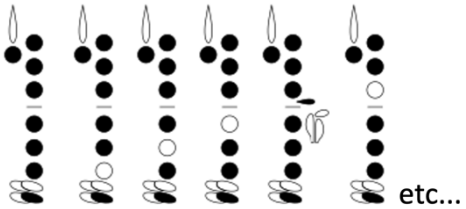
## Venting game duet (v.1)

This is a game piece for two clarinettists. Rather than having a fixed score, you have rules for what you can play and how you can interact. Like a game of cards, you learn the rules first, then play a few times to get the hang of it, then it's ready for performance.

**Technical practice and preparation:**

(1) sustain F3 and one-by-one open each of the holes (closing the previous one) further up the tube to get a stable pitch (harder as it gets higher). Keep embouchure low so only chalumeau pitches emerge, which may be very breathy.

(2) Same as above, but for each new fingering also try overblowing to get clarino and/or altissimo pitches (single or as multiphonics).




## Starting:

Both players agree a root pitch together (both the same), which can be any of the bottom three notes of the clarinet (E3, F3, F#3). This stays the same for the whole piece. Everything else in the game is either an alteration of that root fingering (opening holes up the tube) and/or an overblowing of a resultant fingering.

The game proceeds through a set of modular phrases, which are all in free-time. Each should last one comfortable breath with no breaks (continuous sustaining/legato, articulation only when absolutely necessary), and all are played in order.

Every phrase starts with both playing the root pitch together, unless otherwise stated. Short (1-3 second) pauses between each phrase unless marked 'attacca'. Within phrase, the general rules are:

- Avoid same pitches: if you land on the same pitch as the other, one/both of you must change pitch (unless you have no changes left).
- Avoid synchronising (except first note of phrase); play off one another.

Each phrase specifies a few constraints and objectives (player one in white, player 2 in black):

- How many fingering changes in the phrase for each player.
- LH or RH: Which hand you can use to alter the root fingering. You can alter any hole/key normally played by that hand.
- Which register you should be aiming for (see register notation below). Default is chalumeau.

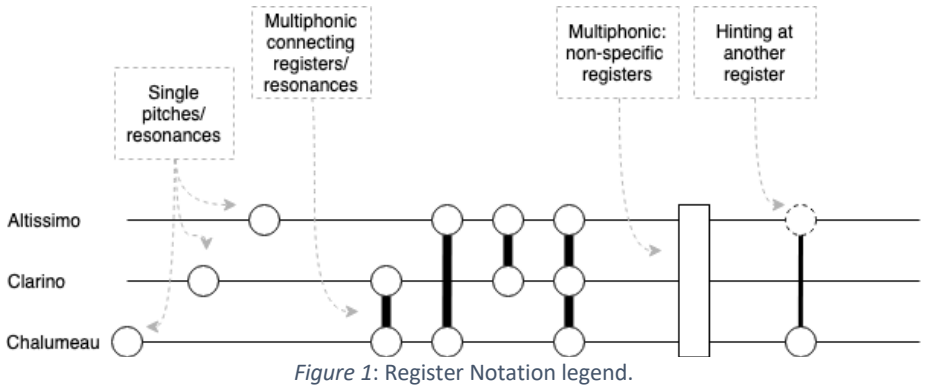



*Figure 1*: Register Notation legend.

Score

## I

| | |
|---|---|
| 1 change<br>LH | 1 change<br>RH |

## II

| | |
|---|---|
| 1 change<br>LH | 1 change<br>RH |

## III

| | |
|---|---|
| 1 change<br>LH | 4 changes<br>RH |

## IV

| | |
|---|---|
| 3 changes<br>LH | 2 changes<br>RH<br>*attacca* |

## V

| | |
|---|---|
| 2 changes<br>LH | (*attacca*)<br>2 changes<br>RH |

## VI

| | |
|---|---|
| 5 changes<br>LH<br>*attacca* | 5 changes<br>RH<br>*Attacca* |

## VII

| | |
|---|---|
| (*attacca*)<br>3 changes<br>LH | (*attacca*)<br>1 change<br>RH |

## VIII

| | |
|---|---|
| 2 changes<br>LH<br>*attacca* | 2 changes<br>LH<br>*attacca* |

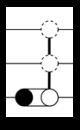
## IX

| | |
|---|---|
| (*attacca*)<br>4 changes<br>LH | (*attacca*)<br>4 changes<br>LH |

## X

| | |
|---|---|
| 1 change<br>RH | 1 change<br>RH |

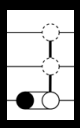
## XI

| | |
|---|---|
| 2 changes<br>LH<br> | 2 changes<br>RH<br> |

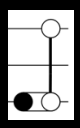
## XII

| | |
|---|---|
| 4 changes<br>RH<br>*attacca* | 5 changes<br>RH |

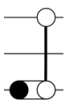
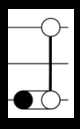
## XIII

| | |
|---|---|
| (*attacca*)<br>4 changes<br>RH<br>*attacca* | 2 changes<br>LH<br> |

## XIV

| | |
|---|---|
| (*attacca*)<br>2 changes<br>LH<br> | 2 changes<br>LH<br> |

## XV

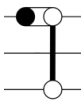
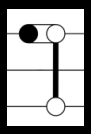
| | |
|---|---|
| 2 changes<br>LH<br> | 2 changes<br>LH<br> |

## XVI

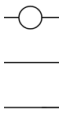
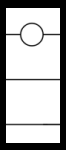
| | |
|---|---|
| 1 change<br>RH<br>(*attacca*) | 1 change<br>RH<br>(*attacca*) |

Repeat many times in short phrases (2”–3” each), vary changes each time.

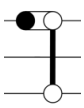
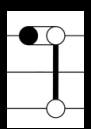
## XVII

| | |
|---|---|
| (*attacca*)<br>2 changes<br>LH<br> | (*attacca*)<br>2 changes<br>LH<br> |

## XVIII

| | |
|---|---|
| 4 changes<br>LH<br> | 4 changes<br>LH<br> |

## XVIX

| | |
|---|---|
| 1 change<br>LH<br> | 1 change<br>LH<br> |