

festen var sjov !

(the party was fun!)

Dedicated to Denmark and partying



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(Oslo 2020, updated Warsaw, 2022)

Preface

"festen var sjov" is a performance based piece for a quintet of clarinet in Bb, laptop, percussion, electric guitar and cello. All players will also play specified objects, perform some basic acting and recite some text.

"festen var sjov" is a comedic piece meant to be played in a comedic setting by players that are willing and able to "go all out". A deeply serious approach to the piece will not work. The main vision behind the piece is that it should be a good time for both the audience and the players, but still be based of contemporary musical elements.

The piece is dedicated to Denmark and partying. It includes household objects related to partying as well as samples from various Danish popular-culture. There is no political or philosophical thought behind this.

In regards to how the piece is meant to be played:

- Have a comedic approach to everything. Always over-act and over-do. Any shame you might have should be left at home while performing and practicing this piece.
- Pitch does not matter so much. What matters is dynamics, rythms and texture.
- Laptop-player should program their own synths after composers instructions.
- *f* means play very harsh, *ff* means play extremely harsh, *fff* means play as harsh as you possibly can. Again, pitch or tone-quality does not matter so much. Treat other dynamics in similar fashion. *mf*, is now a normal *f*, *p* is now *mf* and *pp* is *p*.

Before entering the stage all players should put their designated objects into the plastic bags. On stage there should be 2 tables, in accordance with the stage plot. Also all instruments should be on the stage including: the microwave oven, glass slide, distortion pedal, guitar-amp, laptop, midi keyboard, guitar pick and cello bow. All other objects should be in the players plastic bags until the piece ask for them. All players should enter the stage from different places in the venue. Get creative with this if possible. Someone can enter from the audience, some from behind the stage, under the stage and so on. All players should walk onto the stage while carrying their plastics bags and act as if they would go to a party. Possibly greeting each other and doing some chit-chat before the music starts.

Technical details

Microwave oven, and all of the percussionists objects should preferably be amplified. It might be a good idea to amplify all instruments and provide monitors for the players. Do so in accordance with venue and sound engineer if present.

The sound system for the laptop can be solved in whatever way seems the best, I have no opinions.

Instruments and objects

Percussion

- Plastic bag with logo from local popular grocery store.
- 0, 33 beer-can
With or without alcohol.
Preferably a Danish brand.
- Bucket or trashcan
Fairly small, has to be sturdy enough to throw beer-can in without it falling over
- Microwave oven
Prefearbly an older model with an actual alarm and not a bell sound.
- Drum sticks
- 1 bag of microwave popcorn
- 1 very large bag of potatoe chips
- 1 hammer
A wooden hammer if possible.
If not avaiible then a normal harmmer is fine.
- 1 cocio
If the percussionist does not enjoy cocio then it can be exchanged with some form of iconic Danish soda.

Clarinet in Bb

- Plastic bag with logo from local popular grocery store.
- 0, 33 beer-can
With or without alcohol.
Preferably a Danish brand.

----- (Share with Clarinet)

Electric guitar

- Plastic bag with logo from local popular grocery store.
- 0,33 beer-can
Alcoholic or non-alcoholic.
Preferably Danish brand, but anything works.
- Bucket or trashcan
Fairly small, has to be sturdy enough to throw beer-can in without it falling over.
- Pretzel sticks (saltstenger)
Standard bag of local variety.
- Glass slide
- Distortion pedal
-

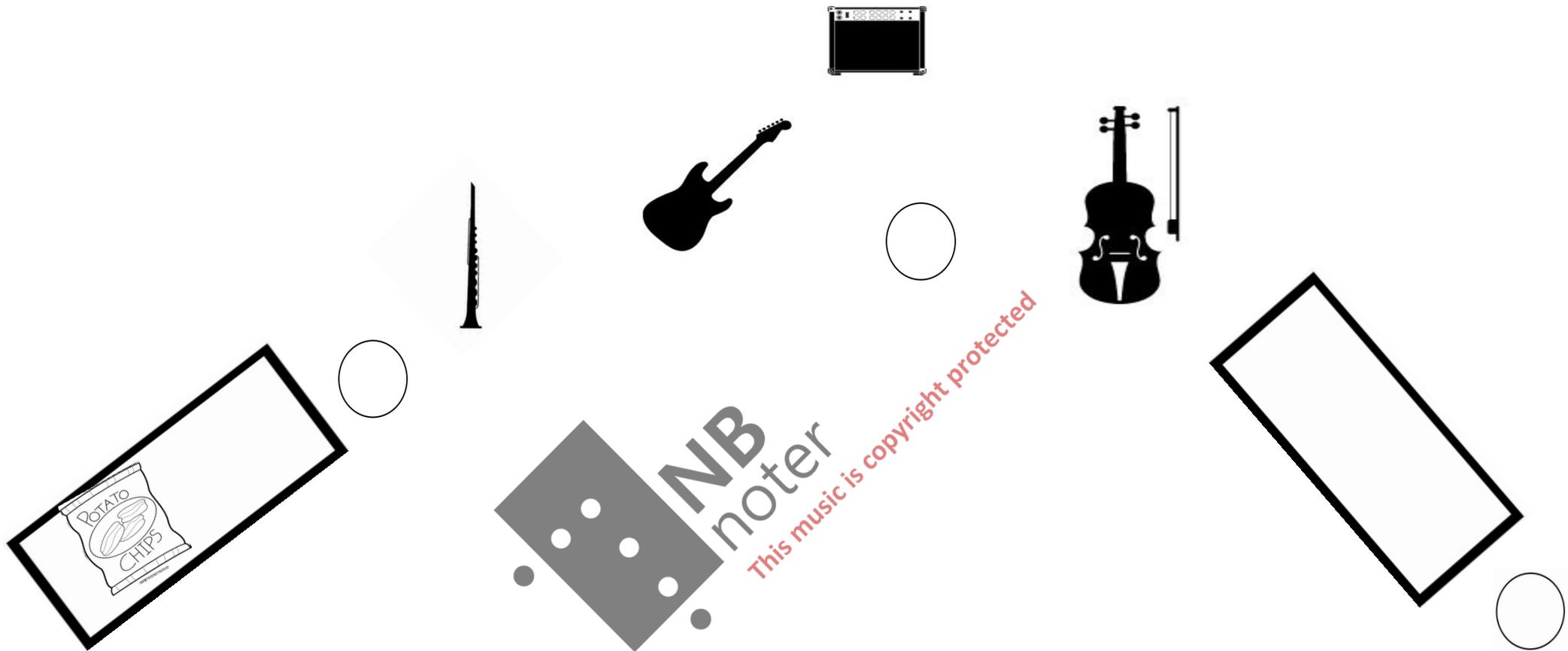
Cello

- Plastic bag with logo from local popular grocery store.
- 0, 33 beer-can
Alcoholic or non-alcoholic.
Preferably Danish brand, but anything works.
- Pretzel sticks (saltstenger)
Standard bag of local variety.

Laptop

- Midi keyboard (at least 2 octaves)
- Plastic bag with logo from local popular grocery store.
- 0,33 beer-can
Alcoholic or non-alcoholic.
Preferably Danish brand, but anything works.
- Bucket or trashcan
Fairly small, has to be sturdy enough to throw beer-can in without it falling over.
- Synth 1 (all synths are to be programmed and played from the PC)
Percussive, but still with audible pitch, very short release and sustain.
- Synth 2
Industrial style, heavy synth with portamento.
- Synth 3
Tutti church organ.
- 11 samples (provided by the composer)
To be played indivually so that they can overlap.
- Kazoo
- Confetti bomb
as large and expensive as the budget can take

Stage plot



**Circles are buckets.
Put the speakers for the computer wherever you want.**

Tutti:

For every sound of a popcorn-pop play next note in the series. Repeat pattern at the speed of the pops. Imitate dynamics and articulation in accordance with the sound of the popcorn with optional technique. Stop playing immediately at the sound of the microwaves alarm.

 $\text{♩} = 80$

5

Clarinet in Bb: Casually walk in with plastic bag and take a seat.

Laptop: Casually walk in with plastic bag and take a seat.

Percussion: Casually walk in with plastic bag and take a seat. Dramatically open popcorn container. Place 2 bags of popcorn in microwave and set it for 2,5 minutes. Let the microwaves alarm ring 4 times. Dramatically open the door and wait 5-10 seconds before proceeding to next bar. Scream in your mother-tongue and bang on top of microwave with drum sticks.

Electric guitar: Casually walk in with plastic bag and take a seat.

Cello: Casually walk in with plastic bag and take a seat.

Synth 1

Synth 2 (portamento)

harsh nasty tone

fff Sticks on microwave. Leave the microwave door open for the rest of the piece.

+ Glass slide on all 6 strings
+ Heavy distortion

fff scratch.

fff

Cl. *fff*

PC. *fff*

Perc. *fff*

E. Gtr. *fff*

Vc. *fff*

10 keyslaps.

ultra legato.

Tutti: Gradually become complete chaos. roughly 20 seconds of chaos.

Musical score for the first system, measures 15-20. The score is for five instruments: Clarinet (Cl.), Percussion (PC.), Percussion (Perc.), Electric Guitar (E. Gtr.), and Violoncello (Vc.).

- Cl.:** Measures 15-18 feature triplets of eighth notes. Measure 19 is heavily scribbled out. Measure 20 features a 7-measure rest followed by a melodic line.
- PC.:** Measures 15-18 feature a long note with a tremolo effect. Measure 19 is heavily scribbled out. Measure 20 features a long note with a tremolo effect.
- Perc.:** Measures 15-18 feature a rhythmic pattern of eighth notes. Measure 19 is heavily scribbled out. Measure 20 features a 3-measure rest followed by a rhythmic pattern.
- E. Gtr.:** Measures 15-18 feature a melodic line with accents. Measure 19 is heavily scribbled out. Measure 20 features a melodic line with accents.
- Vc.:** Measures 15-18 feature a melodic line with a 5-measure rest. Measure 19 is heavily scribbled out. Measure 20 features a 6-measure rest followed by a melodic line.

Musical score for the second system, measures 20-25. The score is for five instruments: Clarinet (Cl.), Percussion (PC.), Percussion (Perc.), Electric Guitar (E. Gtr.), and Violoncello (Vc.).

- Cl.:** Measure 20 features a 7-measure rest followed by a melodic line. Measure 21 features a "Scream." and "Ah!!!!" vocalization. Measure 22 features a 7-measure rest followed by a melodic line. Measure 23 features a 7-measure rest followed by a melodic line. Measure 24 features a 7-measure rest followed by a melodic line. Measure 25 features "Random dissonant multiphonics."
- PC.:** Measure 20 features a long note with a tremolo effect. Measure 21 features a "Scream." and "Ah!!!!" vocalization. Measure 22 features a long note with a tremolo effect. Measure 23 features a long note with a tremolo effect. Measure 24 features a long note with a tremolo effect. Measure 25 features "very slow portamento. Random pitch."
- Perc.:** Measure 20 features a 3-measure rest followed by a rhythmic pattern. Measure 21 features a "Scream." and "Ah!!!!" vocalization. Measure 22 features a 3-measure rest followed by a rhythmic pattern. Measure 23 features a 3-measure rest followed by a rhythmic pattern. Measure 24 features a 3-measure rest followed by a rhythmic pattern. Measure 25 features a 3-measure rest followed by a rhythmic pattern.
- E. Gtr.:** Measure 20 features a melodic line with accents. Measure 21 features a "Scream." and "Ah!!!!" vocalization. Measure 22 features a melodic line with accents. Measure 23 features a melodic line with accents. Measure 24 features a melodic line with accents. Measure 25 features a melodic line with accents.
- Vc.:** Measure 20 features a 6-measure rest followed by a melodic line. Measure 21 features a "Scream." and "Ah!!!!" vocalization. Measure 22 features a 6-measure rest followed by a melodic line. Measure 23 features a 6-measure rest followed by a melodic line. Measure 24 features a 6-measure rest followed by a melodic line. Measure 25 features a "Slight scratch."

Cl. ²⁵

PC.

Perc. ³

E. Gtr. ³

Vc. ³

fake it till you make it.

fake it till you make it. quasi-romantic.

Cl. ⁶ ⁶ ⁶ ⁶ ³⁰ ⁶ ⁶ ⁶

PC.

Perc.

E. Gtr.

Vc. ³ ³ ³ ³ ³ ³ ³ ³

Slight overpressure.

Slight overpressure.

Chaos. 5 seconds.

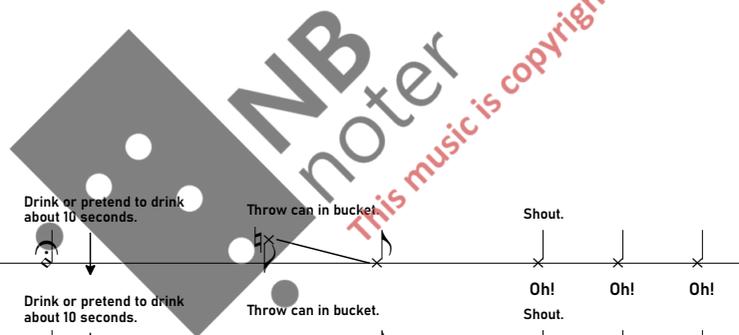
Cl. 7

PC.

Perc.

E. Gtr.

Vc. *scratch.* *6* *6* *ultra legato.* *5* *5* *5* *5* *6*



Alt sax.

PC.

Perc.

E gtr.

Alt sax.

Shout. $\emptyset!$ Shout. Shout. $\emptyset!$ Shout. Shout.

Dramatically reach for can in bag.

Open can In unison.

Shout and cheers.

Skål! Shout and cheers.

Drink or pretend to drink about 10 seconds.

Throw can in bucket.

Shout.

Oh! Oh! Oh! Oh!

oh oh oh Oh!

oh oh Dan - mark!

3

Tutti: Improvise freely with the written material until the end of the sample.

8

40

soft, breathy sound.

p

random multiphonic.

Improvise freely with sample 1. Free use of dynamics, effects etc.

Improvise freely with hands on potatoe chip bag.

+ glass slide on one string
+ clean
+ ad lib

without slide.

p

mf

molto ponticello.

p

$\text{♩} = 70$

diamond notehead = tongue slap.

45

sim.

key slap.

50

Cl. *pp* *mf*

PC. sample 2. sample 3. sample 4.

Perc. Whisper Hammer on potato chip bag. *pp* *p* *mf*

E. Gtr. + distortion + glass slide sim. *pp* *p* *mf*

Vc. pizz. arco. pizz. arco. pizz. *pp* *p* *mf*

55 **Fast stupid Waltz** ♩ = 80 9

Cl. *f* *ff*

PC. sample 5. sample 6. sample 7.

Perc. *f* *ff*

E. Gtr. scrape pick on muted E string. Ad lib. *f* *ff*

Vc. arco. pizz. arco. pizz. arco. *f* *ff*

Detailed description: This musical score is for 'Fast stupid Waltz' at a tempo of 80 beats per minute. It features five staves: Clarinet (Cl.), Percussion (PC.), Percussion (Perc.), Electric Guitar (E. Gtr.), and Violoncello (Vc.). The piece starts at measure 55 and ends at measure 60. The time signature changes from 3/4 to 5/4, then 4/4, 3/4, 5/4, 4/4, 3/8, 3/4, 5/4, and finally 4/4. The Clarinet part is marked with *f* and *ff*. The Percussion part includes samples 5, 6, and 7. The Electric Guitar part features a 'scrape pick on muted E string' and is marked with *f* and *ff*. The Violoncello part alternates between arco and pizzicato, marked with *f* and *ff*.

65 **Fast stupid polka** ♩ = 90 70 75

Cl. *fff*

PC. sample 8. sample 9. sample 10.

Perc. *fff*

E. Gtr. ridicoulus clean strum. + distortion. *fff*

Vc. pizz. arco. pizz. arco. *fff*

Detailed description: This musical score is for 'Fast stupid polka' at a tempo of 90 beats per minute. It features five staves: Clarinet (Cl.), Percussion (PC.), Percussion (Perc.), Electric Guitar (E. Gtr.), and Violoncello (Vc.). The piece starts at measure 65 and ends at measure 75. The time signature changes from 4/4 to 3/4, 5/4, 2/4, 4/4, 3/4, 5/4, 4/4, 3/4, 5/4, and finally 3/4. The Clarinet part is marked with *fff*. The Percussion part includes samples 8, 9, and 10. The Electric Guitar part features 'ridicoulus clean strum' and '+ distortion', marked with *fff*. The Violoncello part alternates between pizzicato and arco, marked with *fff*.

10

80 **Tutti:** Wait until end of sample. ♩ = 70 play beautifully. 85

Cl. *f*

PC. Dramatically take out kazoo from bag and present to audience. Play loud and proud with no shame. *f*

Perc. Casually eat potatoe chips. Percussively mash chip bags together. Make a big mess if possible.

E. Gtr. Dramatically take out pretzel sticks from bag and present to audience. Casually eat pretzel sticks. Dash pretzel sticks on strings while keeping the strings muted. *f* 3 3 If sticks break then get more.

Vc. Dramatically take out pretzel sticks from bag and present to audience. Casually eat pretzel sticks.

90 95

Cl. *fff* Throw kazoo at the player that deserves it the most. *fff* synth 3.

PC. *fff* Throw all chips bags on the floor. *fff*

Perc.

E guitar. *fff* Romantic con molto molto vibrato. # *trmm*

Cello. *fff* Throw pretzel sticks one by one at the guitarist.

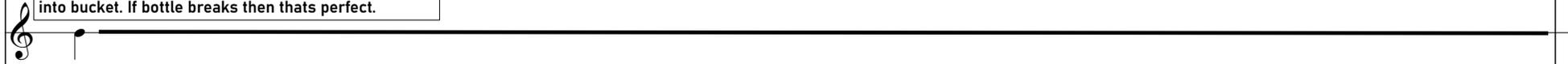
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Play the anthem ad lib however you want using any technique until end of sample. Gradually become complete chaos. Does not have to be in unis.
Durata: 1:02 minutes.

Tutti:

Cl. 

PC. 

Perc. 

E. Gtr. 

Vc. 

Cue sample 11. Improvise freely with effects and synth 3.

Proudly present bottle of Cocio to the audience.
Remove bottle cap and throw it into the audience. Yell: SKÅL! Very loudly and drink ad lib. When finished drinking, or at the end of the sample, throw the bottle into bucket. If bottle breaks then thats perfect.



Tutti:

The whole ensemble should stand up and dance for 30 seconds. (without any music)

♩ = 80

Cl. 

PC. 

Perc. 

E. Gtr. 

Vc. 

100 105

harsh nasty

fff

Synth 2 (portamento)

sticks on microwave and shout.

1 2 3 4!

fff

+ Glass slide on all 6 strings
+ Heavy distortion

scratch.

6

fff



Cl. 

PC. 

Perc. 

E. Gtr. 

Vc. 

ultra legato.

scratch.



Cl. 

PC. 

Perc. 

E. Gtr. 

Vc. 

*Ultra lead.
Molto vib. espressivo.
fff*

Slight scratch.

Slight overpressure.



Cl. Fest - en var sjov!

PC. *Get your confettibomb ready and run into the middle of the stage.* Fest - en var sjov! *Shoot confetti into the audience.*

Perc. Fest - en var sjov!

E. Gtr. Fest - en var sjov!

Vc. *Molto vib. espressivo.* Fest - en var sjov!

