

Fledgling



Peter Wilson

Fledgling

for clarinet in Bb and percussion

Duration: 8 minutes 30"

# clarinet notation

This number denotes the approximate duration (in seconds) of the succeeding measure. It applies to all subsequent measures until changed.

Each measure should be treated like a unique birdcall, or a self-contained flourish.

Thickness of beam indicates embouchure tautness. A thin beam denotes ordinary embouchure. A thick beam denotes a very slack embouchure.

Breaks in the beam denote a break in the sound.

A comma denotes a very brief pause, a hiccup in the momentum.

The musical score consists of two systems of music on a single staff. The first system begins with a treble clef and a 3.5-second duration marker. It features a dynamic range from *p* to *ppp*, a timbral trill (t.t.), and a section with a wavy line above the staff. The second system is marked 'BREATH - PITCHLESS' and '3' seconds. It includes a comma, a section with a wavy line, and dynamics from *mp* to *ff*. Annotations include red circles around the 3.5, a triangle, a comma, and a thick beam. A green line highlights a notehead and its sustain. A dashed red line points to a notehead in the pitchless section. A red line points to a notehead in the final measure.

t.t. = timbral trill

♯♯ ♭♭ = quarter-tones

♯♯ ♭♭ = slightly flat/sharp

Accidentals apply only to the note that they precede.

Each system is approximately ten seconds in duration.

Noteheads in green denote harmonics.

A triangle denotes the highest partial possible.

A green line extending from the notehead graphically demonstrates its sustain, or glissando to a higher/lower partial.

All harmonics should float softly out of the texture, as pleasant and unobtrusive as the splashes of colour in this score.

In pitchless passages, embouchure position is graphically demonstrated by the shape of line above the staff and beneath the beam.

In pitchless passages, fingering is at the discretion of the performer. Approximate register of finger/key position is indicated graphically on the empty staff.

# percussion notation

## Stainless steel mixing bowl



- Approximately 30cm in diameter.
- Bowl should be shaped for optimal resonance (without sharp corners or a platformed lip).
- Bowl may be fastened onto a tripod to allow for greater resonance.

## Daf frame drum

- Tuned to D3 (below middle C).
- If a Daf cannot be sourced, a deep frame drum may be used instead. In this case, paper clips should be taped onto the inside of the frame to emulate the Daf's rattles.
- Placed on lap.

## Thai gong

- Operated by foot pedal.

Sounding:

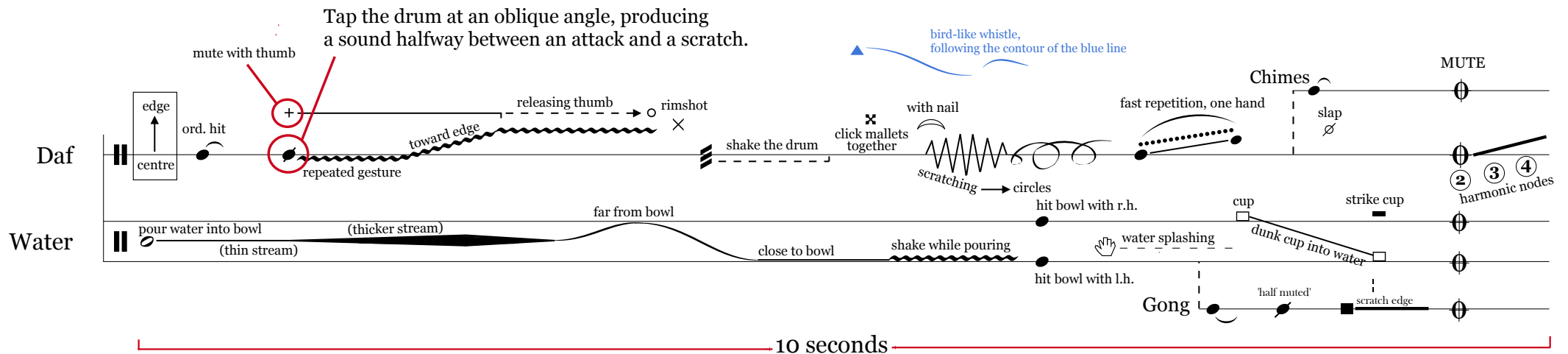


## Wood chimes

- Hung to the right.

### Beaters and miscellaneous items:

- Metal beaker (from which to pour water)
- Glass cup (resonant but not fragile)
- Brushes
- One snare drum beater/wooden mallet
- Towel (to dry hands)
- Rice, contained in non-noisy packaging



NB. This work requires a 'wet' acoustic.

Amplification may be required.

*In May 2016 I began composing a work inspired by the qualities and behaviour of birdsong.  
The finished composition, 'a starling with winter coat', took over a year to write and resulted in a number of fully-composed pieces.  
'Fledgling' is one of those pieces.  
It is the first chapter of my 'starling cycle'.*

# Fledgling

Peter Wilson

Daf

Water

(p)

D

W

(centre)

(edge)

l.v.

edge

Fledgling

delicate and wispy; half-air

Cl. **3.5** (dyad) *p* *ppp* *pp* *p* *pp* *mp* *p* **4.5** (dyad) *ppp* *mp*

(poco gl.) (off) (throat flutter) (lip) t.t.

slackening emb.

D (low fundamental emerging) l.v. *mp* *pp* l.v.

W

Cl. (throat flutter) **6** *pp* *mp* *pp* (slap) (double tonguing) t.t. **3** (air register) *mp* *ff* *mp*

shifting sonority (fade out)

D *mp* *pp* Hand

W *p* r.h. knuckle

improvised splashes, l.h., quiet

BREATH - PITCHLESS



Fledgling

Cl. 4

(whispered harm.) *pp*

5 *mf* *pp* *mp* *pp* *p* *pp* *p*

(high harm., fingered A#)

(throat flutter) t.t.

2.5 *tr* (double tonguing)

D

W continuous splashes

*mp*

[pick up beaker]

Cl. 4.5

(fade out)

7 *mp* *mf* *p* *pp* *mp* *mf* *ppp*

(no fundamental)

D

W Hand

fingers *tr*

Fledgling

Cl. *violent* *mf* *p* *pp* *tr* *elongated, calm* *4* *tr* *air to pitch* *mp* *flz.*

D *poco* *l.h.* *p*

W *[dry hand]*

Cl. *pp* *mp* *pp* *p* *(ppp)* *1.5* *mf* *poco* *pp* *4*

D *mf* *pp* *tr* *mp* *knuckle*

W *beaker* *pp* *warp pitch*

Fledgling

Cl. *bird-like* 2.5 (throat flutter) 3 10' *elongated*

*p* *poco* *pp*

D *disjunct* *mp* *pp*

W *pitch continues to bend with water...* fingers knuckle

Cl. (R) (R) t.t. fast (no t.t.) 3 *ppp* *mf*

D [pick up] *brittle* *mp* *poco* *f*

W Gong *mp*

Fledgling

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

t.t. (no t.t.)

fingering

D *pp* *pp* *p*

W *mp*

single shake

Cl. *mf* *ppp* *mf* *mp* *pp*

2.5 *tr* 5 t.t. 2.5 *tr* (lip)

D *mf* *f* *mp*

W *mp* *pp* brushes, leaning forward gradually dampen

Cl. **4** *2x tr* (timbral trill) *ppp* *f* *mp* *ppp* *poco gl.* **2** *laboured* make time for percussionist

D *tr* *mf* *f* *mf* *p* [put down]

W (hold gong lightly to diminish overtones) *mf* ord. *mf* suddenly!

UNISON

Cl. **3.5** *mf* *mp* *p* **5** *pp* *mp* *pp* **4.5** *flz.* *t.t.* (no flz.)

D Hands *mf* *p* fingers (not necessarily 'pitched') *mf* *p* *tr* *p* (slap) *mp*

W *mf* *p* *mf* *p* *mp*

Fledgling

Cl. *t.t.* (dyad) *mp* *(p)* *mp* *3* *tr* *(b.e.)*

D *mf* *tr* *mp*

W *[pick up (l.h.)]*

Gong *tr* *pp*

Cl. *6* *t.t.* *4* *DIVISI* *tone becoming 'split'* *mp*

D *r.h.* *mp* *l.h. beater* *+* *5* *mf*

W *p* *p* *mp*

Fledgling

Cl. *p* 7 t.t. *mf* 5.5 *f* 3 *tr*

D *mf* 4.5 *mf* 5.5

W *mp* *mp* gradually dampen (scratch rim) *p*

Cl. 3.5 *mp* *f* 6.5 *mp* *f* *mp* t.t. C# G# t.t. t.t.

D *mf* 7.5 [pick up cup] r.h. = l.h. = cup 3.5

W Gong *p* r.h. *pp*

split tone always

Fledgling

(ord.)

Cl.

D

W

*mf* *pp* *p* *mp*

5 5.5

trem. inside cup

tr

3/4 out of water

C#

F#

Cl.

D

W

*mf* *pp* *p* *mf*

4 5



Cl. *mf*

D

W *mf* *mp* *pp*

Detailed description: This musical score system features a Clarinet (Cl.) and a Woodpecker (W). The Clarinet part consists of a single note with a long, tapering slur, starting at a dynamic of *mf* and ending at a higher dynamic. A green dot on a higher staff line indicates a pitch bend or breath mark. The Woodpecker part includes rhythmic patterns of horizontal dashes and square notes. A large black wedge-shaped graphic is positioned below the woodpecker line, corresponding to a *pp* dynamic marking. The dynamic markings *mf* and *mp* are placed below the woodpecker line.

Cl. *pp* *mf*

D

W *mf* *mp* *p* *mp*

4.5 woodpecker

7.5

single scrape l.v.

C#

Detailed description: This musical score system features a Clarinet (Cl.) and a Woodpecker (W). The Clarinet part has a long, tapering slur starting at *pp* and ending at *mf*. A green dot on a higher staff line is accompanied by a C# symbol and a green arrow pointing down. The Woodpecker part is divided into sections. The first section is marked '4.5 woodpecker' and contains rhythmic patterns and square notes. The second section is marked '7.5' and includes a 'single scrape' instruction with 'l.v.' below it. Dynamic markings *mf*, *mp*, *p*, and *mp* are placed below the woodpecker line. A large black wedge-shaped graphic is at the beginning of the woodpecker line.

Fledgling

Cl. *pp* *mf* *mp senza diminuendo* sung

D

W *mf* *f* *mp* swish water with cup

6.5

UNISON *extremely delicate* *mf* *pp* *tr* 2 (.)

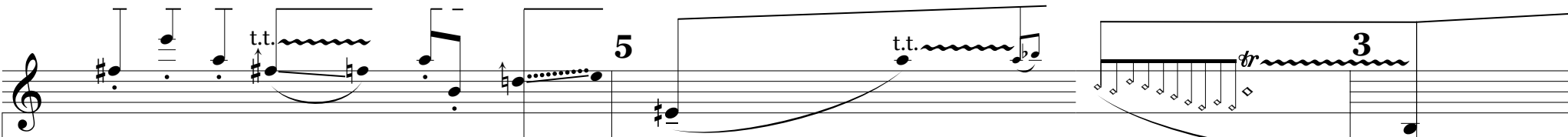
Cl. *mf* *pp* *mf* *pp* *sim.* 7 (.)

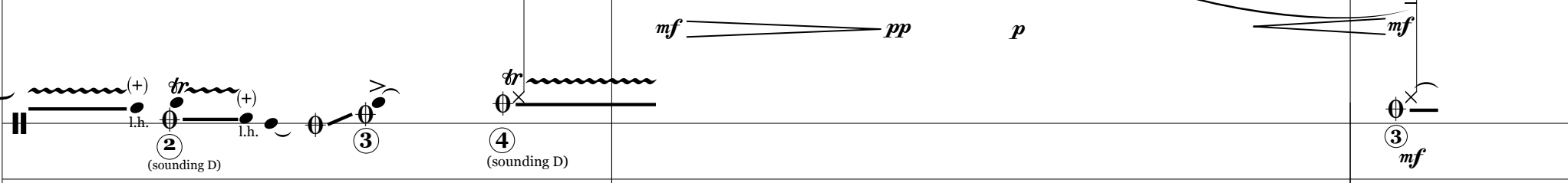
D *r.h. = empty* *l.h. =* [put down] (sounding concert A) fingers *tr* 3 *mf* 3 *pp*

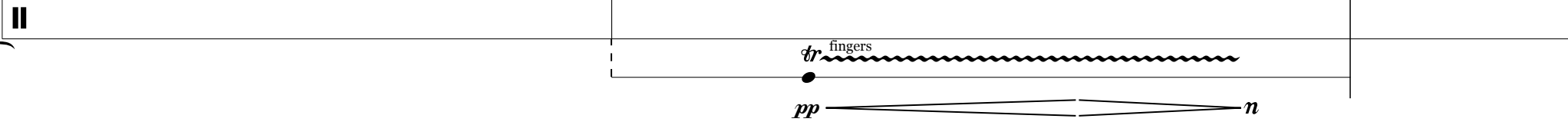
W [dry hands, put down cup]

Gong *p* *mf* l.v.

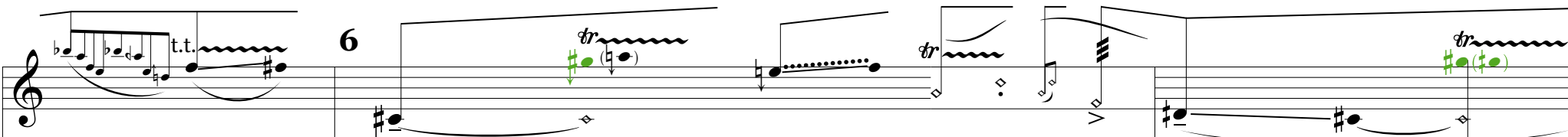
(attempt to maintain register) release register key

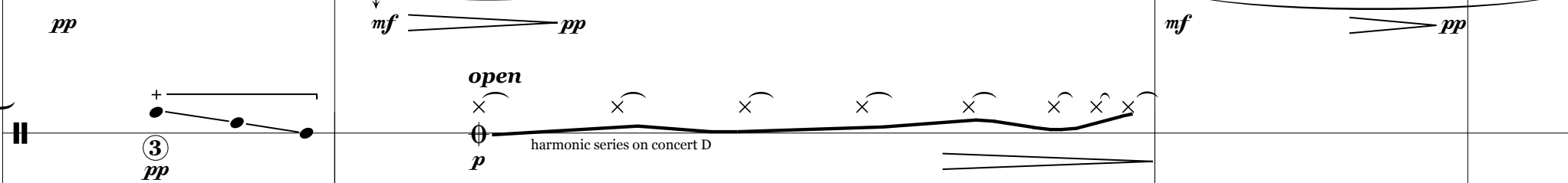
Cl.  **5**

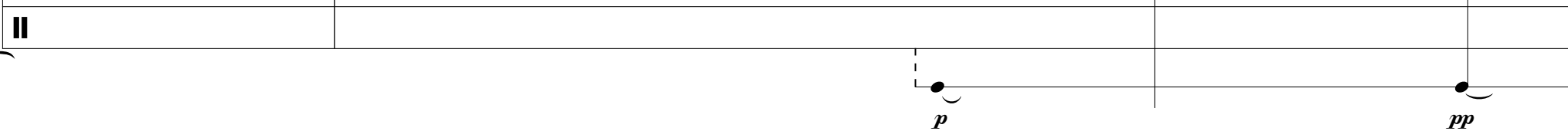
D  **2** (sounding D) **3** **4** (sounding D) **3** *mf*

W  *tr* fingers *pp* *n*

*mf* *pp* *p* *mf*

Cl.  **6**

D  **3** *pp* *open* *p* harmonic series on concert D

W  *pp* *mf* *pp* *mf* *pp* *p* *pp*

*harmonic timbre*

Cl. **4.5** **2.5**

D **5** (sounding F#) **4** **3** *tr* *mf* *pp* *tr* <sup>r.h.</sup> *tr* *l.h.* [pick up 2x] *interjection* *tr* *tr* *p* *mf* *mp*

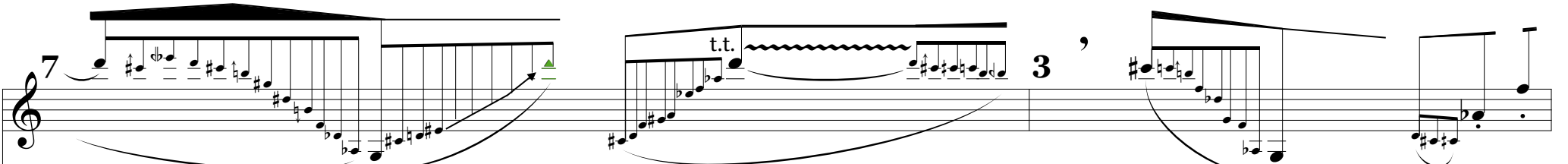
W

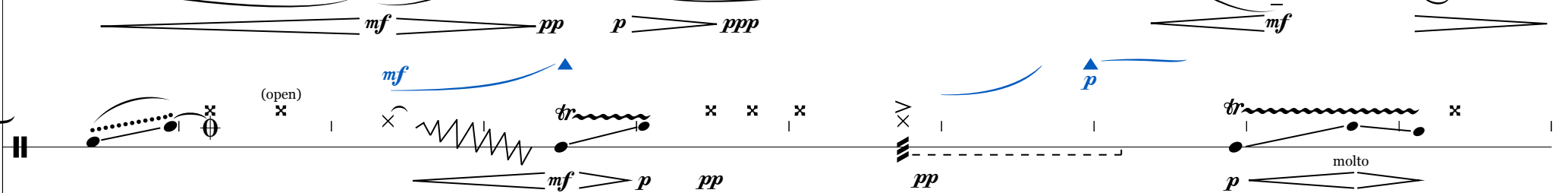
Cl. **6** **4** *mf* *pp* *t.t.* *pp* *t.t.* (no t.t.)

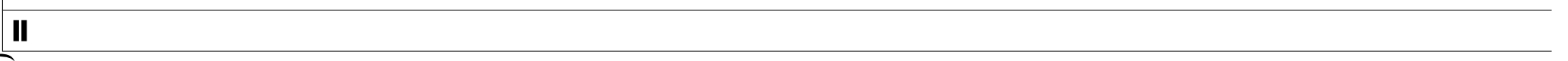
D *tr* fingers (thumb and 3rd finger) *pp* *whistle* *p* *brittle* *tr* (beaters) *pp*

W *l.v.* *mf*

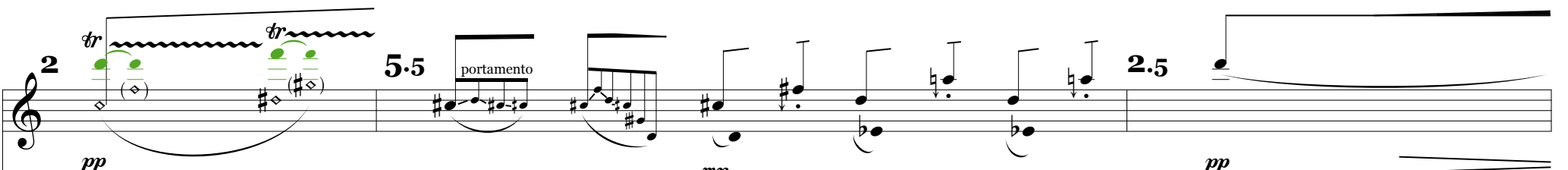
**DIVISI**

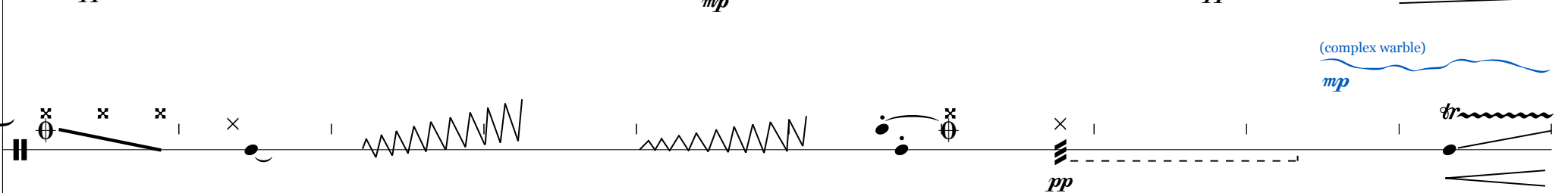
Cl.  *mf* *pp* *p* *ppp* *mf*

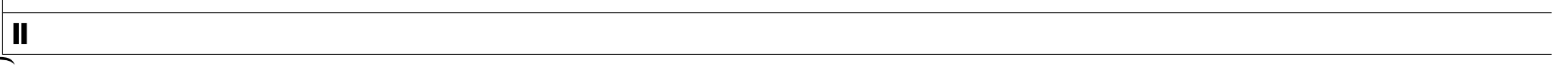
D  (open) *mf* *p* *pp* *pp* *p* *molto*

W 

7 t.t. 3

Cl.  *pp* *mp* *pp*

D  *pp* *mp* (complex warble) *tr*

W 

2 5.5 portamento 2.5

Fledgling

Cl. *ppp* *mf* *pp* *ppp* *f* *pp*

D *mp* *p* *f* *p* *mf* *p* *pp* *mf* Chimes

W

Cl. *(pp sempre)* (pitchless) *t.t.* *p* *pp* *p* *pp* *molto*

D *p* *pp* *p* *pp* Chimes

W

Cl. *p* *pp* *mp* *t.t.*

(no fundamental) *v. short* **6**

D *mp* *p* *pp* *tr*

W

Cl. *pp* *airy* *senza cresc.* *t.t.* **9**

(dyad)

D *l.v.* *mp* *p* *ppp* *tr deep* *tr* *Chimes l.v.*

W

*as though in the distance...*

Cl. *pp*

gradually dampen

[pick up]

D

W

*meditative, but with an energy*

D

W

*tr*

*tr (rim)*

l.v.

*pp* *mf*

Cl. *Bb tr* *Ab*

*mp* *poco* *mf*

*p* *mp* *pp*

*mp* *f* *p*

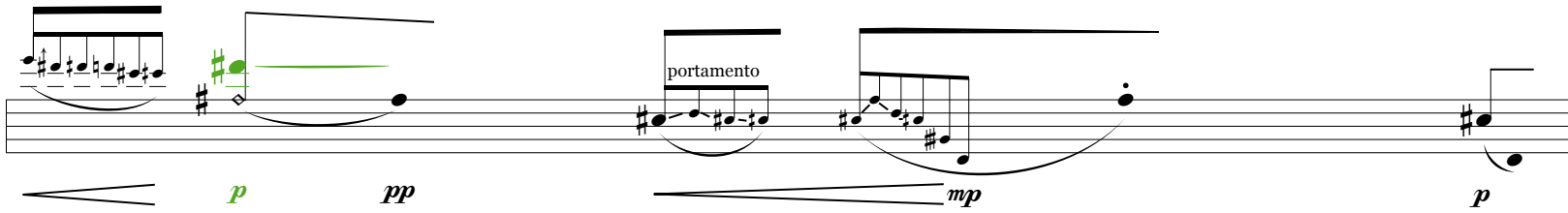
*single stroke* l.v.

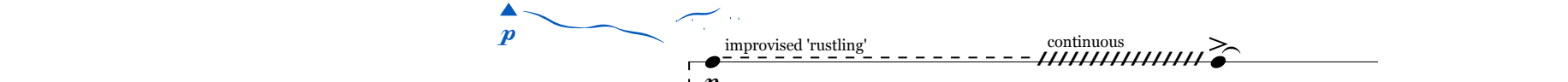
D

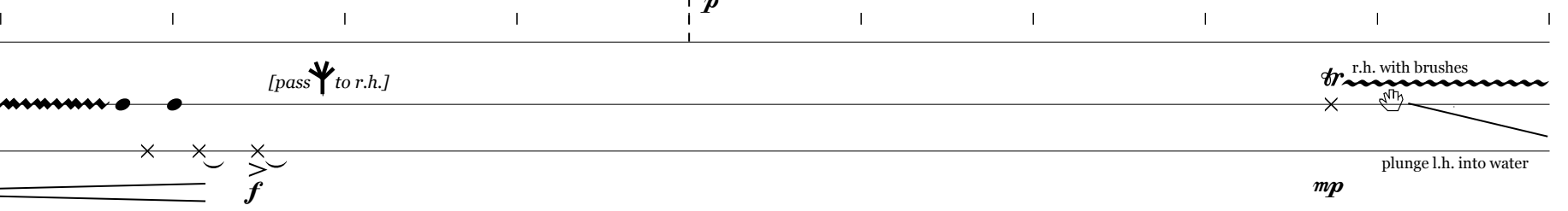
W

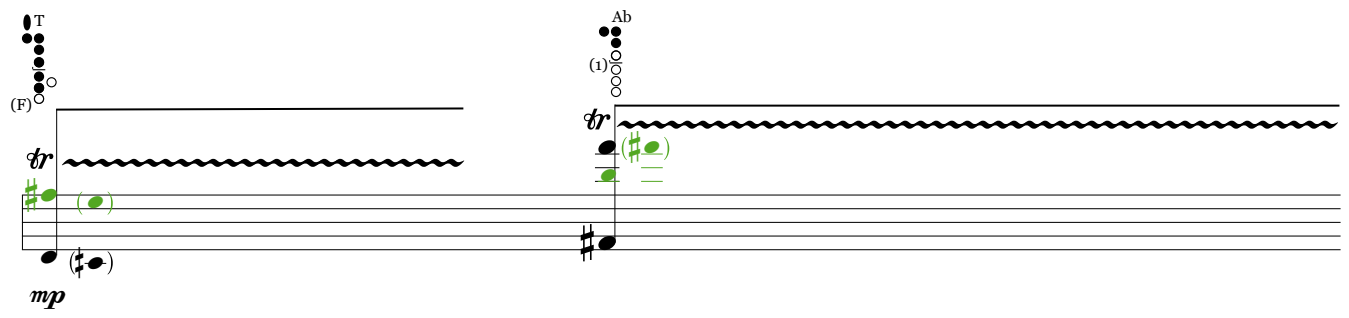


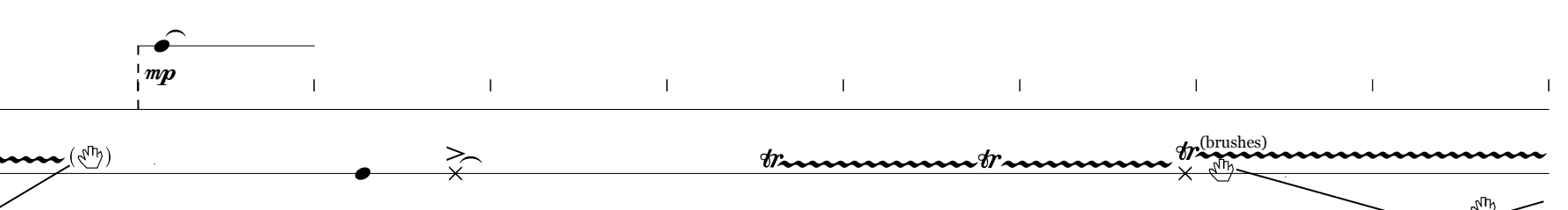
Fledgling

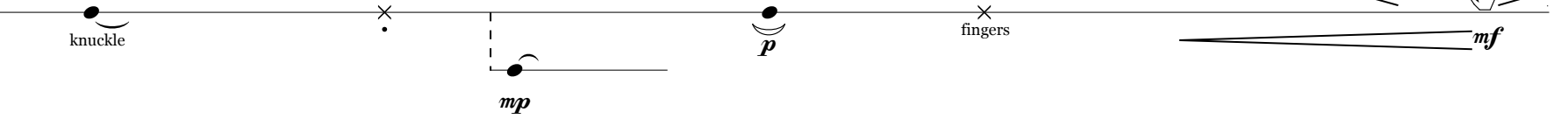
Cl.  *p* *pp* *mp* *p*

D  *p* improvised 'rustling' continuous

W  [pass to r.h.] *f* *mp* r.h. with brushes plunge l.h. into water

Cl.  *mp* *mp* *p* *mf*

D  *mp* *p* fingers (brushes)

W  knuckle *mp* *p* fingers *mf*

Fledgling

The musical score is divided into two systems. The first system features a Clarinet (Cl.) part starting with a *p* dynamic and a woodwind section (W) with a *p* dynamic. The second system includes a Clarinet (Cl.) part with dynamics *mf* and *mp*, and a woodwind section (W) with dynamics *mf*, *f*, and *mf*. The woodwind section includes a 'splashing' effect and a trill. The Clarinet part in the second system includes a trill and a 'fade in' instruction. The woodwind section in the second system includes a trill and a 'fade in' instruction. The woodwind section in the second system also includes a trill and a 'fade in' instruction.

Cl. *mp* *mf* *p* *mf* *p* *pp*

portamento

D

W *p* *molto* l.v.

Cl. *mf* *p*

D *a blur of colours* *tr* *x*

W *ff* *mf* *tr* *x* *mp*

Fledgling

Cl.

D

W

Hands

*almost more air than pitch*

Cl.

D

W

Chimes

pitch to air

Fledgling

material slowly evaporating into a bird-like residue...

Cl. *pp* **5** *(airy)* *p* *pp* *p* **4** t.t.

Cl. *pp* **7.5** *tr* *tr* *tr* *tr*

Fledgling

Cl. *(no fundamental)* 5.5 3 *(pp sempre)*

D

W pour rice into water *(pp)*

*gestures becoming elongated*

Cl. 4 t.t. 6 t.t. *(pp)*

D

W

Cl. 5

D

W

*pppp*

Cl. t.t.

D

W

hand submerged, 'deep' splashing

improvised splashes, slowly lifting hand to surface

*pp*

