

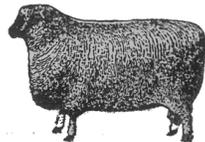
Full Transposing Score

Charlie Kreidler

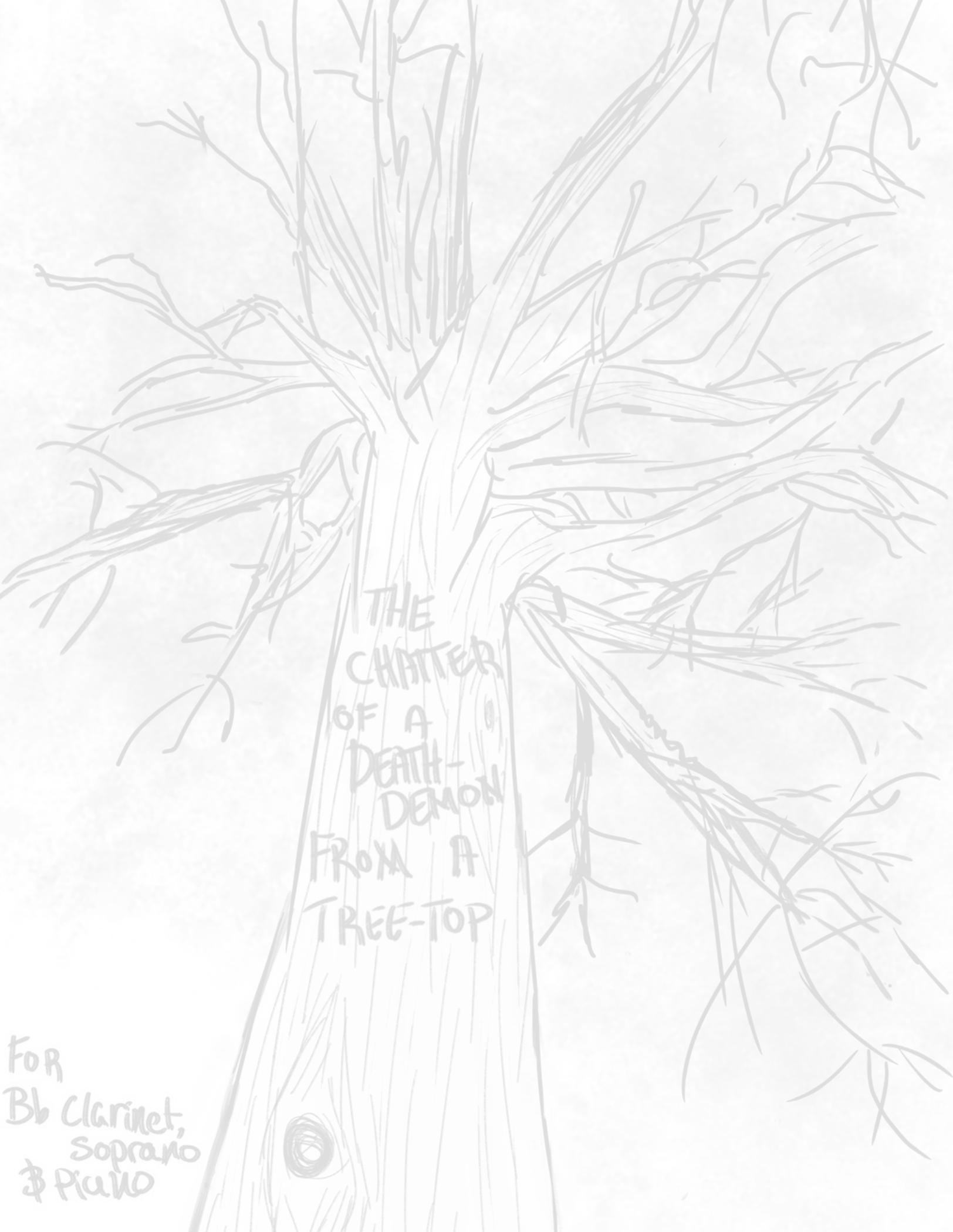
The chatter of a death- demon from a tree-top

for Bb Clarinet, Soprano, and Piano

2024



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THE
CHATTER
OF A
DEATH-
DEMON
FROM A
TREE-TOP

FOR
Bb Clarinet,
Soprano
& Piano

Instrumentation:

Bb Clarinet
Soprano
Piano (Vocalizes)

Duration: 7 min

Program Note:

Who is John? What did the “*girl with soft searching eyes*” lose by losing him. When composing, I wanted to highlight the idea of someone reliving a difficult memory in flashes, and how they may or not be able to cope with it. To both enhance and juxtapose this darker narrative, I utilized a sound world that is inspired by my experiences with improvisatory theater. I tried to approach all aspects and sounds in the piece in a child-like and theatrical way, almost as if everything were made of cardboard. Heightened emotions change on a dime, almost as if they are being discovered in the moment. In the end, I hope to have created a haunting, but playful telling of Stephen Crane’s poetry. A special thank you to *Haven Trio*, who provided me thoughtful insight during our workshops and gave the audience an visceral performance at the premiere.

.....

This piece is broken into 4 SCENES:

1. Torn Grass
 2. Grey - Green
 3. News Channel 666
 4. Crashing Waves
-

Text:

The chatter of a death-demon from a tree-top

Blood — blood and torn grass —
Had marked the rise of his agony —
This lone hunter.
The grey-green woods impassive
Had watched the threshing of his limbs.

A canoe with flashing paddle,
A girl with soft searching eyes,
A call: "John!"

.....

Come, arise, hunter!
Can you not hear?
The chatter of a death-demon from a tree-top.

-*Stephen Crane* (b. 1871)

written for Haven Trio

The chatter of a death-demon from a tree-top

Text by:
Stephen Crane
(b. 1871)

Charlie Kreidler
(2024)

PROLOUGE

Alarming (♩ = 138)

Bb Clarinet: air sound (pitchless)

Soprano: *f* show teeth
shh!

Piano: *f* startling!
norm. *ff*
Inaudibly press down low cluster.
Ped. 15^{mb}



SCENE 1: Torn Grass

Rubato time (slow ♩ ≈ 60)

Cl. 6: air sound cont. ad. lib. *fp* chattering *mp* *mf* *pp* *p* *pp* rit. **9** In time (♩ = 60) *ppp* lurking *cresc.*

Sop.: *p* frozen
Blood

Pno.: *p* soft, deep resonance
(*ppp*) *ppp* *cresc.* non gestural
(*f* pedal) *ppp*
Quickly stomp on the sustain pedal and release foot off pedal immediately. Do not release cluster
Re-pedal inaudibly to catch resonance. You can now release cluster

poco accel. $\text{♩} = 100$

Cl. *(cresc.)* *f* *ffp* — huge cresc. — *flz.*

Sop. *mp* *f*
 blood and torn gra sss
 (grass)

poco accel. $\text{♩} = 100$

Pno. *(cresc.)* *ff*
 dig!

13 Gruesome! $\text{♩} = 100$

Cl. *norm.* *ff wild!* *ff* *mf*
 3 6 3 3 3

Sop. *f direct* *fp*
 Had marked the

13 Gruesome! $\text{♩} = 100$

Pno. *ff hard and heavy!*

Cl. *fp* *f* *ff soaring!*

Sop. *f*
 rise

Pno. *ff*
 Ped.

SCENE 2: The Grey-Green

31 In time (♩ = 60)

Cl. *poco accel.* (♩ = 95)
ppp lurking *f*

Sop. *p frozen*
 The, the grey

31 In time (♩ = 60)

Pno. *poco accel.* (♩ = 95)
ppp *f*

Pedal technique from (m. 5)
 (15th) (f pedal) → Ped. Stomp!
 loco Inaudibly re-repedal to catch resonance



36 Lush, Blinding! (♩ = 92)

Cl. 35 *flz.* *norm.*
fp *fp* *pp* *f* *pp*

Sop. *p* *f*
 green woods im - pass

36 Lush, Blinding! (♩ = 92)

Pno. *ff* *fp* *sim.* *sf* *p*

Pedal markings

39 **accel.** → **Slightly faster (♩ = 110)**

Cl. *f* *ff* *pp*

Sop. sive Had. *f* *spoken* watched

accel. → **Slightly faster (♩ = 110)**

Pno. *cresc.* *ff*

(Ped)



43 *f* *f* *sub.pp*

Cl. *fz.*

Sop. *norm. mp* *mf* *fp*
the the shh!
(threshing) sh sh sh sh sh sh sh-

Pno. *ff* *p*

(Ped)

47 Dense, Spiraling (♩ = 60)

Cl. *fff* *fff* *mocking*

Sop. *f* sung *ff* outburst! *p* shivering
- ing! John! juh, juh, John, juh juh John juh juh

Pno. *mf* *cresc.* *loco* *fff* *ff*
(cluster) *8^{va}* *8^{vb}*

(Ped.)

47 Dense, Spiraling (♩ = 60)

Cl. *flz.* *fp* *crazed*

Sop. *p* *mf*

Pno. *f* *norm* (actual notes) *sub. p* *pp*
loco

(Ped.)

Cl. *fff* *pp* *echoing* *norm.* (≈ 3 secs) //

Sop. *p* *snap into focus* *mp* *p* *pp* (≈ 3 secs) //

the thre/ (threshing) /shing of his limbs

Pno. *loco* *pp* *far away* (≈ 3 secs) //

(f pedal) *Stomp!* *Ped.* Inaudibly re-pedal to catch resonance

56 Building $(\text{♩} = 60)$ *accel.*

Cl. $(\text{♩} = 60)$ *accel.*
ppp emerging, *cresc.*

56 Building $(\text{♩} = 60)$ *accel.*

Pno. Pedal technique from (m. 5) (again) *ppp* norm (actual notes) *mp*

(*f*pedal) (15^{th}) *Stomp!* *STOMP!* Inaudibly re-pedal to catch resonance

8^{va} *loco.*

62 Crazy $(\text{♩} = 100)$

Cl. *ff* jumping out *flz.*

62 Crazy $(\text{♩} = 100)$

Pno. *mf* *f* *ff* *sub.mf*

Ped.

64

Cl. *pp* *fff* explosive *pp*

Sop. *f* abrupt cut off before finishing "John" *ff*
 Jo(hn)! Had watched the thre - shh → ing
 (threshing)

Pno. *ff* *ff* pounding

68

Cl. *flz.* *norm.* *flz.* *norm.* *freeze!*

Sop. *freeze!* *f* *build pressure* *fff* *freeze!* *freeze! with fingers hovering over keys*

Pno. *fff* *p* *fff* *p* *pp* *ppp*

of his li - mmm - - - - bzzz.

(limbs)

All wait frozen for 3 secs before moving on to **SCENE 3**

SCENE 3: News Channel 666

71 Mechanical (Not too fast ♩ = 120)

Cl. *ff* *p* *p* *pp*

Sop. *fp* *release pressure* *p* *fp*

(zzz) z zzz

71 Mechanical (Not too fast ♩ = 120)

gestural*

(A) *8va*

Pno. *pp* *cold* *mp* *pp*

76 air sound with flz. no pitch

Cl. *f* *norm.* *f* *mp* *pp*

Sop. *f* *p* *a* ("uh" throughout)

Pno. *pp* *8va* *ff* *mf* *pp*

*Throughout the rest of the piece, this gesture repeats with lots of leaps and fast changing chords. Like the beginning, this material should be considered gestural and performer should not worry about exact pitches.

80

Cl. *pp*

Sop. *p mp p p*
a ca/ (canoe) a ca - noe

Pno. *mp*

84

Cl. *p pp f fp pp*

Sop. *f mp p*
with - - - th a ca a

Pno. *fp f p*

88

Cl. *ppp mf ff p*

Sop. *mf f*
ca - noe with - - - th ah! shh

Pno. *p shimmering fp f ff p*

Spoken: *ff*
flash!

92 (2.3)

Cl. *pp* *f* *fp* *fp* *pp*

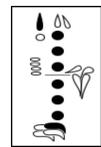
Sop. *p legato* *f stately* *p* *p*

a ca - noe with fla - shing pad - dle a

Pno. *mf expressive* *mf*

8va

Ped.



Multiphonic* should be very soft. The desired effect is a distorted, ghoulish sound

96

Cl. *ppp* *f* *fff* emerge from piano

Sop. *mf* *f* *p so soft*

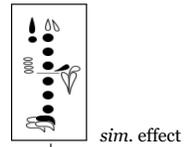
ca - noe a

Pno. *f* *p* *fff*

8va

Ped.

*If fingering does not produce a soft multiphonic, the performer is welcome to use another fingering that works well on their instrument. Texture is performed over written pitches.



100 Saturated (still ♩ = 120)

Cl. *mp*

Sop. *pp unwavering*
call

Pno. *pp* *p* *mp* *pp*

Ped.



rall.

Cl. *mf* *p*

(Piano) Spoken: *p whisper*
flash!
(cluster)

Pno. *p* *mp* *p dissolving* *pppp*

5

(Ped.)

110 Frantic! (faster than before ♩ = 144)

Cl. *norm.*
p *f* *pp*

Sop. *p*
shh!

110 Frantic! (faster than before ♩ = 144)

very gestural!
At this fast tempo, things are going to get crazy. Embrace it!

Pno. *mf startling!* *fp* *pp*

8va *8va* *8va* *8va* *8va* *8va*

114

Cl. *air sound with flz.* *no flz.*
f *p*

Sop. *p* *f* *p*
shh *a*

Pno. *mf*

8va *8va* *8va* *8va*

118

Cl. *norm.*
f *pp*

Sop. *f* *p* *mp* *p* *p*
a *girl* *a*

Pno. *ff* *fp* *pp* *mf*

8va *8va* *8va*

122

Cl. *ppp* *mp* *ff* *p*

Sop. *f* *mf* *fp* *f* *p*

Pno. *fp* *f* *mf*

girl wi(th) - - - - th a girl wi(th) - th a

8va *8va*

127

Cl. *ppp* *f* *ff* *p*

Sop. *mf* *p* *ff*

Pno. *fp* *ff* *fff*

girl with soft

8va *8vb* *Red.*

131

Cl. *pp* *f* *p*

Sop. *p* *p* *fp* *p*

Pno. *pp* *pp*

sear - ching eyes soft

133

loco.

(Red.)

135

Cl. *mf* *pp* **137 Building up!** *ff furiously*

Sop. *mf* *p*
sear - ching eyes

Pno. *mf* *p* *sf* **137 Building up!** *fff jabbing*

(Ped)

138

Cl. *fp*

Sop. *p* *mf*
a call!

Pno. *ff furiously*

140

Cl. *ff* *fp*

Sop. *f*
a call!

Pno. *ff*

143

Cl. *ff* *fp* *cresc.*

Sop. *ff* *call*

Pno. *ff*

146

Cl. *ff* *Stomp!* *ff* *norm.*

Sop. *gliss.* *ah!*

Pno. *fff* *Stomp on floor!* *Red.*

Spoken *f* *flash!* *(cluster)*

148

Cl. *6* *6*

Sop. *f* *gliss.* *John*

Pno. *norm.* *ff* *gestural* *gliss.*

(Red.)

SCENE 4: Crashing Waves

150 Crying out (♩ = 80)

Cl. *freely* *fff* *6* *soaring!* *6*

Sop. *ff pleading*
(John)

Pno. *fff flowing* *5* *5* *5* *5* *fff cresc.* *5* *5* *5* *5* *5* (cluster)

Cl. ¹⁵² *p* *fff*

Sop. *small push*

Pno. *fff cresc.* *5* *5* *5* *5* *(mf)* *5* *5* *5* *5* *5*

(Ped.)

Very heavy rall.

Cl. ¹⁵⁴ *fff* *6* *decresc.*

Very heavy rall.

Pno. *f decresc.* *5* *5* *5* *5* *(mp)* *5* *5* *(p)* *5* *5* *5*

(Ped.)

157 Rubato time (slow ♩ ≈ 60)

Cl. 156 *pp* *solo* *ff* *p* *ff* *flz.* *norm.*

Pno. *ppp* *5* *5* *5* *5* keep *ped.* down *pppp*

Do not let piano completely fade out.
Play figure whenever piano is about to completely fade

(Cl. tempo markings only)

rit. **poco accel.** **suddenly as fast as possible.**

Cl. 159 *no breath if possible* *flz.* *ppp* *fff* *norm.*

Sop. *f* *mourful* *3* *f* *3* *sub. pp*
Spoken: Come a - rise _____ hun - ter Can you not hear? (sung)

Pno. *p* *pitch for soprano*

(Ped) -----

In time! (♩ = 72)

Cl. 163 *air sound* *f*

S. *f* *3* *3* *3*
the cha-ter of a dea(th) - th de__ mon in a tree - top!

Pno. *Play. pppp* *f* *audibly release pedal*

(Ped) -----