Continuum

for flute, clarinet, two bowed string instruments, tam-tam and fixed-media

Sophie L. Stone (2017)

Duration: 90 minutes

Instrumentation: Four players (any flute, any clarinet, and two bowed string instruments), tamtam and four speakers (4-channel quadraphonic fixed media).

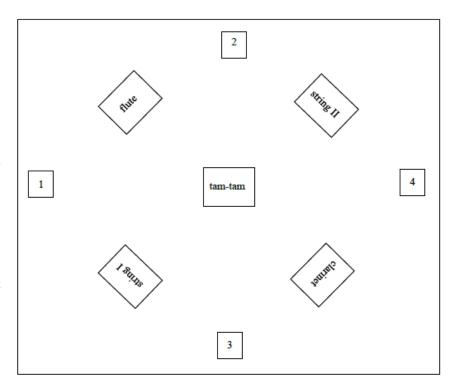
Installation setup: The four players should sit at each corner of a large square with the flute facing the clarinet, and string I facing string II (lowest string instrument). The tam-tam should be positioned in the centre. The speakers should be situated between the four players, but at a short distance behind them.

Listeners may be immersed in the installation space, e.g. by sitting or lying on the floor (bean bag or mats recommended).

Sufficient space should be left to allow players access to the tam-tam.

Tam-tam: There are six graphic scores for the tam-tam and only one player can use the tam-tam at one time.

For the tam-tam, metal, hard and soft mallets, and a cello bow are recommended. Any other additional objects may be used, such as open-ended cylinders (e.g. a tin) and knitting needles (plastic and/or metal).



Realisation score: A score may be created before a realisation or the example score may be used. The realisation score is made using the list of instructions for sound and instrumental technique. One instruction each for sound and technique are chosen for every bracketed section of the score; if the section is for more than one player, up to three sounds and one technique (per instrumental group) should be chosen. Where there are multiple instructions for sound, players may choose which sound to play. The instructed instrumental technique may be played fully, intermittently, or not at all. If a tam-tam instruction is chosen for one player, an additional sound (not tam-tam) should be chosen as an option. The player can then choose to play both instructions, or one.

Playing instructions: The players should start their stopwatch when the fixed media starts. The bracketed timeframes are suggestions for sounds, and the players do not have to play for the full duration of the timeframe. Each player can interpret their instructions in their own way.

Key: sustain – play for as long as possible, pause for any duration, then repeat. short – 3-5 seconds repeat – continue to repeat the idea after a short pause Tam-tam: metal stick hard stick soft stick areas of concentration

	Instrumental Technique*		
		Woodwind	
Sound*	Strings	Flute	Clarinet
Tam-tam 1-6	\bigcirc	Slap tongue	
Sustain a low pitch (no vibrato)	ord.	Flutter tongue	
Sustain a high pitch (no vibrato)	sul tasto	Simultaneously sing a sustained pitch	
Sustain a medium pitch (no vibrato)	sul pont.	Key slap	
Sustain a glissando over a max. 2 tones	behind bridge	Whistle tone	Growl
Sustain one or more multiphonics/atonal chords	ord.──►sul tasto**	Trill with a random key	
Sustain up to three pitches in succession with vibrato	Open harmonic(s)	Low register	Chalumeau register
Sustain a low pitch with vibrato	Artificial harmonic(s)	Middle register	Clarion register
Sustain a high pitch with vibrato	Detune all strings	High register	Altissimo register
Sustain a medium pitch with vibrato	Molto vibrato	Timbral trill (wide)	

Choose one pitch and play with an extended technique	Pizzicato	Timbral trill (narrow)	
White/air noise	Bartok pizzicato	u→ ง	
Percussive sound(s)	Bow the body of the instrument	u ──→ ◊	
Sustain any pitch	Slow "seagull" effect	⋄ —→ <i>↓</i>	
Sustain several pitches in succession	Detune one string	√ ——•u	
Sustain a single pitch for a min. of 5 sec. and pause for the same duration (repeat)	Detune two strings	∕ →u	
Sustain a glissando	Same pitch, different string	√ —→ >	
Sustain a single pitch for a max. of 10 sec. and pause for the same duration (repeat)	Bow tailpiece	১	
Sustain a glissando over a tone	Slow vibrato	U	
Sustain a trill on a microtone		Tongue rams	

Irregular short notes (max. 5 sec.) on no more than five pitches

^{*} Players may add their own relevant to the aesthetic of the piece.

^{**} Any combination of the above.

