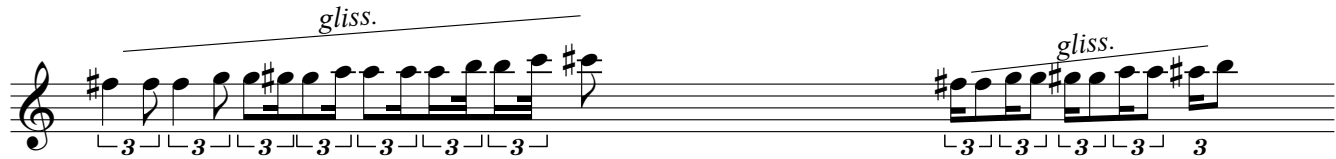
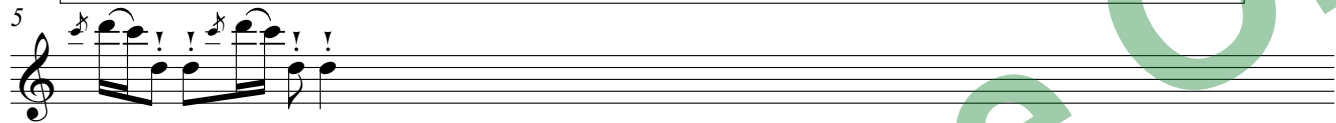


Bird Calls Improv Gestures Bflat Clarinet.

Ground Parrot: Rhythm is not to be played strictly. Notation is to give impression of triplet figure increasing in speed while retaining rhythm  
Can be played in its entirety or in fragments. Rhythm can also be reversed  
*gliss* and quater tones during the slide are encouraged as pitch indicated is only a rough guide.  
The reversed version is usually in response to the original call and shorter  
Dynamic: Soft  
Texture: lyrical/smooth line.



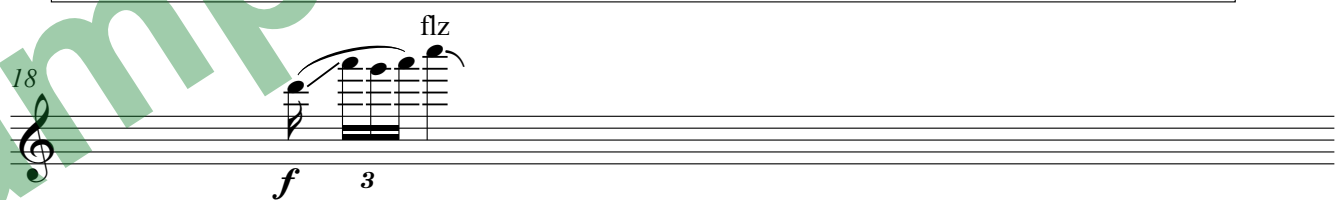
Australian Painted Snipe: Motif is to have a mixture of pitched and 'muted/percussive' (slap tongue or harsh articulation) sounds as indicated with staccato and accent.  
Notes are to be roughly sounded at indicated pitch, can vary in tuning (quater tones etc).  
Motif may be fragmented to only include the semi quavers.  
Dynamic: Any  
Texture: Percussive



Regent Honey Eater: Motif is 'conversational' and has a mixture of pitched and 'muted/percussive' (slap tongue, harsh articulation, etc) sounds, indicated staccato and accent  
Motif may be played in its entirety or in fragments, phrases of the motif indicated by the slurs.  
Quatertones encouraged as notated pitch is a rough guide  
May also be played an octave higher than indicated  
Dynamic: Any  
Texture: Smooth, percussive on notes indicated.



Carnbarys Cockatoo: Motif is to have harsh, metallic quality to it.  
Quick descending pitch glissando on the last note of the motif, flutter tounging indicated to emphasise 'harsh' tone colour.  
Motif may be split to include either the four semiquavers or single descending pitch glissando  
Dynamic: Loud  
Texture: Smooth but piercing, harsh/unlcear (quater tones) pitches



Swift Parrot: Motif is high pitched and chattery.  
Usually short outbursts of a group of pitches and in response to another Swift Parrot call  
Motif can also be played with quater tones, pitch shouldnt be strict and include variations in tuning  
Motif starts on F sharp or B, maximum range of a 3rd  
Dynamic: Soft  
Texture: As smooth as possible given the quick repeated notes, light



Fl.

26

3 3 3 3 3

Cl.

gliss

*p* cresc.

Perc.

VIBRAPHONE

*p* cresc.

Pno.

*p*

cresc.

15<sup>ma</sup>

*mp*

Vln.

molto sul pont

Vc.

gliss.

3 3 3 3 3

3

116

Fl.

Cl.

Perc.

Pno.

Vln.

Vc.

*gliss.*

*p*

*molto sul pont*

The musical score for measures 116-120 is presented for six instruments: Flute (Fl.), Clarinet (Cl.), Percussion (Perc.), Piano (Pno.), Violin (Vln.), and Viola (Vc.). Measure 116 begins with a Flute part marked '116' and a Clarinet part. Both have a box indicating a glissando ('gliss.') over a triplet of eighth notes. Measure 117 continues this for both instruments. Measures 118-120 show a dense rhythmic texture in the Percussion and Piano parts, with the Piano part featuring a complex pattern of eighth and sixteenth notes. The Viola part is marked 'molto sul pont' and features a triplet of eighth notes. The Flute and Clarinet parts have a final measure (120) with a triplet of eighth notes marked 'p' (piano).