

Solo clarinet

for Yi-Wen Chen
Wanderings
for clarinet and computer

KYLE ROWAN

Freely, rubato (♩ = ca. 72)

The musical score is written for a solo clarinet and is organized into five staves. The tempo is 'Freely, rubato' with a quarter note equal to approximately 72 beats per minute. The score includes various dynamics such as *ppp*, *p*, *pp*, *mf*, *fp*, and *sfz*. It also features technical markings like trills (*tr*), slurs, and fingerings (e.g., 5, 3, 6, 3, 5). The music is characterized by flowing lines and expressive phrasing.

Musical staff with dynamics *ppp*, *mf*, *pp*, and *mp*. The staff contains a series of notes with slurs and ties, transitioning between these dynamic markings.

Musical staff with dynamics *ppp*, *ff*, *ppp*, *sfz*, and *ppp*. It includes an *accel* marking and fingering numbers 5, 3, and 4. The staff features a complex melodic line with slurs and ties.

Musical staff with dynamics *pp*, *mf*, *pp*, and *pppp*. It includes fingering numbers 3 and 5. The staff contains a melodic line with slurs and ties.

Choose 2-3 of the given figures on each playthrough.

Musical staff with dynamics *p*. It contains a sequence of notes with slurs and ties, intended for selection during playthrough.

Musical staff with dynamics *f*. It contains a melodic figure with slurs and ties.

Musical staff with dynamics *p*, *f*, *mp*, *ppp*, and *mf*. It includes a fingering number 6 and a trill marking (*tr*). The staff contains a melodic figure with slurs and ties.

Musical staff with dynamics *f* and *pp*. It includes a fingering number 3. The staff contains a melodic figure with slurs and ties.

Musical staff 1: Treble clef, 7/8 time signature. The staff contains a series of eighth notes with accents. Dynamic markings include *sfz p*, *sfz p*, *sfz p*, *sfz p*, *sfz*, *sfz p*, *sfz*, *sfz p*, and *f*.

Musical staff 2: Treble clef, 7/8 time signature. The staff contains a series of eighth notes with slurs. Dynamic markings include *mp*, *ppp*, *mf*, and *pp*. Fingerings 6 and 7 are indicated above the notes.

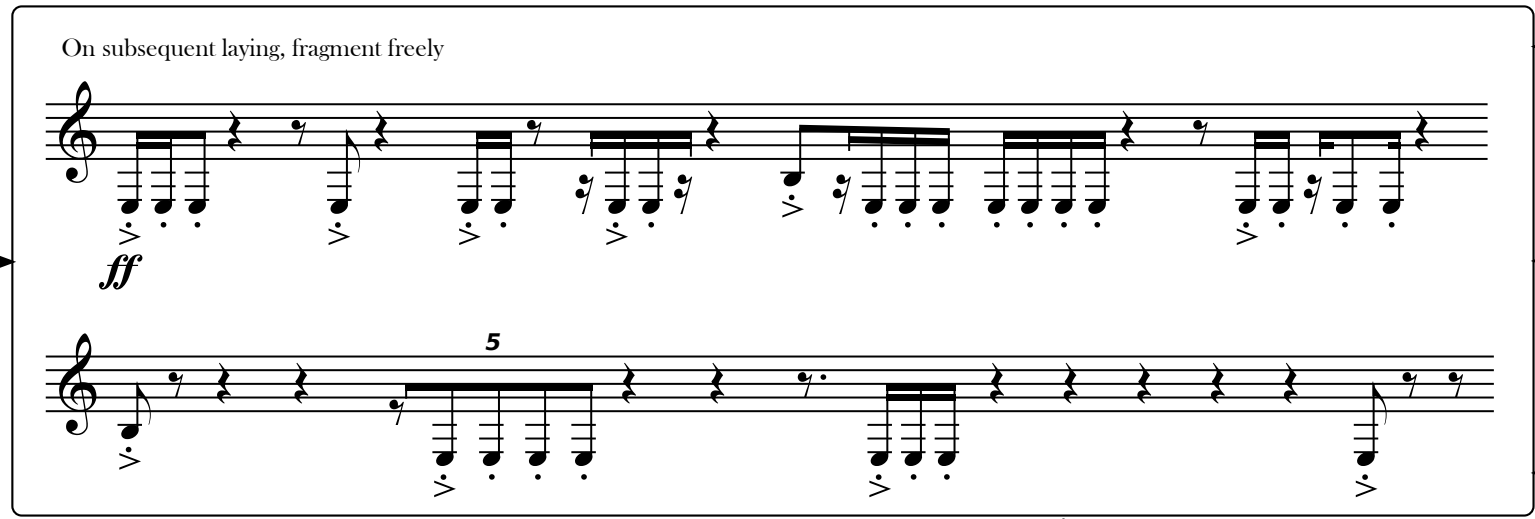
Musical staff 3: Treble clef, 7/8 time signature. The staff contains a series of eighth notes with slurs. Dynamic markings include *p*, *ff*, and *pp*. A trill (*tr*) is marked above a note. Fingering 5 is indicated below a note.

Musical staff 4: Treble clef, 7/8 time signature. The staff contains a series of eighth notes with slurs. Dynamic marking is *f*. An *accel.* marking is present above the staff. Trills (*tr*) are marked above notes. Fingering 5 is indicated above a note.

Musical staff 5: Treble clef, 7/8 time signature. The staff contains a series of eighth notes with slurs. Dynamic markings include *p*, *f*, *ff*, and *ff*. Trills (*tr*) are marked above notes. Fingerings 3, 3, 5, 6, and 7 are indicated. A 10-15" marking is present above a note.

Quickly (♩ = ca. 108)

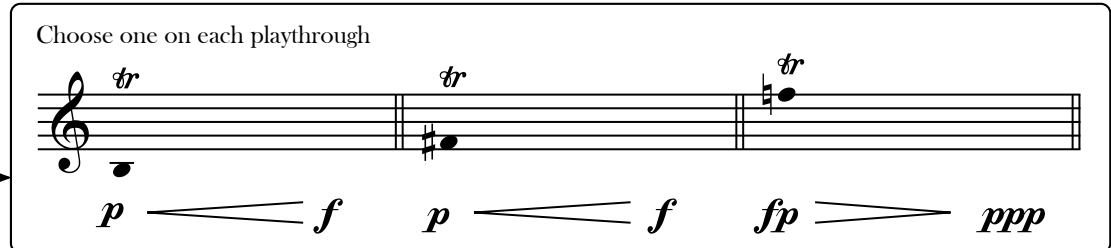
On subsequent laying, fragment freely



ff

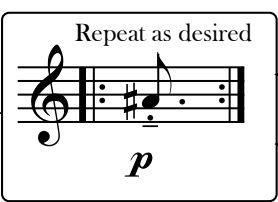
5

Choose one on each playthrough



p *f* *p* *f* *fp* *ppp*

Repeat as desired



p

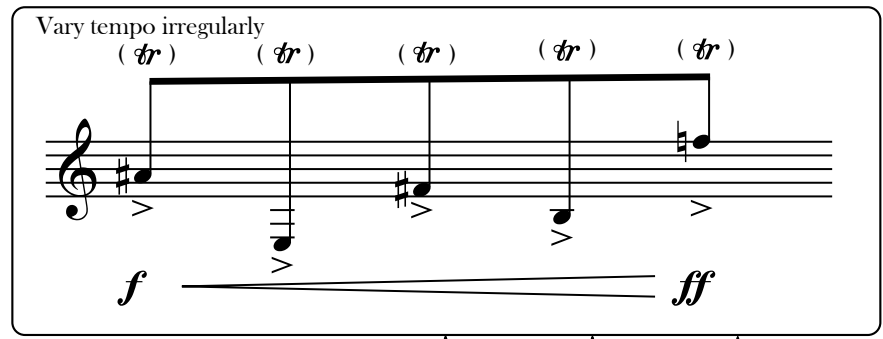
Choose one or two on each playthrough



f

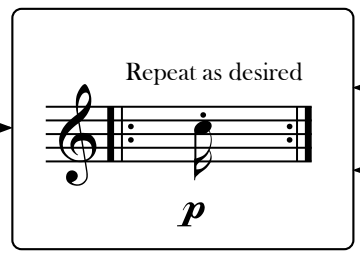
Vary tempo irregularly

(tr) (tr) (tr) (tr) (tr)



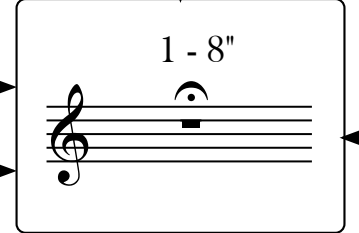
f *ff*

Repeat as desired

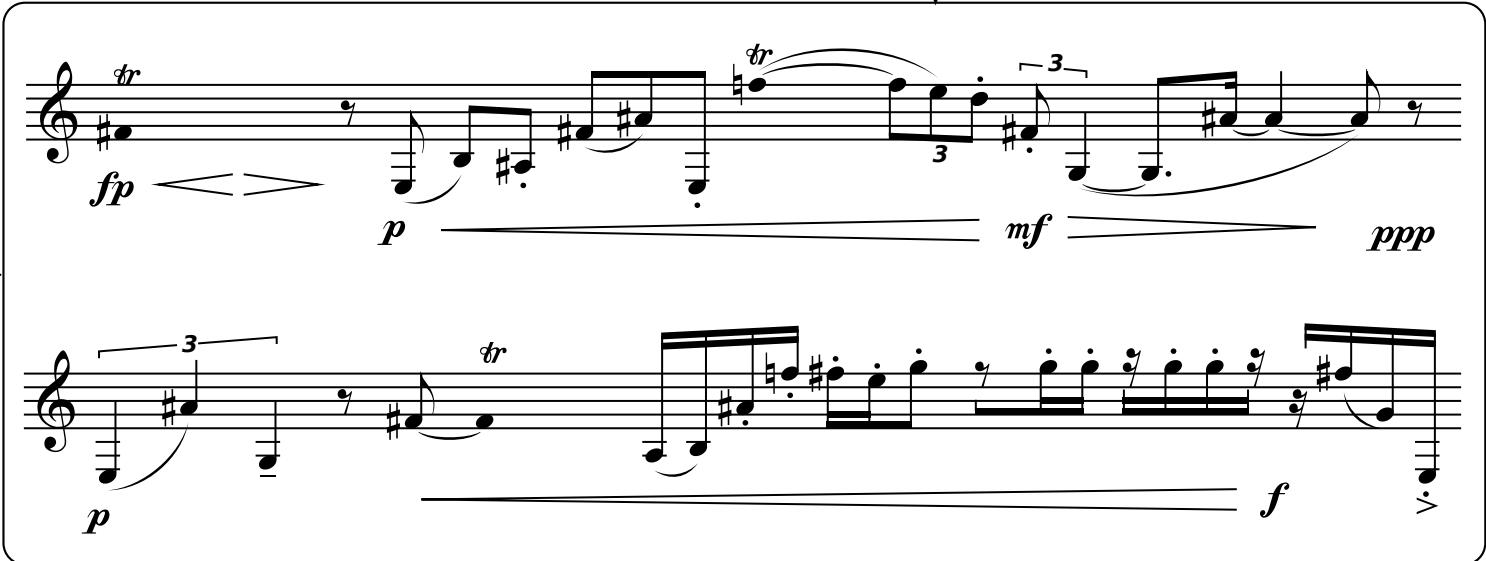


p

1 - 8"

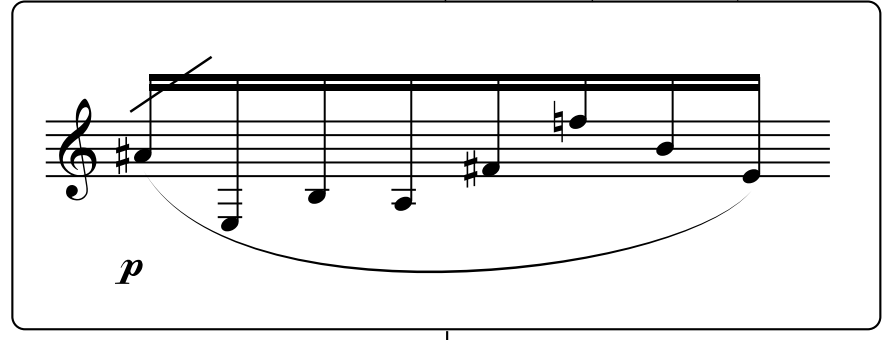


p

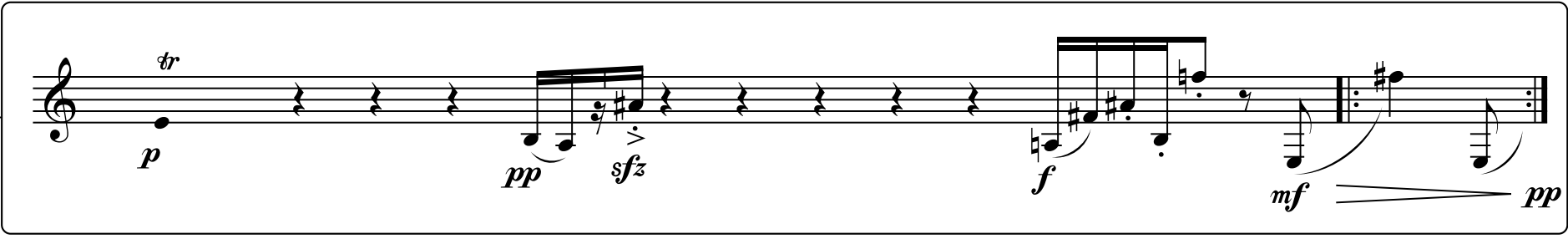


fp *p* *mf* *ppp*

p *f*



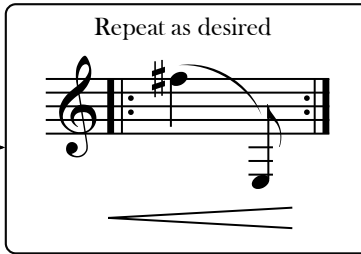
p



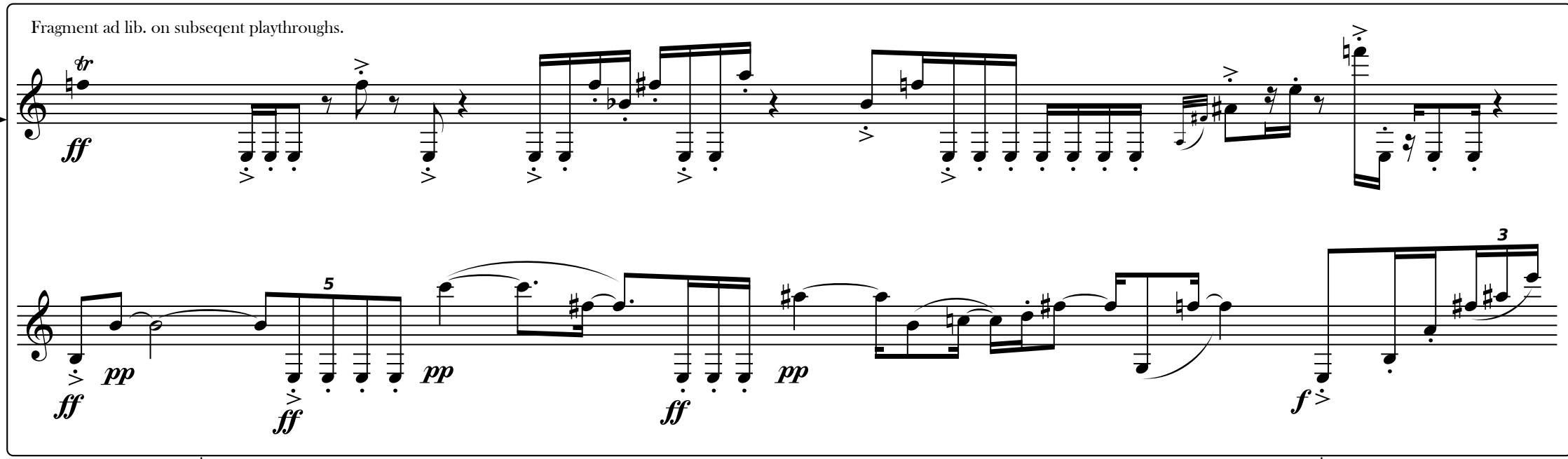
p *pp* *sfz* *f* *mf* *pp*

to page 5

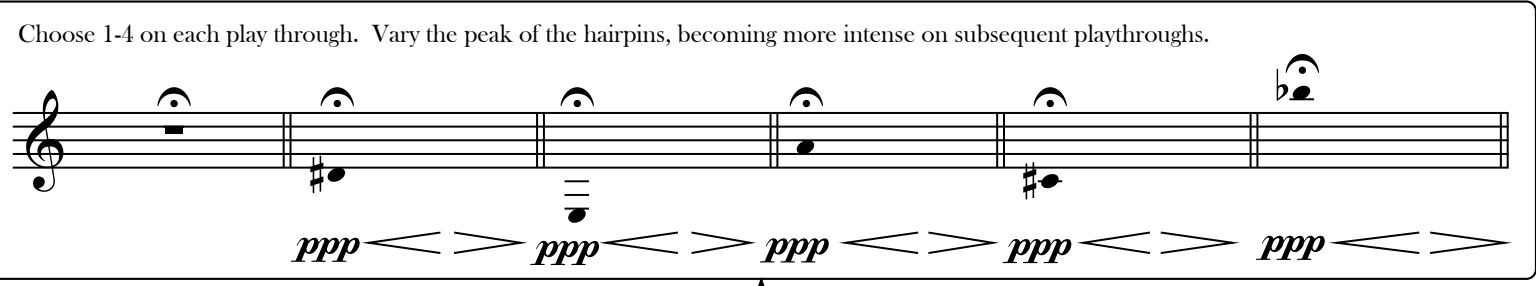
Repeat as desired



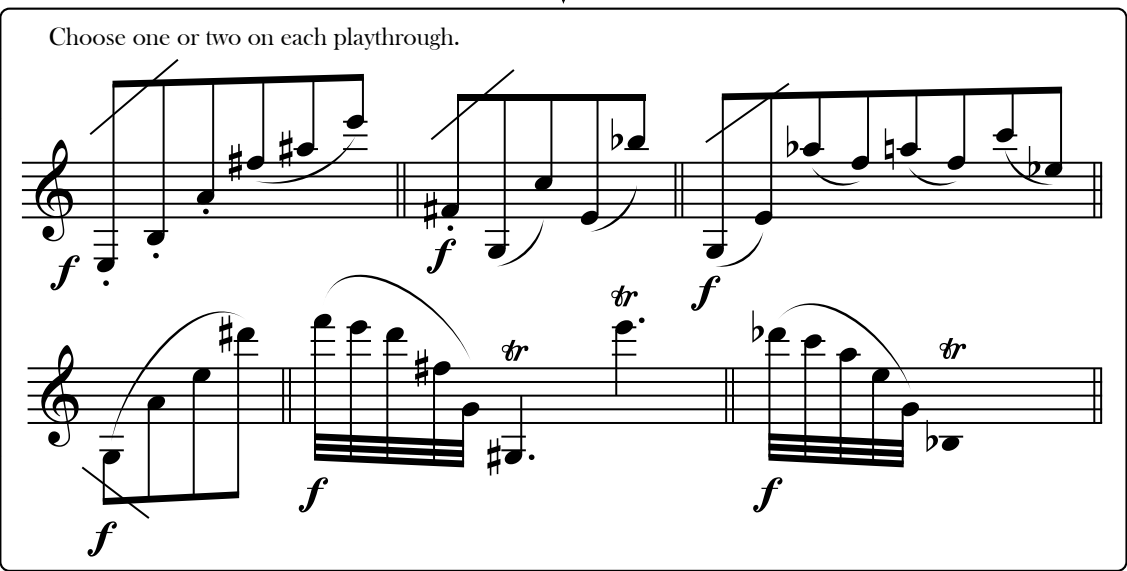
Fragment ad lib. on subsequent playthroughs.



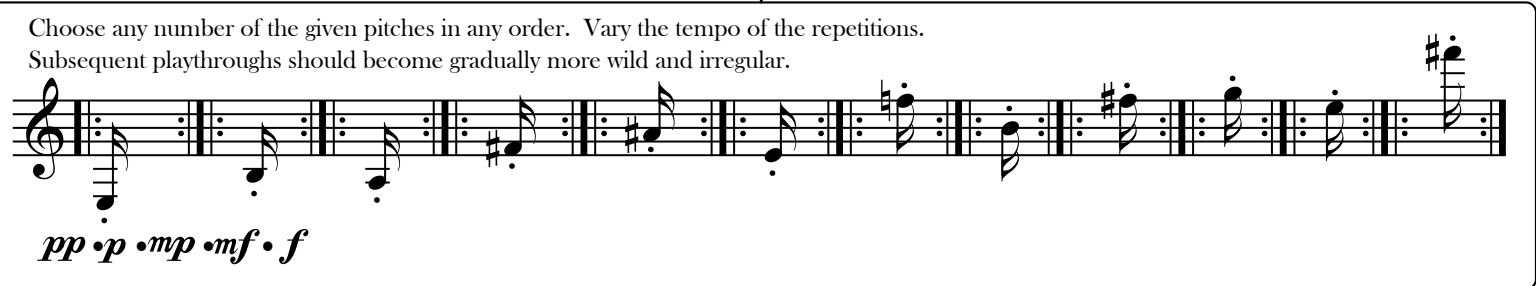
Choose 1-4 on each play through. Vary the peak of the hairpins, becoming more intense on subsequent playthroughs.



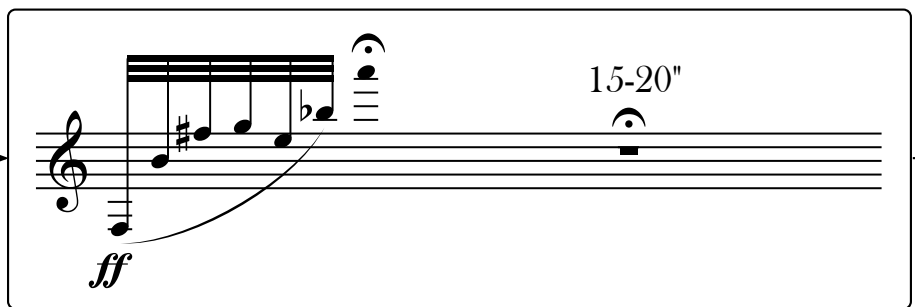
Choose one or two on each playthrough.



Choose any number of the given pitches in any order. Subsequent playthroughs should become gradually more wild and irregular.



pp • p • mp • mf • f



ff 15-20"

The diagram illustrates the structure of a musical piece, showing the flow between different sections. The central section is **Hub 1**, which is repeated **3x** and performed *Freely, with rubato*. It features a complex dynamic structure: *mp* (mezzo-piano) followed by a crescendo to *pppp* (pianissimo), then *mf* (mezzo-forte) followed by a crescendo to *pppp*, then *p* (piano) followed by a crescendo to *mf*, then *pppp*, then *mp* followed by a crescendo to *pp* and then *pppp*. Section **A** is a triplet of eighth notes starting with a forte (*f*) dynamic. Section **B** is a melodic phrase starting with a forte (*f*) dynamic. Section **C** is a melodic phrase starting with a forte (*f*) dynamic. Arrows indicate the sequence: from page 5 to Hub 1, Hub 1 to A, A to B, B to Hub 1, Hub 1 to C, C to Hub 1, and Hub 1 to page 7. A large curved arrow also connects page 5 to page 7.

A Gradually ascend through the given pitches. Progress in sequence, but may return to any previous pitch. Rhythm ad-lib. Vary dynamics and articulations.

B

f

C Alternate among the given figures. Vary speed and dynamic wildly.

Hub2 3x
 Freely, rubato. Choose a different dynamic for each playthrough.

f • p • pppp

D Alternate among the given figures, gradually shortening the length of the held C.

p *f*

E

f

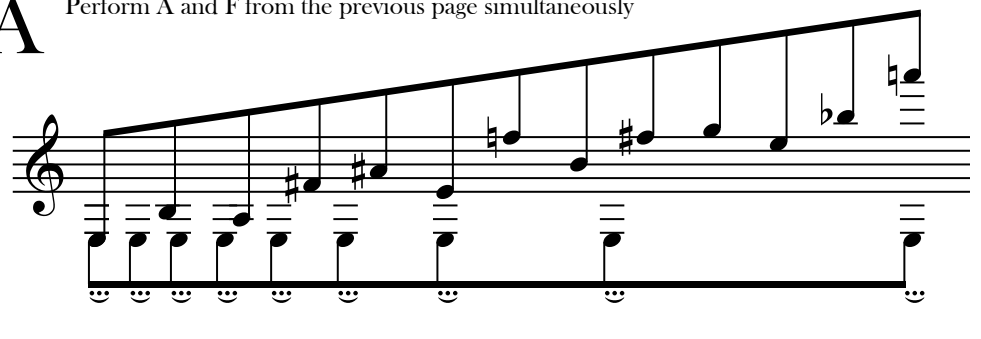
F Short bursts of 1-5 notes. Gradually increase the time between bursts.

f

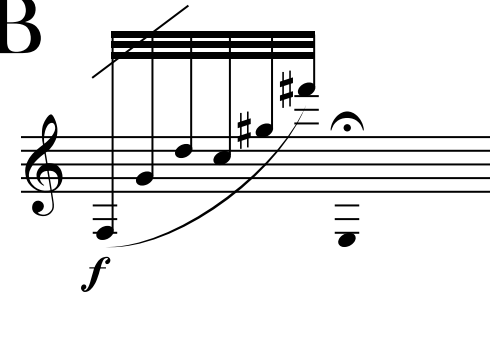
from page 6

to page 8

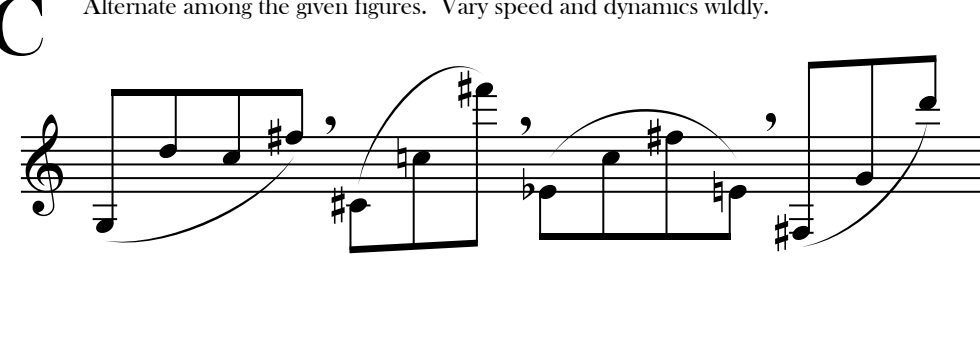
A Perform A and F from the previous page simultaneously



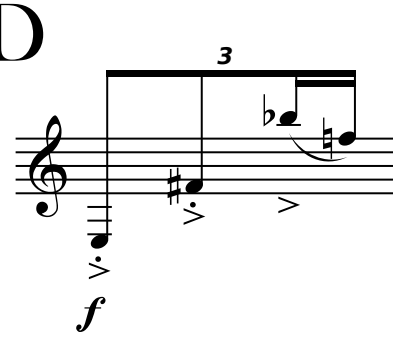
B



C Alternate among the given figures. Vary speed and dynamics wildly.

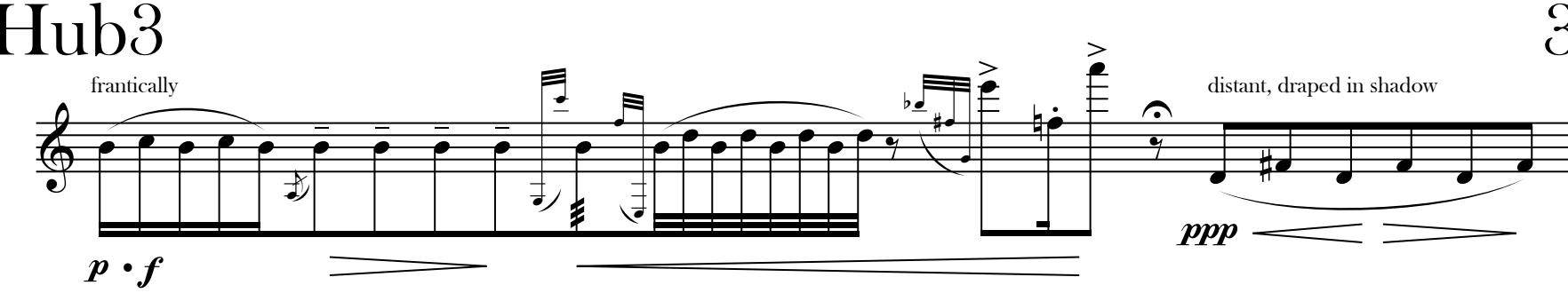


D



Hub3 3x

frantically



distant, draped in shadow

ppp

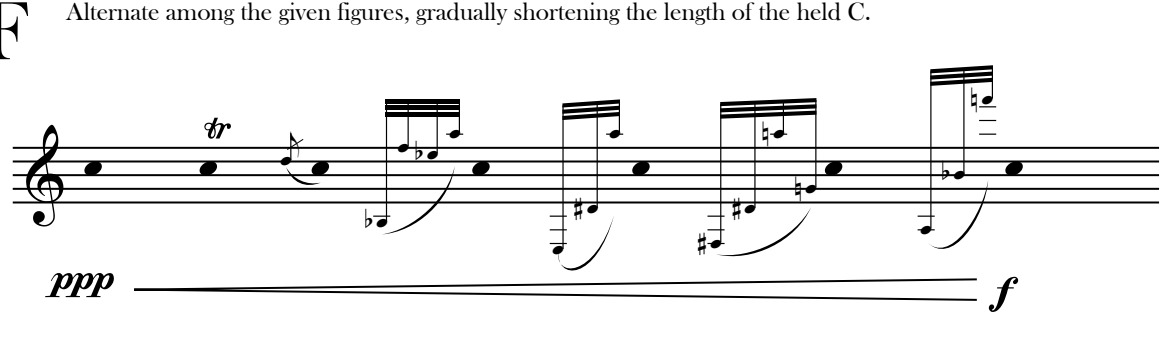
E



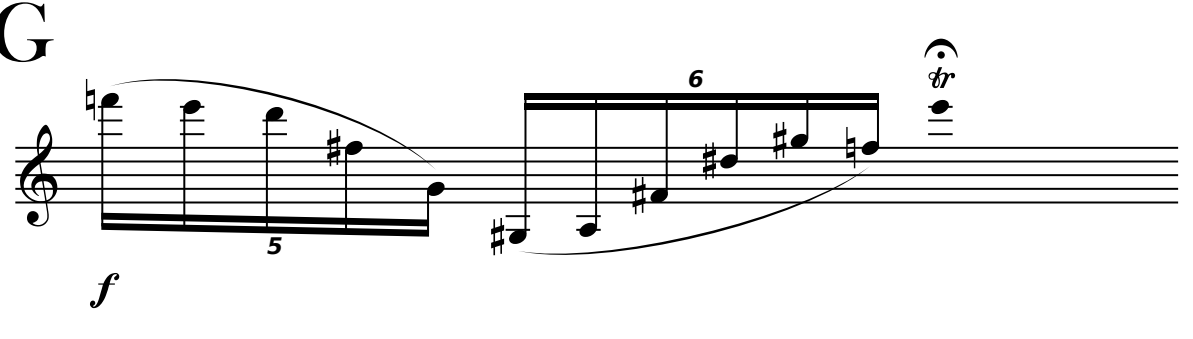
from
page 7

to
page 9

F Alternate among the given figures, gradually shortening the length of the held C.



G



Freely, rubato

Musical staff with notes and dynamics. Dynamics include *pp*, *f*, and *ff*. An *accel.* marking is present above the staff. A dashed line indicates a tempo change.

broadly

Musical staff with notes and dynamics. Dynamics include *fp*, *ff*, *pp*, *f*, *p*, *f*, *p*, *f*, and *pp*. A dashed line indicates a tempo change.

Slowly, freely, rubato

Musical staff with notes and dynamics. Dynamics include *pp*, *p*, *ppp*, *pp*, *f*, and *ppp*. A note with a long stem is present.

wait for the third long pitch in the electronics before entering

rushing forward

Musical staff with notes and dynamics. Dynamics include *fp*, *p*, *f*, and *ppp*.

as before

airy, distant - breathe as necessary

Musical staff with notes and dynamics. Dynamics include *p* and *pppp*.