

SWAP

for B-flat Clarinet and Marimba

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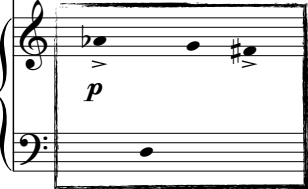
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Performance Notes for SWAP

4"

Cl. 

Mar. 

Number bracket specifies approximate duration of boxed section.

Play contents in box in any tempo and in any order unless specified (as at letter J1 and K1) for the duration of the arrow.

Cl. 

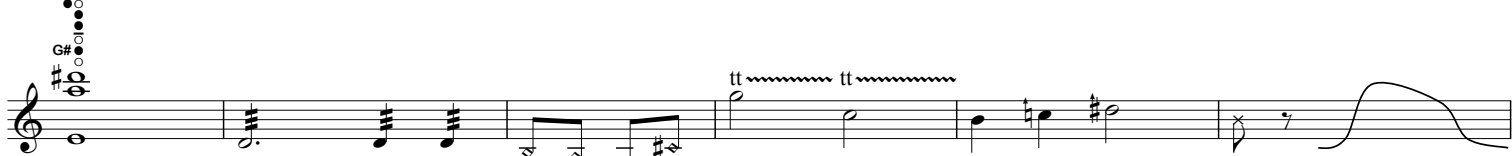
Mar. 

Accelerate or decelerate for the bracketed duration.

This piece calls for the performer to make a number of critical decisions that determine the shape of the piece. In letters C-F, the performers choose their own path through a network of musical fragments (a musical choose your own adventure). In sections H2, I2, J2, K2, L1, and L2 the performers are to play any of the gestures located in the large box in any order for the duration of the section. It is recommended that with each improvised section, the performer fill up the space with more gestures leading to a climax at L1/L2 when both performers are playing at their most active/interactive. When improvising, always listen to the other performer.

**Accidentals only correspond to the note directly following the accidental. The only exception is when a series of the same notes follows a single accidental.

Concerning the clarinet (notation):

Cl. 

Multiphonic at F1 Air or regular flutter tongue Subtones Timbre trills (trill on different fingerings of same note) Quarter-tones Air sounds

Concerning the marimba:

This piece requires standard marimba mallets as well as a harder mallet to produce louder glissandi at letter N. The marimbist is also required to play a slide whistle at the very end of the piece.

for B-flat Clarinet and Marimba
approx. 8 minutes

A

rall.

9

Cl.

mp *accell.* *f* *p* *f* *p* *f*

Mar.

f *p* *building momentum* *f* *deliberate*

3 5

18

Cl. *Air flutter* ----- *moving to reg. flutter tongue* *norm.* *excitedly* *accell.* *dying away* *1"-2"*

Mar. *fp* *f* *excitedly* *accell.* *1"-2"*

B

Static with short outbursts

♩ = 88-95 ♩ = subtone

25

Cl.

mf

5

6

6

Mar.

ppp

mp

pp

ppp

29

Cl.

pp

mf

5

3 + 4 + 4

6

6

Mar.

mp

f

pp

3 + 4 + 4

5

33

Cl.

p

mf

p

f

ff

3"

go to C1 or C2

Mar.

mf

p

f

fp

3"

go to C3 or C4

C1

ca. ♩ = 75-80



C2

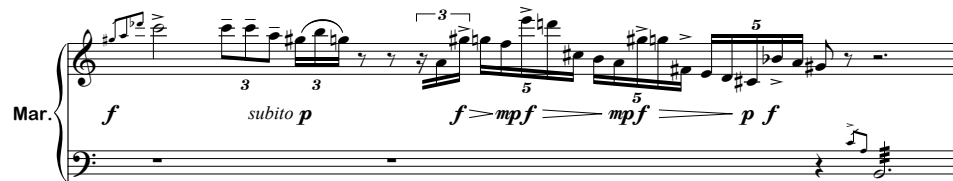
ca. ♩ = 75-80

Alternate fingerings



C3

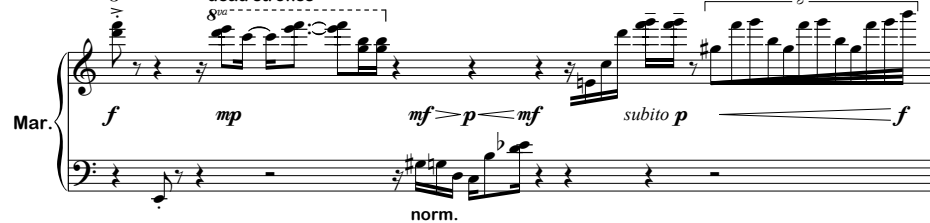
ca. ♩ = 75-80



C4

ca. ♩ = 75-80

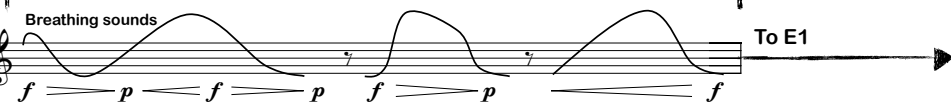
dead strokes



D1

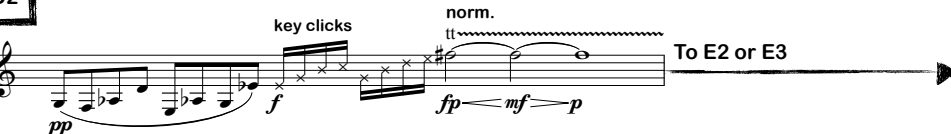
7"

No pause



D2

No pause



D3

7"

No pause



D4

2" pause



D5

2" pause



D6

2" pause



E1 ca. ♩ = 75-80
Air FT Reg. FT norm.

Cl. *p mp mf f p mf mp ff*

E2 ca. ♩ = 75-80
Cl. *pp f* 2" pause

E3 ca. ♩ = 75-80
Cl. *pp p f* 2" pause

E4 ca. ♩ = 75-80
Mar. *p mp p mf p f*

E5 ca. ♩ = 75-80
Mar. *p fp*

F1 *mf f p f p ff*

F2 No pause
fp f p sfp f

F3 *fp fp f p f p f* rit. dampen norm.

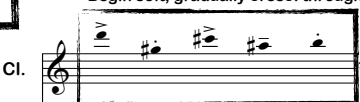
F4 *f mp f p mf p f mp mf*

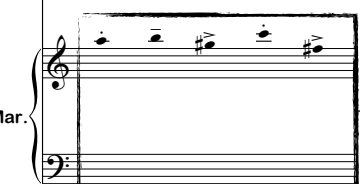
To G

G

Repeat in any order / $\bullet = 120-200$
 Begin soft, gradually cresc. through repetitions

ca. $\text{♩} = 100$

Cl. 

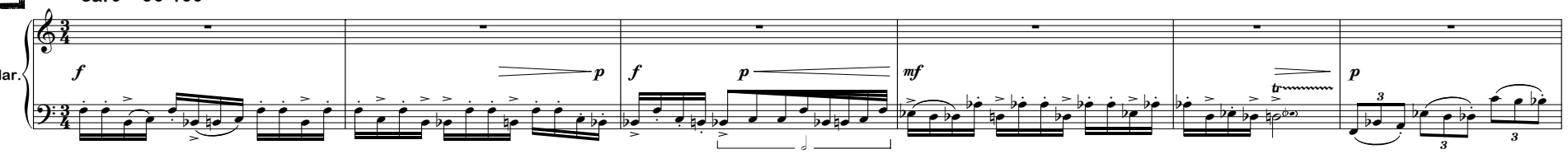
Mar. 

to H2

to H1

Once both marimba and clarinet have reached this box and played it for 2"-3", marimba moves on to next measure, cueing the clarinet.

H1ca. $\text{♩} = 90-100$

Mar. 

Mar. 

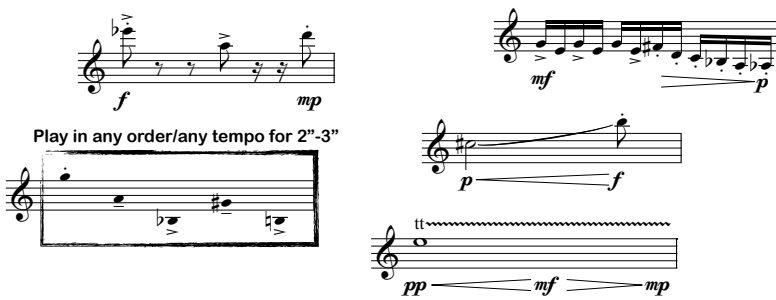
to I2

H2

Play in any order/any tempo (with light intensity and moments of silence between gestures)

Cl. 

Play in any order/any tempo for 2"-3"



Cue to move on to I1

I1

♩ = 100-110

Cl. *f* *p* *f* *p* *f* *mf* *p*

Cl. *mf* *p* *f* *f* *f* *p* *mf*

Repeat 2-3 times then go to J2

I2

Play in any order/any tempo (with light intensity and moments of silence between gestures)

Mar.

Play in any order/any tempo for 2"-3"

p

mp *f*

f *mp* *f* *p*

mp

p *f* *p*

p *f*

f

Cue to move on to J1

J1

 $\text{♩} = 110-120$

Play in order (repeat as necessary)/any tempo for 2"-3"

Mar.

Play in order (repeat as necessary)/any tempo for 3"-4"

Play in order (repeat as necessary)
any tempo for 5"-6" then go to K2

Mar.

J2

Play in any order/any tempo (with medium intensity and shorter moments of silence between gestures)

Cl.

Cue to move on to K1

K1

♩ = 110-120

Play in order (repeat as necessary)/any tempo for 2"-3"

Cl. *p* *mf* *f* *mf* *fp* *f*

Play in order (repeat as necessary)/any tempo for 3"-4"

Play in order (repeat as necessary)
any tempo for 5"-6" then go to L1

Cl. *p* *f* *p* *f* *f*

K2

Play in any order/any tempo (with medium intensity and shorter moments of silence between gestures)

Mar.

Play in any order/any tempo for 2"-3"

Cue to move on to L2

L1 Play in any order

Cl.

Play in any order/any tempo for 2"-3"

20"-25"

L2 Play in any order

Mar.

Play in any order/any tempo for 2"-3"

20"-25"

Increase tempo, dynamic level, and intensity level of the performer interaction, reaching a climax by the end of the specified duration before going on to letter M.

M

4" 6" 6" 4"

Cl. *ff* *f* *mf* *mp*

Play in any order/any tempo

5" 6" 7" 2"

Mar. *ff* *f* *mf* *n* rest

Play in any order/any tempo

sim.

Switch to 1 mallet in L and 2 mallets (1 harder) in R

N

♩ = 84

Cl. *n* *pp* *p*

♩ = 84

Mar. *pp* *p*

Cl. *mp* *ff* *fp*

Mar. *p* *f* gliss.

Cl.

Mar.

f *gliss.* *ff* *obnoxiously gliss.* *p* *ff* *mp*

ff *mp* *slide whistle* *gliss.* *mf*

to slide whistle

slide whistle

The musical score is written for Clarinet (Cl.) and Maracas (Mar.). The Clarinet part is in treble clef with a key signature of one sharp (F#). It begins with a forte (*f*) glissando, followed by a fortissimo (*ff*) glissando, then an 'obnoxiously gliss.' instruction. A quintuplet of eighth notes is marked with a '5' below it. The dynamics then shift to piano (*p*), fortissimo (*ff*), and mezzo-piano (*mp*). The Maracas part is in treble and bass clefs. It features fortissimo (*ff*) and mezzo-piano (*mp*) dynamics. Instructions for 'slide whistle' are placed above the staff, and a mezzo-forte (*mf*) glissando is marked at the end.

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