

Notes For Fenrir

General:

- All wind instruments are to be amplified, balanced equally.
- Several passages are meant to be textural. Usually these are notated "indeterminately" (for instance, with x note heads or graphics). Performers need not necessarily attempt to interpret these notations literally (by producing the exact number of attacks indicated, for instance), but should produce the texture indicated with as much vigor as possible.
- This piece may be performed with an electronic, fixed media introduction (a setting of the poem *Völuspá*, which can be played back in stereo or spatialized through up to 8 channels), and/or an improvised "coda."
- For the most part, the piece is meant to be loud, abrasive, and aggressive, not subtle.

Clarinets:

- Multiphonics are notated with roman numerals I-IV.
- For the "spectral" multiphonics (performed by fingering the fundamental and isolating harmonic regions above with the embouchure), the numerals refer to the approximate frequency of the pitch regions, with I being the lowest and IV being the highest.
- For the "fingered" multiphonic in the contrabass clarinet, numerals refer to the degree of complexity (the number of audible pitches) of the multiphonic, with I being the least dense, and IV being the most.
- Each clarinetist should determine on their own the 4 degrees that correspond to the numerals in the score according to their individual ability to reproduce results.

Drum Set:

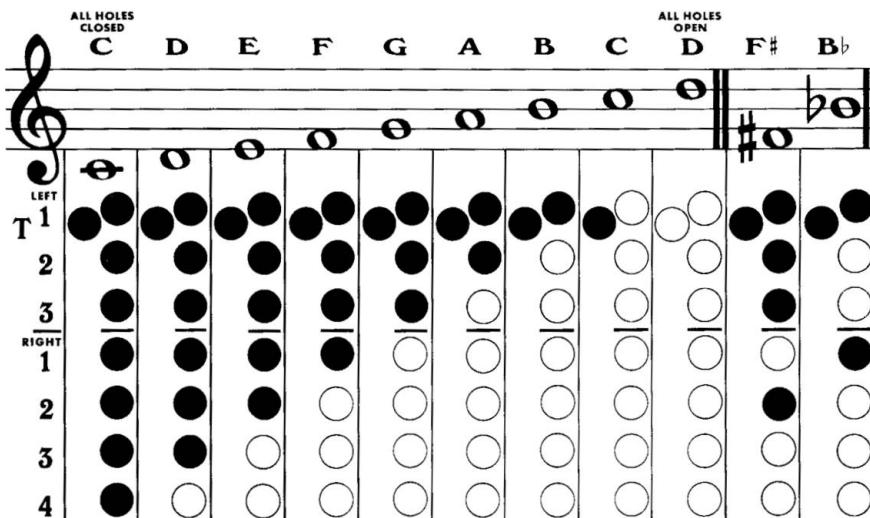
A double bass pedal will most likely be necessary to perform the "blast beats" and certain passages containing very rapid kick drum patterns, but if the performer is able to play them accurately with a single pedal, that is acceptable.

Drum Set & Percussion:

The symbols in the bowed cymbal passage indicate bow pressure. The thicker the shape, the more bow pressure. Dynamics are not indicated in this section because the pressure determines the volume for the most part. A "full" sound, as loud as possible, should be attempted for the whole passage. The size and make of the suspended cymbals and bows is not important as long as they produce a full, loud sound.

Song Flutes & Whistles:

Song flutes may be substituted with ocarinas or recorders. Hawk whistles may be substituted with "samba" whistles. Below is a fingering chart for the song flutes, so you too can learn to play simple melodies!



Fenrir

Tom Weeks

Score

A

Bass Flute

Bass Clarinet 1

Bass Clarinet 2

Contrabass Clarinet

Horn in F

Drum Set

Percussion

Electronics

8va

ff

f

3

ff

Circular breathe

ff

Circular breathe

ff

fp

f

mf

p

mf

mf

let ring

ff

mp

Wolf Howl

2

Fenrir

B

B. Fl.

B. Cl. 1

B. Cl. 2

Cb. Cl.

Hn.

D. S.

Perc.

Electro.

niente

Multiphonic on C#. (Numerals indicate degree of complexity)

I II III

ff

f

niente

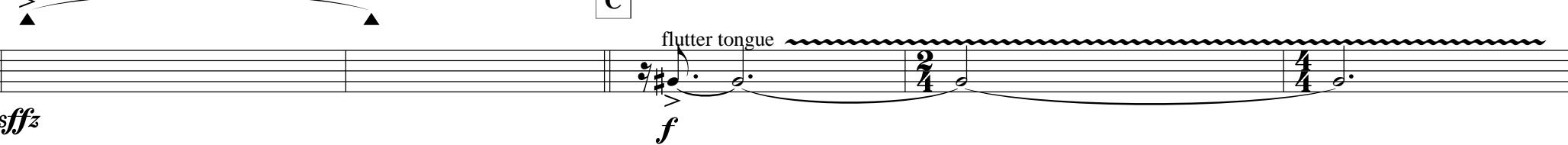
mf

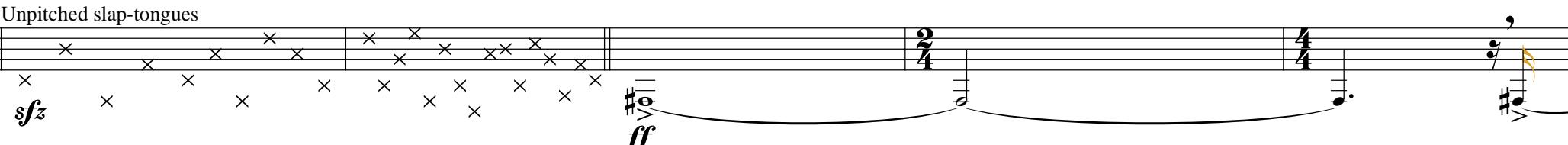
sffz³

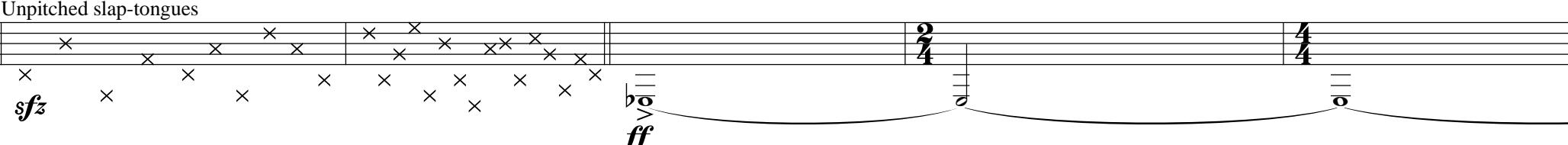
niente

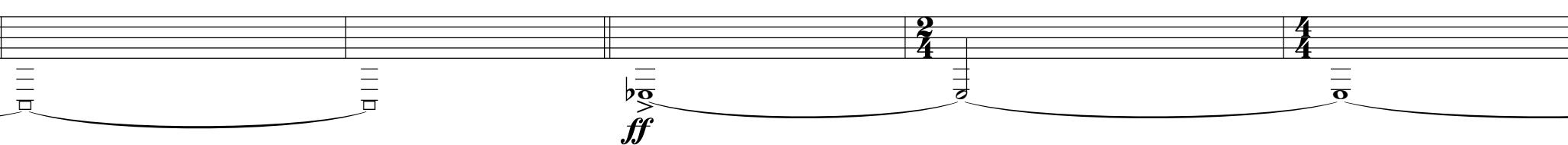
mf

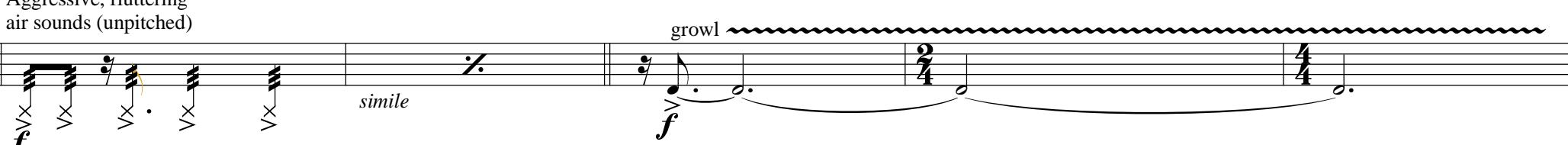
Horses

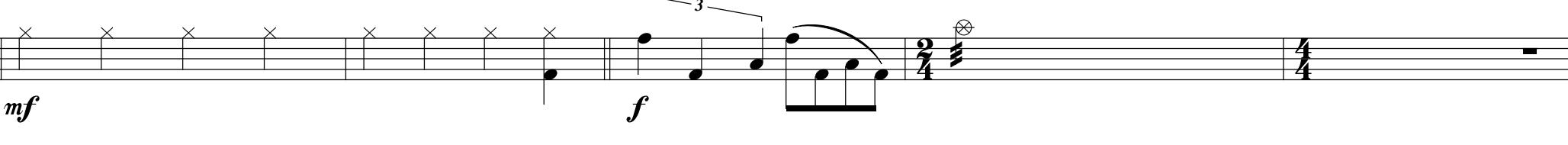
B. Fl. 16 

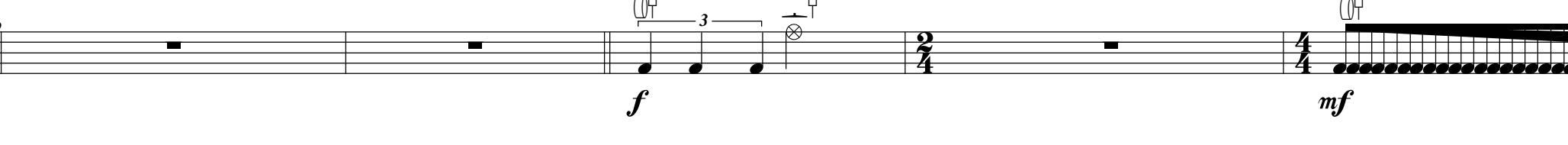
B. Cl. 1 Unpitched slap-tongues 

B. Cl. 2 Unpitched slap-tongues 

Cb. Cl. I 

Hn. 16 Aggressive, fluttering air sounds (unpitched) 

D. S. 16 

Perc. 16 

Electro. 16 Crows 

Fenrir

D To Song Flute

22

B. Fl.

B. Cl. 1

B. Cl. 2

Cb. Cl.

Hn.

D. S.

Perc.

Electro.

*"Spectral" Multiphonics.
Numerals indicate
approximate harmonic region*

*"Spectral" Multiphonics.
Numerals indicate
approximate harmonic region*

*"Spectral" Multiphonics.
Numerals indicate
approximate harmonic region*

To Song Flute

mf

mf

p

f

mf

mf

mf

Fenrir

E

29 To Bass Flute

B. Fl.

f

B. Cl. 1

II III IV I

B. Cl. 2

II III IV I

Cb. Cl.

II III IV I

To Horn

Hn.

f

D. S.

blast beat

ppp simile

fff

Perc.

p f

Electro.

To Electronics
Distorted Screaming

ppp

fff

Fenrir

35

B. Fl.

B. Cl. 1

B. Cl. 2

Cb. Cl.

Hn.

D. S.

Perc.

Electro.

The musical score for Fenrir, page 6, features eight staves of music. The instruments are: Bassoon (B. Fl.), Bass Clarinet 1 (B. Cl. 1), Bass Clarinet 2 (B. Cl. 2), Cello Clarinet (Cb. Cl.), Horn (Hn.), Double Bass (D. S.), Percussion (Perc.), and Electro. The score is divided into measures by vertical bar lines. Measure numbers 35 are placed above the first four staves. The Double Bass (D. S.) and Percussion (Perc.) staves contain rhythmic patterns with '3' and '5' under some notes, indicating specific counting or grouping. The Electro. staff is blank. The bassoon part has a single note at the beginning of the measure. The bass clarinets play eighth-note patterns with grace marks. The cello clarinet has sustained notes with grace marks. The horn part is mostly rests. The double bass and percussion parts show complex rhythmic patterns with sixteenth-note figures and grace marks. The electro. part is silent throughout the measure.

Fenrir

44

B. Fl.

F flutter tongue *sfz ff*

B. Cl. 1 IV I II III

B. Cl. 2 IV I II III

Cb. Cl. IV I II III

Hn. 44 growl *sfz ff*

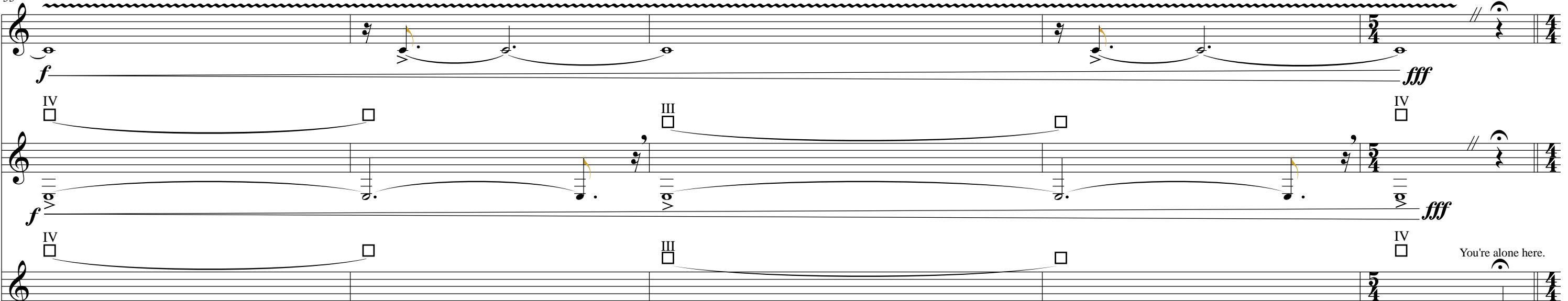
D. S. 44 > > > > *subito p ff f*

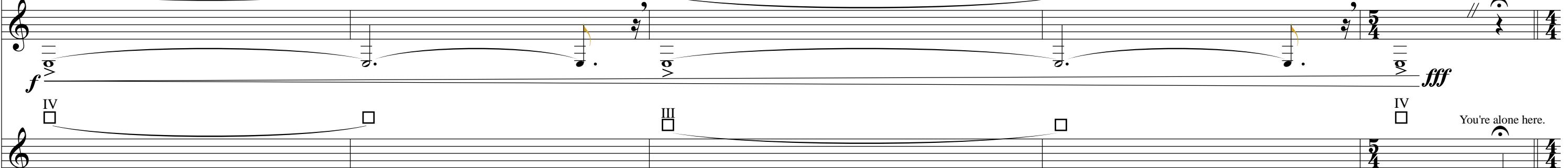
Perc. 44 > > > > *subito p ff f*

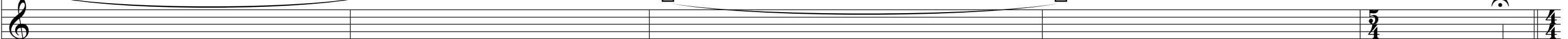
Electro. 44 Fire

Fenrir

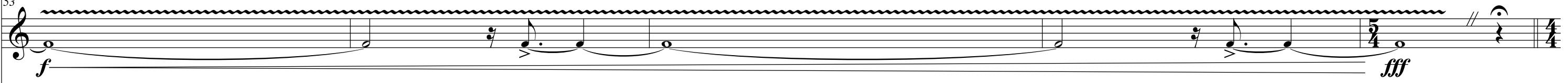
53

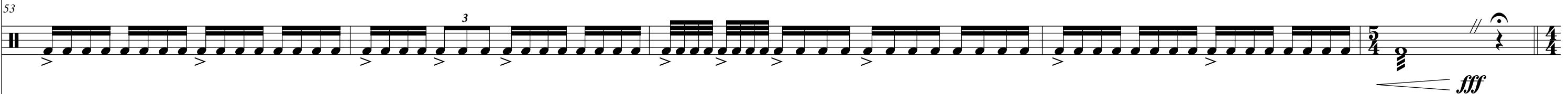
B. Fl. 

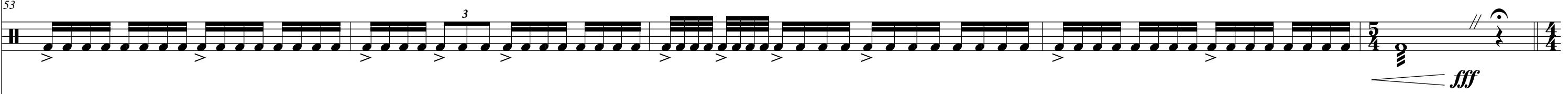
B. Cl. 1 

B. Cl. 2 

Cb. Cl. 

Hn. 

D. S. 

Perc. 

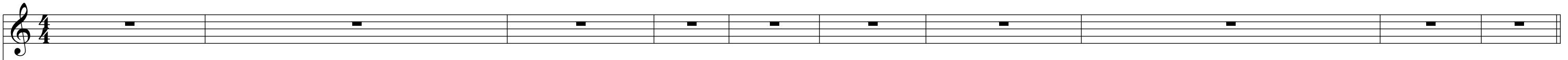
Electro. 

Fenrir

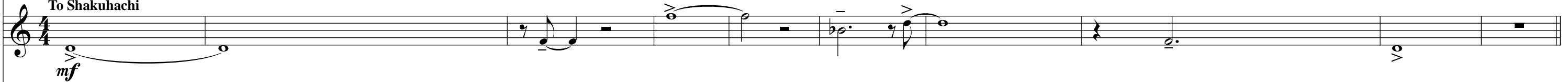
9

G

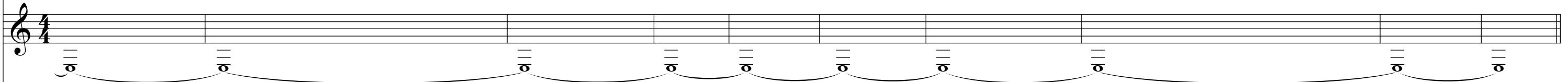
Fl.



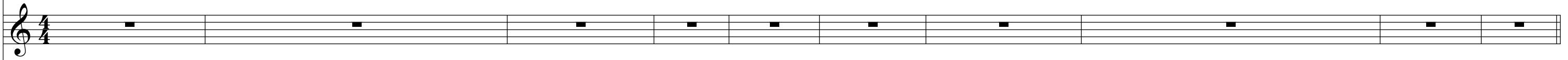
Shaku.



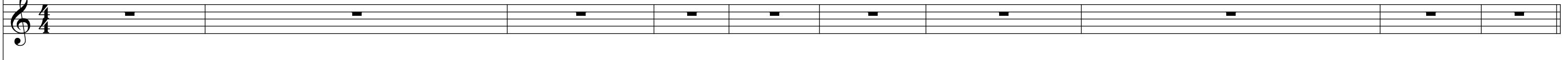
B. Cl. 2



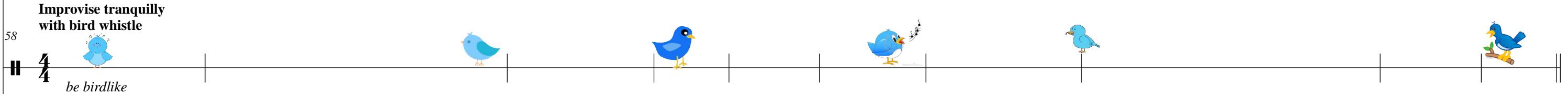
Tr. Rec.



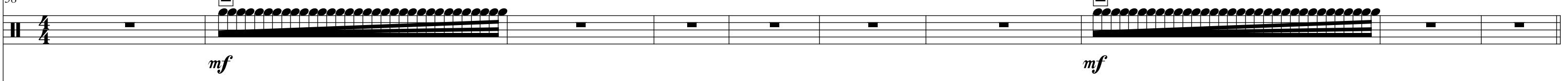
Fl.



D. S.



Perc.



Electro.



10 To Song Flute

overblow



Fl.

H

fff

agitato

simile

Fenrir

To Bass Clarinet

flutter tongue



B. Cl. 1

sfz



B. Cl. 2

sfz

To Treble Recorder

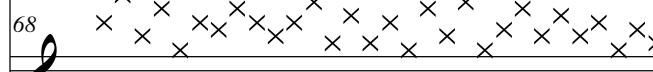
Improvised Solo

Tr. Rec.



To Song Flute

overblow



Fl.

H

fff

agitato

simile

68

D. S.



f

68

Perc.



f

To Song Flute

overblow



Fl.

H

fff

agitato

simile

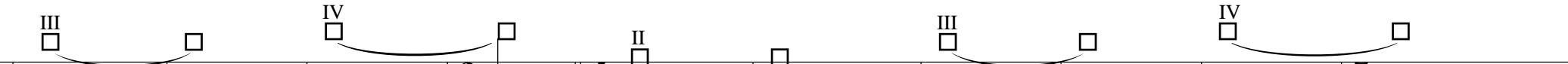
Fenrir

I

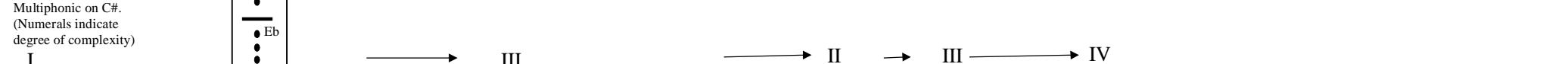
To Bass Flute flutter tongue 

B. Fl.

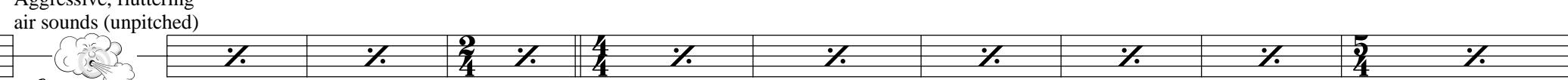
B. Cl. 1 
ff

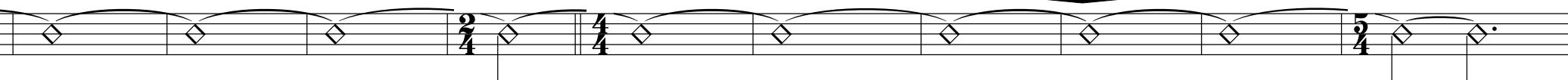
B. Cl. 2 
ff

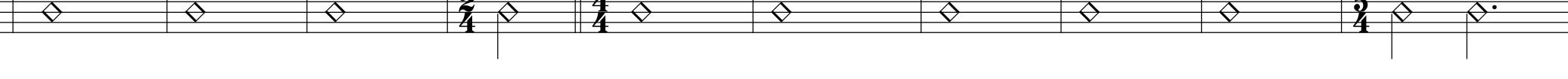
Multiphonic on C#. (Numerals indicate degree of complexity)

Cb. Cl. 
 Eb

To Cb. Clarinet 

Hn.  Aggressive, fluttering air sounds (unpitched)
f

D. S. 

Perc. 

To Electronics Wind 

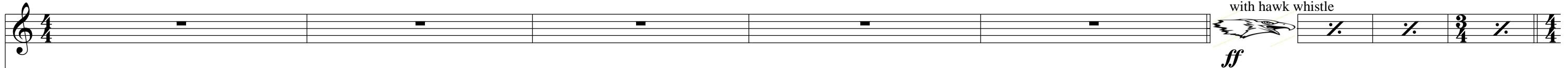
Electro.

12

Fenrir

J

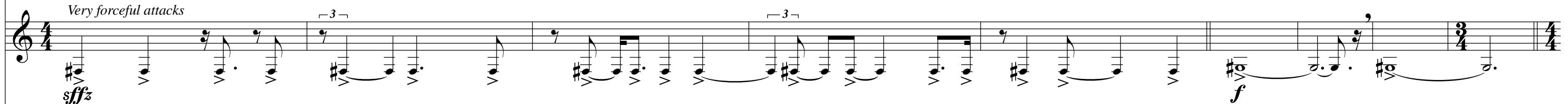
B. Fl.



K To hawk whistle
Improvise ear-splittingly
with hawk whistle



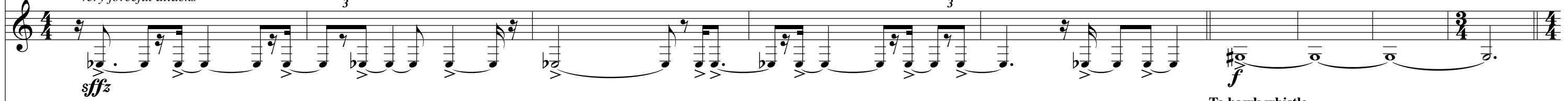
B. Cl. 1

*Very forceful attacks*

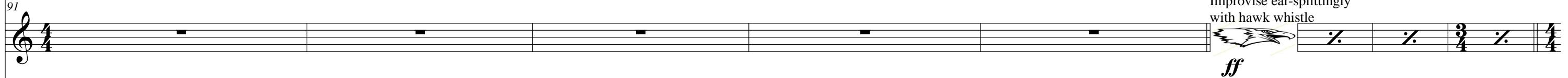
B. Cl. 2

*Very forceful attacks*

Cb. Cl.

*Very forceful attacks*

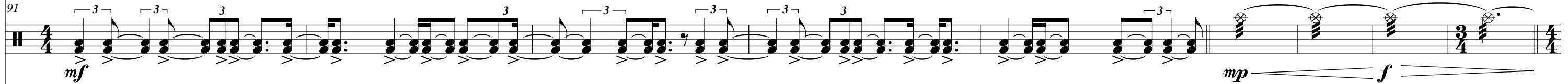
Hn.



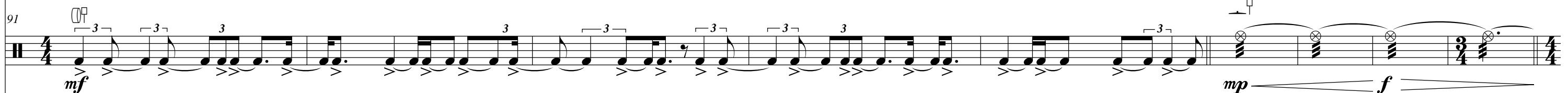
To hawk whistle
Improvise ear-splittingly
with hawk whistle



D. S.



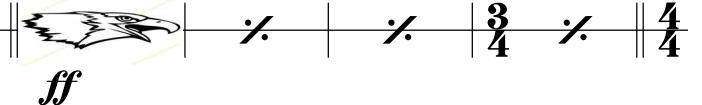
Perc.



Electro.



To hawk whistle
Improvise ear-splittingly
with hawk whistle



Fenrir

L

100

B. Fl.

B. Cl. 1 *ff shrieking*

B. Cl. 2 *ff shrieking*

Cb. Cl. *ff*

Hn.

D. S. *mp* *f* *blast beat* *simile* *ppp* *fff*

Perc. *mp* *f*

To Electronics
Distorted Screaming 

Electro. *ppp* *fff*