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**Title**

(G.er)i(l.)e)me)

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# (G.er)i.l.eme)

For ensemble Adapter

Can Bilir

2017

(G.er)il.)e)me)

Ger-i-l-e-me

eril

for flute, clarinet, percussion, and harp

Duration: 7 minutes

Score is in C

*Gerileme* (tr) is a word that represents multiplicities; there is not only a single meaning in it. I engage with not all of the meanings, but rather particular ones:

Eril: masculine.

Ger: (*imperative or infinitive*) strain, tension.

Geril: rear, back, underdeveloped.

Gerile: (*imperative*) get strained or tense.

Gerileme: (*imperative*) step back; towards the rear or underdeveloped form.

Gerileme: recession, decline; “don’t fall back.”

The word, *Gerileme* —with all of its complex relationships between nouns and adjectives, its imperatives and infinitives— is an instance of discursive embodiment of the power and gender performativity that surrounds this work. This is felt from the very beginning of the creative process to the performance on the stage, in the engagement with the notation and life of sound, in the remembrance of a time that is out of simple joints and linear direction.

In *Gerileme*, I engage with the subjects of vital materialism, discourse, and the mind; for its audience, it creates a mode of ordinary listening of affect in its nuances and smallest meanings. Personally, I listen to *Gerileme* as if it is telling me an internal, vital story in which the protagonists are both and neither human–object–sound persons.

C.B.

## Performance Notes

### I. For all instruments



Fluctuating crescendo (various short forms are used, reverse direction means decrescendo)



Pressure increase and decrease



Drunken: change the tremolo speed unevenly as you wish. Keep the frame of the overall metric divisions, accents, impulses etc.

### II. Winds

Alto Flute

Clarinet Bb and Bass Clarinet Bb

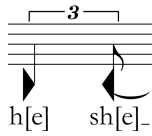
The clarinetist can use bass clarinet in b-flat instead of switching the instruments. However, in that case, he or she should practice the character of the breathy hissing sound on clarinet in b-flat without the mouthpiece. Even though the breathy sound seems similar on each instrument with and without mouthpiece at first, there is a quite significant difference between the sounds.


Multiphonic characters and related fundamental tones are indicated on the score, i.e. m. 37


When the performers sing inside of the instrument while playing, emphasize the on the combinational tones, mainly difference tones, and beats. I.e.m. 29


The brackets indicate phonetics, i.e. [a]

Small noteheads are for voice; when the voice techniques are used, the dynamics appear in the regular spot, below the staff—not above the staff as in voice notation. Flute has two staves in mm.70 –73 in order to avoid confusion of the registral collision.

 Breathy speaking: Exhale first and inhale next. The tongue will be in the front and will create very slight whistle tones as a result of the words. The instruments will amplify the breathy speaking. Clarinet in B-flat without mouthpiece. For flutist, closed hole; Breath through the instrument.

 Key clicks on the winds


 Windy voice, from the pitch that is indicated


 Only wind sound, no specific pitch

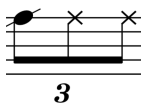
### III. Percussion


32" Timpani, Snare Drum, Vibraphone: motor off, Glockenspiel

Tools:  
 Small Metal Slinky (will be provided)  
 Light steel cooking pot or pan  
 Superball mallet

 a relative pitch indicator for playing with superball mallet

 Glissando with the timpani pedal, use slinky or a metal mallet to play/bow.

 First dashed notehead is for continuous sounds with nail scratch; the others are strokes on the percussions

 Nail or tuning tool; follow the instructions on the score: Striking or scratching for the percussions.

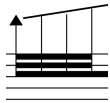
#### IV. Harp

D4 String 1/8 tone lower  
 F4 String 1/8 tone higher

Tools:

- 1 x Battery operated hand fan with foam wings
- 1 x 1.5 meter rosined fish line
- drum stick

Since different harps can give different responses, for the best result of resonance, the harpist can use fishing line and fan as an alternative to each other.



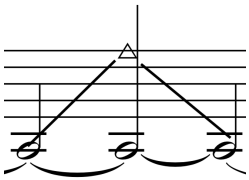
Near the tuning pins on the harp



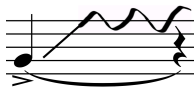
slightly press with your nails on the intended string.



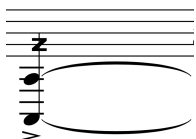
Exact beat that you should turn on the fan. The down part of the handle of the fan will be touching to the soundboard. The wings of the fan are not in contact with any part of the harp yet. When you turn on the fan, the motor will create a constant noise, due to the spinning of the motor.



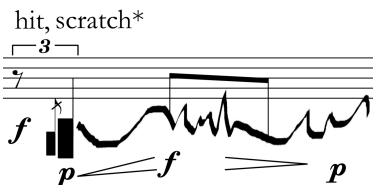
This glissando is for the fan on the C#. First, very carefully make a contact with the turning wings of the fan to the string near the sound board (s.b.) and create a scratchy sound. When the glissando starts, slide the fan on the same string and come back to the same starting position.



With nail or the drumstick as indicated. Nail or drum stick slightly touch and press the indicated string. First pluck the note, immediately scrub it along the string quickly up and down



Pedal buzz, in this example, the C pedal will be in between



hit with one hand, immediately start scratching with fingertips and nails as you like. Increase the texture of the scratching tones according to the texture and direction of the lines.

# (G.er)i.l.)e)me)

can bilir  
(2017)

♩=110

key click, followed by a sudden windy voice on the flute

Alto Flute

Musical notation for Alto Flute in 4/4 time. The staff shows a long note starting with a key click (marked with a small 'x' and a vertical line) and a dynamic marking of *fp*. The note is sustained across the bar line. The pitch is indicated as Ts[i] on the left and [e] on the right. The dynamic marking changes to *pppp* at the end of the phrase.

Clarinet Bb without mouthpiece  
breathy speaking, no pitch

Clarinet in Bb

Musical notation for Clarinet in Bb in 4/4 time. The staff shows a rhythmic pattern of notes with dynamic markings of *pp*, *fp*, and *fp*. The notes are labeled with phonetic syllables: Ts[u], [i], Ts k, Ts[u], k, T[u], i Ts[u]. There are fingerings of 6 and 5 indicated above the notes.

snare drum:  
nails of the fingers

Percussion

Musical notation for Percussion in 4/4 time. The staff is divided into Rim and Mid sections. It features a complex rhythmic pattern with dynamic marking of *f* sempre. Annotations include 'strokes' with a dashed arrow, 'scratch', and fingerings of 3 and 5.

nail mute: mute with your left  
hand nails near the sound board

hand mute

slide  
play r.h.

Harp\*

Musical notation for Harp\* in 4/4 time. The staff shows a sequence of chords and triplets with dynamic marking of *f*. Annotations include '(touch l.h. nails)' and 'l.h. slide up the whole position on the same three strings'. The notation includes a hand mute symbol and a slide symbol.

Harp\*: D4 1/8 tone lower, F4 1/8 tone higher

blow the wind  
with pressure

Cl. <sup>3</sup>  $(f)$   $(p)$   $(r)$   $"fp"$   $"mf"$  flt.  $\rightarrow$  (ord.)

S.D. <sup>3</sup> <sup>3</sup> <sup>5</sup> <sup>3</sup> <sup>5</sup>

Hp. friction of the rosined fishing line, use both hands  $p$   $f$  (l.v.) <sub>8vb</sub>



Cl. <sup>5</sup>  $p$   $f$   $k - T[u]$   $i Ts[u]$

S.D. <sup>3</sup> <sup>3</sup> <sup>5</sup> <sup>3</sup> <sup>5</sup>

Hp. pluck touch: nails near the soundboard  $3$   $3$   $3$  sound board (l.v.)



6

Cl. *pppp*

S.D. *pppp* *snare drum glissando with membrane pressure and faster scratch*

Hp. *p* *f*

bow with rosined fishing line

8<sup>vb</sup>



1) 2) gliss with smooth mouth gliss., key changes.

8

A. Fl. *p* *mf*

Cl. Bass Clarinet in B $\flat$  *mf* *multiphonics (harsh)*

S.D. *mf*

Hp. *pp* *f* *mf*

r.h. pluck

l.h. touch

(8)...

10 *molto vibrato on the rhythm* *ord.* *very suddle overtone*

A. Fl. *ord.* *5*

B. Cl. *ord.* *(no accents on the beats)* *3* *3* *to Cl. & speech*

S.D. *5* *3*

Hp. *"f"* *p* *"mf"* *D# — Bb* *p* *pp*



11 *Clarinet Bb* *no mouth piece* *breathy speaking* *11"-13"*

Cl. *sh[e]* *sh[e]*

Timp. *between the rim brush (drunken)*

S.D. *nail scratch* *p, ppp sub* *ppppp*

Hp. *rosin line: adjust the dynamic according to the Clarinet*

*ppppp pos* *"fffff" pos* *ppp*

*ppppp pos* *"fffff" pos* *pp*

*8vb*

14 breath

A. Fl.

Cl.   
h[a] (a>).  
*fp*

S.D.   
nail scratch stroke super ball mallet  
*f. ppp sub* *ppppp* *p* *poco crescendo* *mf*

Hp.   
fan: on the right hand with rosin line → Fan on the sound b.  
*p* String position: no sound  
rosin line: l.h. down bow r.h up bow

8<sup>vb</sup>.1



16 Timpani brush on the rim, pedal gliss for the pitch changes

Timpani   
*"mf"*

S.D.   
*"mf"* The fan is on the soundboard; turn on the fan on the first beat, fan motor sound only, no touch on the string

Hp.   
B $\natural$  *"ppp"* stable dynamic

18 to the rim: metallic

Timp. *f*

fan slightly touches to the string and increases the pressure → move the fan towards the middle of the string → towards the soundboard

Hp.



brush in one hand and together tremolo with other hand rim with nail

20

Timp.

S.D. *n-f* touch l.h. gliss on the same string *pp* continue on the membrane gliss. no stroke on the rests finger tips (l.v.)

Hp. touch l.h. the string (near the s.b with l.h.) fan off (l.v.)



$\text{♩} = 85$

timbre trill (*bisbigliando*) and drunken tremolo

22

A. Fl. *fff sub* → *ppppp*

Cl. *fff sub* → *ppppp*

Clarinet B flat timbre trill (*bisbigliando*) and drunken tremolo

play up (normal noteheads)  
sing down (small noteheads)

(singing: gliss up)

A. Fl. *p* *f* *ff* *sub, sempre*

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

play up (normal noteheads),  
sing down (small noteheads)

A. Fl. *fastest*

Cl. *fastest*

A. Fl.

Cl. *ff*

A. Fl.

Cl.

29

A. Fl.

Cl.



30

A. Fl.

Cl.

Vib.

Hp.

*fff pos*

*fff pos*

sempre  
motor off and soft

*pppp pos*  
Ped. sempre until m.34

fan tremolo: press fan for slower tremolo → slower - up

*fff pos, small variations due to the contact to the string*

E $\flat$  A $\flat$   
D $\sharp$  B $\flat$

31

A. Fl.

Cl.

Vib.

Hp.

faster-down



32

A. Fl.

Cl.

Vib.

Hp.

unison

slower-up

33

A. Fl.

Cl.

Vib.

Hp.

E4

5 5 5 5 5 5 5 5



34

A. Fl.

Cl.

Vib.

Hp.

(Red)



35

A. Fl.

Cl.

Vib.

→ faster- down bow

Hp.



36

A. Fl.

Cl.

Vib.

→ slow- higher part same string gliss.

Hp.

37

A. Fl.

Cl.

Vib.

Hp.

*Ped. sempre until m.39*



38

A. Fl.

Cl.


Vib.

Hp.

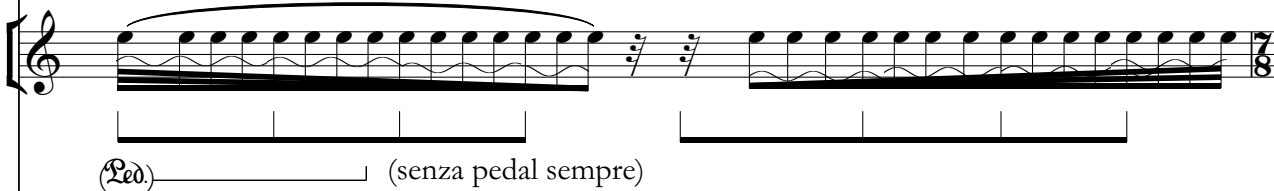
E, pedal in buzz position  
faster—down

*p*

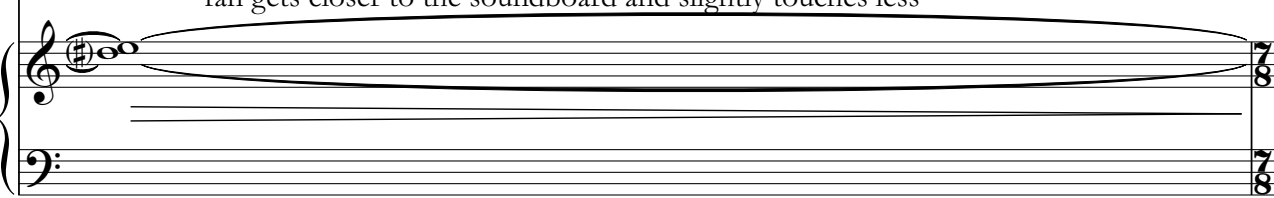
39

A. Fl. 

(singing slide)


Vib. 

(Ped.) (senza pedal sempre)  
fan gets closer to the soundboard and slightly touches less

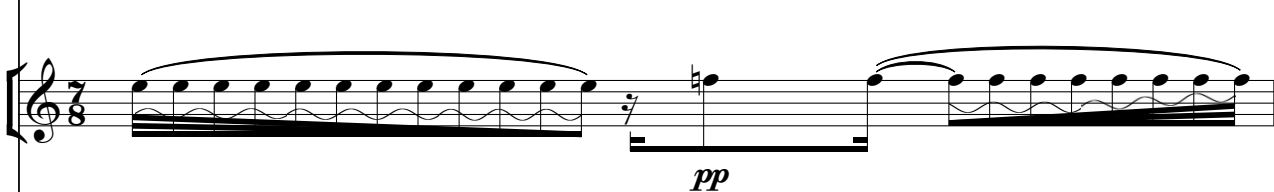
Hp. 



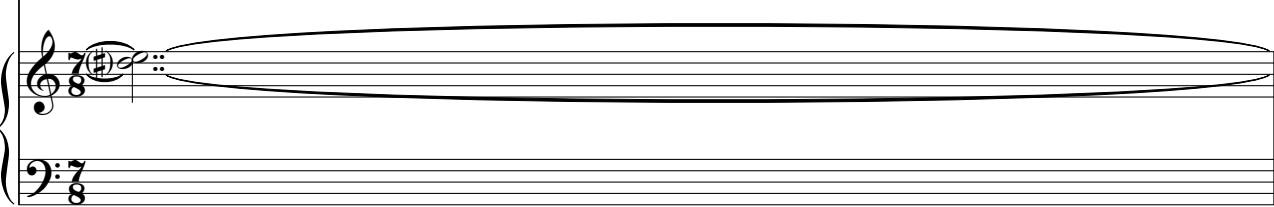
40

A. Fl. 

*p*

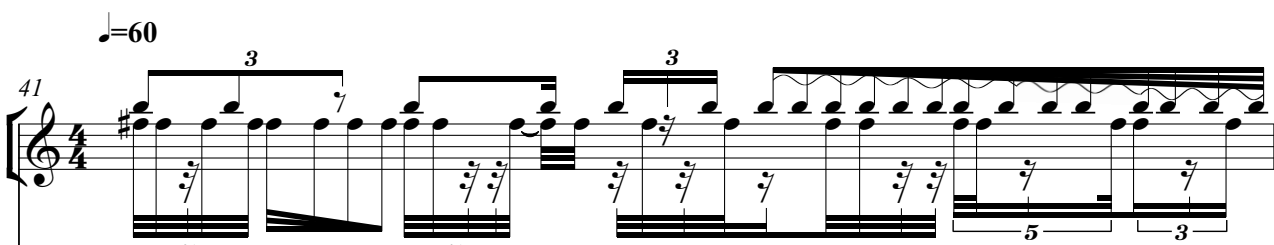
Vib. 

*pp*


Hp. 



41

Vib. 

*mf*

Hp. 

*p*

42 multiphonics

A. Fl. *mf* *ppp*

Cl. Bass Clarinet Bb multiphonics *mf* *ppp* fast scratch with nails to Snare Drum

Timp. *f*

Vib. *ppp pos*

ord. fan, keep pedal in buzz position

Hp. *p* *p*

*p* *fff*



44 nail strokes

S.D. Rim Middle *f* 5 3 3 *l.v.*

left h. metal stick right h. brush

on the pin gliss. right side *l.v.*

Hp. *f* *p* *f* *p* *f* *f* *p* mute with the same hand +

scrub with both hands and nails

C#

S.D. 46

r.h. play

Hp. *p* *f*

E $\flat$  C# l.h. nail gliss position

ord.



A. Fl. *f* *p*

Cl. (B. Cl) *f* *p*

snare drum with hand

S.D. *f* *p*

Vib. *p*

Hp. *p* *f* *p*

F# A $\flat$  pedal buzz

C# in buzz position

hit, scratch\*

turn into flt. tongue → flt. smooth key changes

8 $\flat$  *fff*

\*Scratch: change the speed and pressure in order to change the pitch level of the frequencies of the scratch tone sonorites

accent on each note

ord.

flt.

48

A. Fl. *f* > *p*

Cl.

S.D. Snare drum brush *f* > *p*

metal stick scratch *fff*

Hp. brush *f* *p* < *mf* *f*

*fp* *f* > *p* *f* > *p* *f* > *p* *f* > *p*

3 5

press the membrane with hand to change, simultaneously change the position of the brush between rim and center

50

A. Fl. *fff* *p* < *fp* *f* *p*

S.D. Vibraphone *p* *ppp* 6

Hp. *p* < *f* *p* *mf* < *p* *f* *p*

Breath; slightly open mouth  
→ ord, tongue is always in the front, half whistly tones

[e] [i] h[e]

*fff* *p* < *fp* *f* *p*

*fff* *p* < *f* > *p* *f* > *mf*

52

A. Fl. *sh[e]* *h[e]* *sh[e], h[e]* *sh[e]*, *h[e]* *sh[e]*

Cl. Bb, no mouth piece  
Breath, tongue is always in the front, half whistly tones

Cl. *Sh[e]* *h[e]* *sh[e]* *h[e]* *sh[e]*

*fp*

Hp. *p* *f*

*f* *p* *f*



54

A. Fl. *h[e]* *h[a]* *h[o]*

Cl. *h[e]* *h[a]* *h[o]*

*fff* *p* *f*

Hp. *fff* *p* *f* *mf*

*l.v.*

♩=45

56

A. Fl.

(3" - 4")

(3")

>  $p$  <math>f</math> <math>p</math> <math>fff</math> <math>n</math> <math>ppp</math> <math>f</math> > *poco*  $mf$  <math>mf</math> <math>mf</math>



62

A. Fl.

Cl.

[u] <math>mf</math> <math>f</math> [u] <math>mf</math> sh[i] [ü] [i]

*p*  
put the reed on  
with mouthpiece

[u] - → [e] [u]

<math>mf</math> <math>f</math> <math>mf</math>



66

A. Fl.

Cl.

(1")

[ü]  $f_{sub}$  h[u]  $f_{sub}$



♩=60

breath when needed

69

A. Fl. *f<sub>sub</sub>*

(Fl. Voice) [u]→  
(balance the dynamic with the instrument)

Cl. play up sing down  
[u]→  
*f<sub>sub</sub>*

supper ball mallet on snare drum and timpani (no additional stroke)

Timpani *pp* pedal glissando\* *f*

S.D. without snares  
increase and decrease the pressure and the speed of the mallet  
*p* *f* *p* *f*

\*pedal glissando and mallet pressure glissando: faster movement and increase the pressure on the mallets; create additional pitch increase with the pedal glissando

70

A. Fl. *p*

(Fl. Voice) *p* 3 (.)

Cl. *p*

Timpani 5 *pp* *f*

S.D. 5 *pppp* *f*

*pppp* < *f*

73

A. Fl. *p sub* *mf'''* to flt.

(Fl. Voice)

Cl. *breathy* To B. Cl.  
 (#) → # (singing slide) *sh[ü]* *"f"*  
 strike and immediately continue to brushing with the mallet on the rim without completely canceling the resonance

Timp. *p* *"f"* *mf, pp* → to the rim

S.D.

Vib. *p* *"f"* *"f"* *mf*

Hp. *E♭ A♭* *B♭* *"f"* *l.v.*

77 → flt.

A. Fl. *p* *sfp* *p* *"mf"* *p* *"mf"* *[e]* *"f"* *[e]* *"f"* *[e]* *"f"*

Timp. *no pluck only stick*

Hp. *drum stick gliss* *l.v.* *"f"* *p* *"f"*

**♩=55**

81

A. Fl. *f* play the lower line sing the upper line smooth key changes in the flute gliss.

B. Cl. *f* play the lower line sing the upper line slap > wind to Clarinet in B $\flat$

Hp. *f* fishing line bowing up down

8 $\flat$



**♩=78**

85

A. Fl. *ff sub sempre* unison

Cl. *ff sub sempre* unison

Vib. *p pos*

Hp. *ff sub sempre* fishing line bowing

C pedal in buzz position sempre

86

A. Fl.

Cl.

Vib.

Hp.

*p* 5

3

3

5

5

5

5

5

5

5

5

5

→ slower- up bow



87

A. Fl.

Cl.

Vib.

Hp.

5

5

5

5

5

5

5

5

5

5

88

A. Fl.

Cl.

Vib.

Hp.

faster—down bow



89

A. Fl.

Cl.

Hp.

fishing line gets closer to the soundboard and slightly touches, gradually moves away

♩=45  
Drum sticks right near the rim,  
according to waves sempre pedal glissando

90

Timp.

Hp.

tuning pin gliss.  
sempre *l.v.*

*f* *fff* *mf* *p*



92

A. Fl.

Cl.

Timp.

Hp.

[u] *mf* *f* [u] *f*

Cl. Bb, no mouth piece

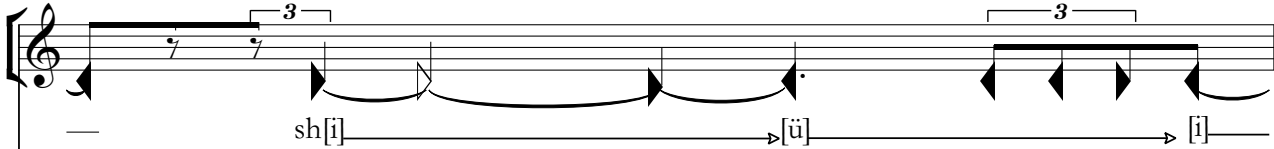
[u] *mf* [e] *f* [u] *f*

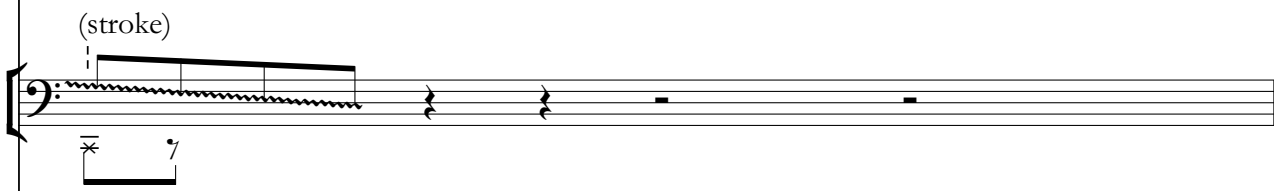
fixed motion, change the pins according to the line

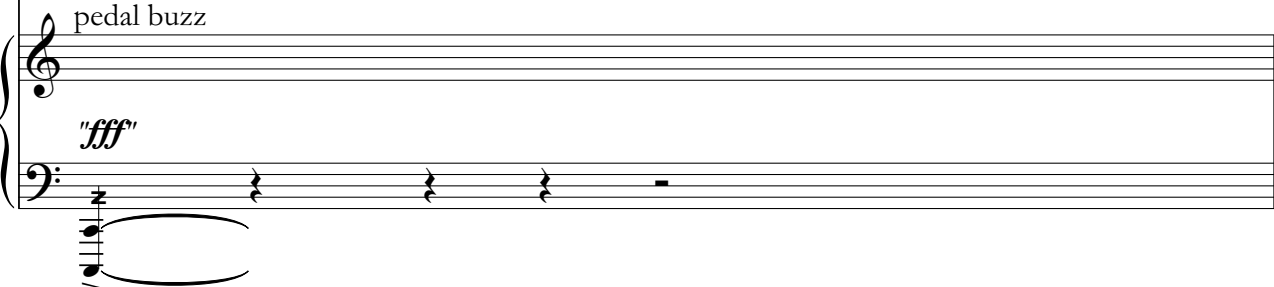
6 5 5 6

*f*

93

A. Fl. 

Timp. 

Hp. 



94

A. Fl. 

Cl. 

Timp. 

Hp. 