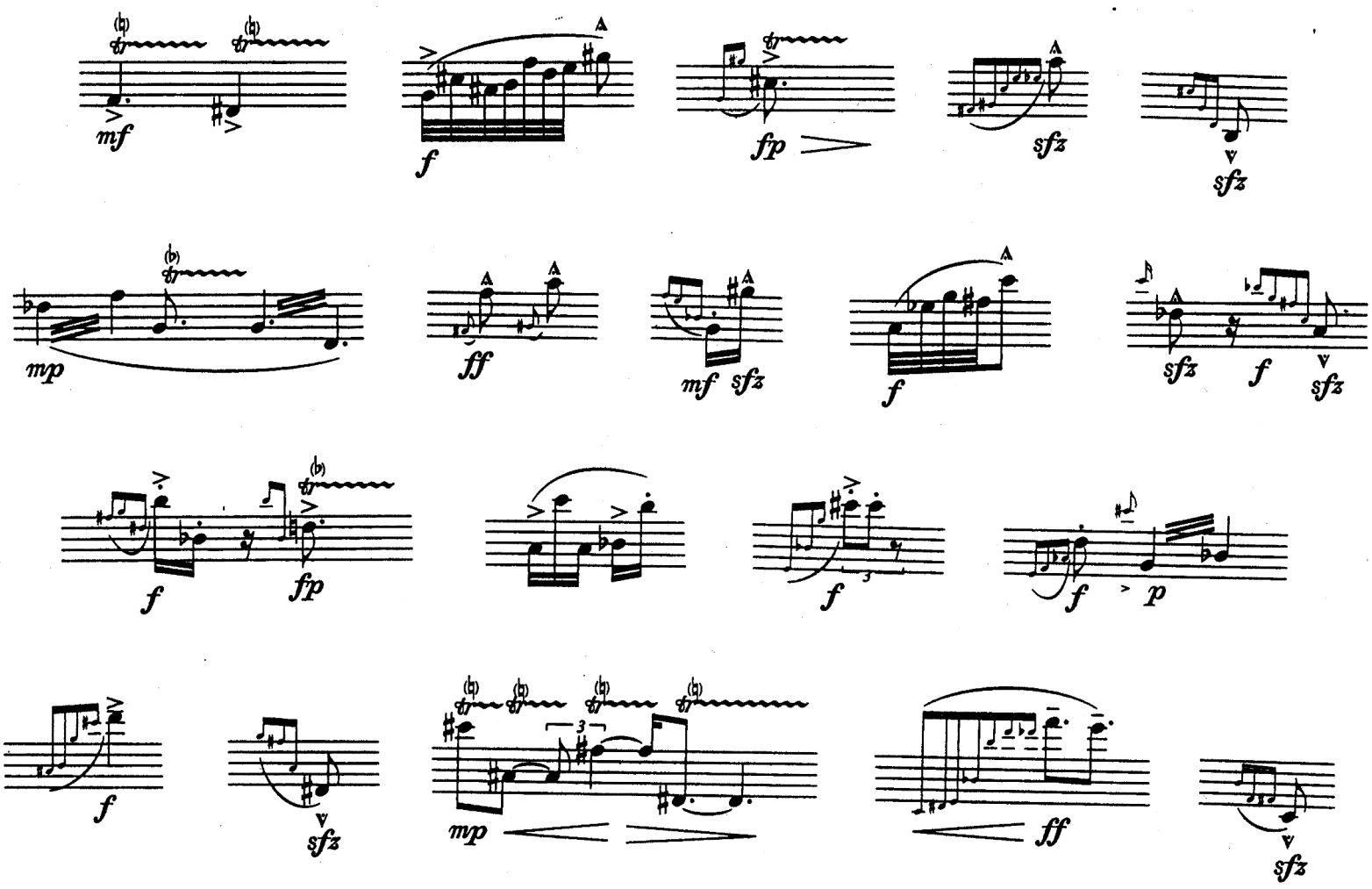






Transition

Throughout the transition, continue to choose your own path through the gestures while generally retaining an overall top-to-bottom trajectory. As this section progresses, the gestures should become more frenetic and the tempo should perceptually increase. This section should last for approximately 30-45 seconds.



B

sfz sfz ff

11

♩= 76–88
rhapsodic
deliberate
sweet
with fervor
f mf fp mf mf

5:4
f fp f mp

gentle
magnimonious
tentative
mf ff f mp

aggressive
bold
dramatic
mysterious
flutter tongue
fp sfz ff pp sfz ff fp

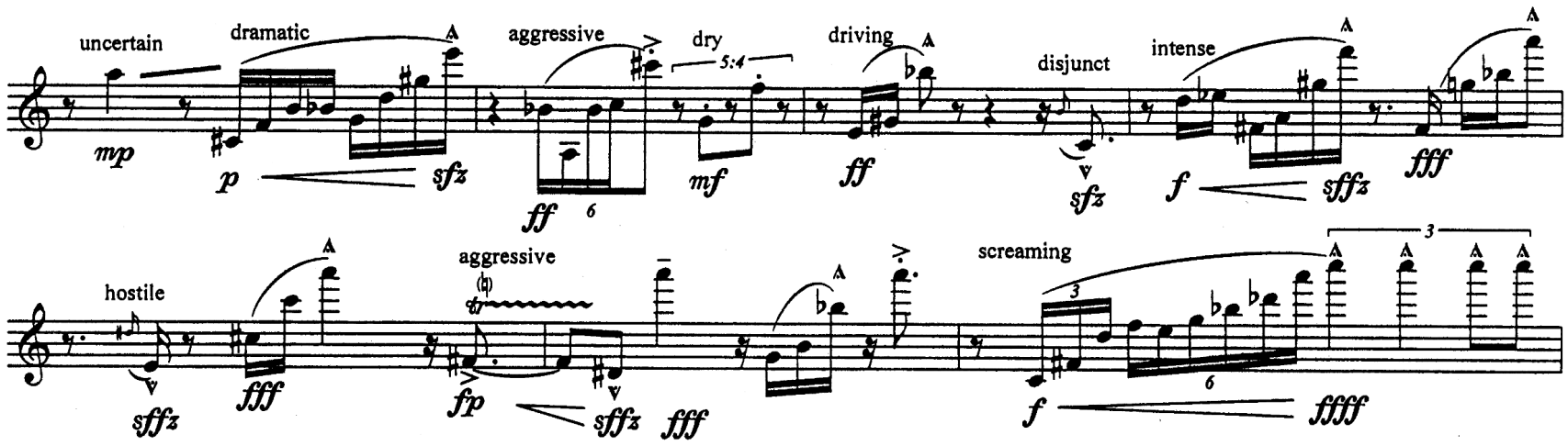
grandiose
7:4
disjunct
romantic
aggressive
f fp f sfz p fff mf sfz

mysterious
hostile
tentative
romantic
precise
p ff mf p mp 7:4 mf f

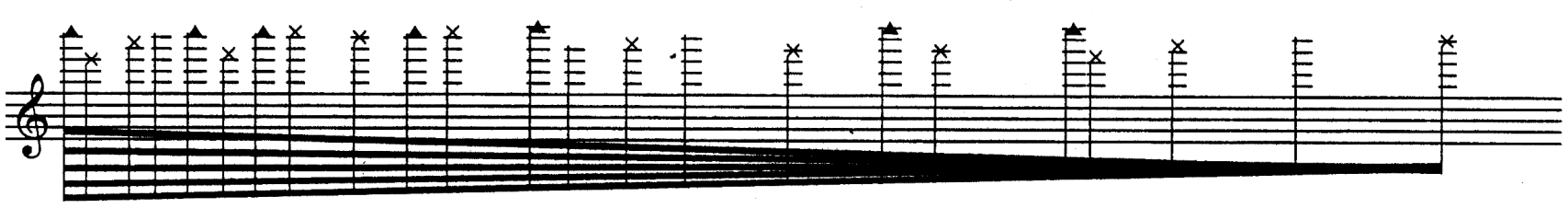
gentle
dry
gentle
aggressive
sweet
fierce
rhapsodic
mp f mp f mp ff fff mp 9:8 9:8 mf

deliberate
5:4
hostile
with fervor
5:4
percussive
fp sfffz fp mf sfffz ff fp

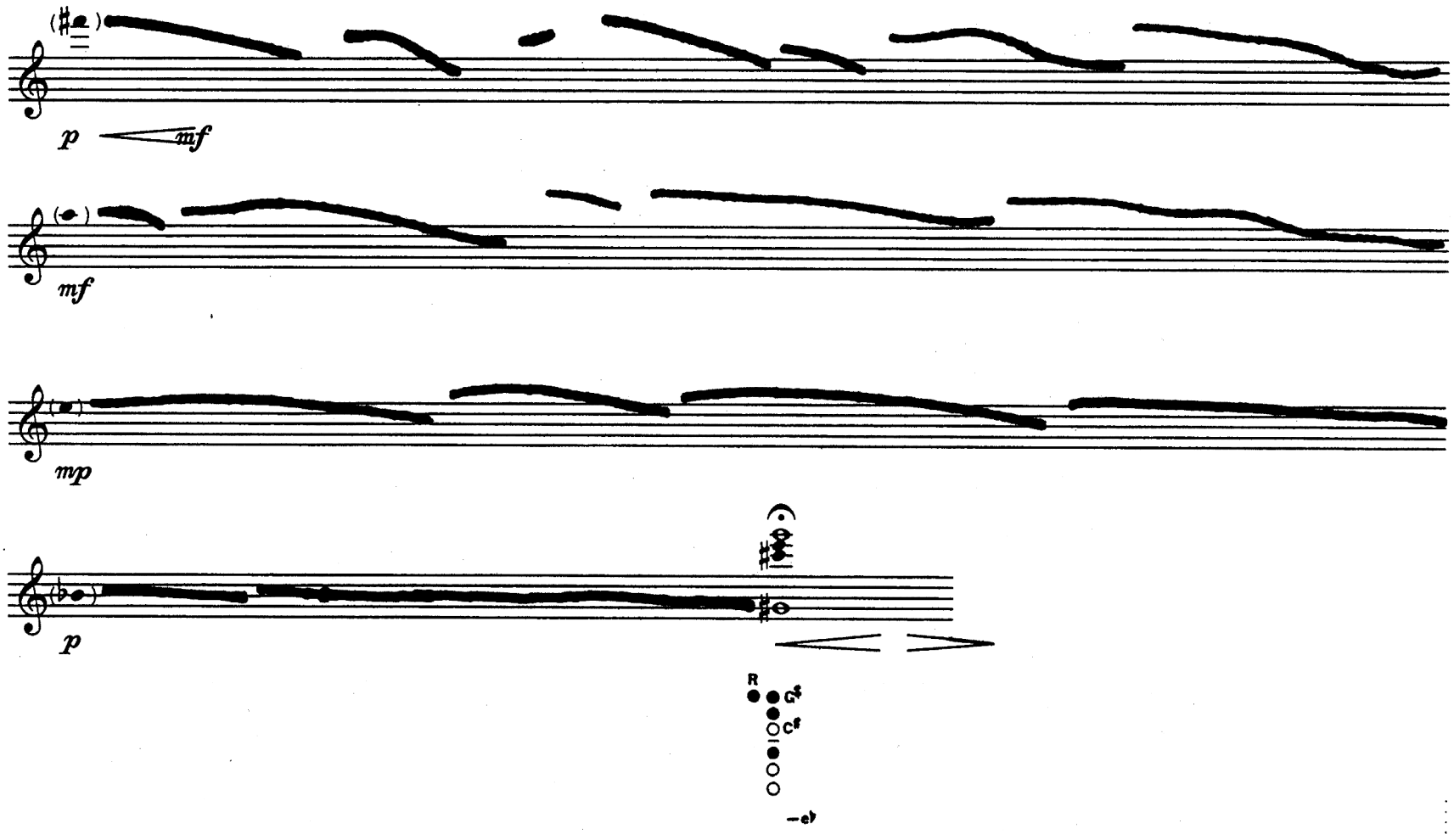
plaintive
calm
aggressive
relaxed
punctuated
resolved
mf sfffz mp ff mp ff



Play frenetic, non-metric high squeaks, tongue slaps, clicks, and percussive utterances through the clarinet. Maintaining the dynamic intensity, gradually slow down. Play this passage for approximately 30-45 seconds.



Play improvised glissandi that primarily descend. As the pitch descends, gradually slow down and relax.
Each system should last approximately 15-20 seconds



Reflection—Coda

Choose gestures from the first three pages of the score to create your desired conclusion for the work. You may choose to conclude the work with quiet and solitary gestures OR move toward another frenetic moment OR create a schizophrenic combination of these possibilities. This section could last any duration between 30 seconds and 2 minutes.