

# Eventide

1

Dennis Báthory-Kitsz

Small Clarinet

The musical score for Small Clarinet is written in 4/4 time and consists of three staves. The first staff begins with a tempo marking of  $\text{♩} = 50$  and a dynamic of *ppp*. It features a whole rest for the first measure, followed by a dynamic change to *mp* in the second measure. The second staff starts at measure 14 and continues the melodic line. The third staff starts at measure 20 and concludes the piece with a double bar line.

# Eventide

## 2

Dennis Báthory-Kitsz

♩=240 *Swing hard!*

Small Clarinet

*mf*

8

15

22

28

34

40

46

52

58

64

# Eventide

3

Dennis Báthory-Kitsz

Small Clarinet

*↓100* *tongue* *audible*  
*thwacks* *breath*

6

12

19

25 *tongue* *thwacks*

33

41

49 *tongue* *thwacks*

55

# Eventide

4

Dennis Báthory-Kitsz

♩ = 160

Small Clarinet

6

12

17

22

25

31 *p*

38 *mp*

45 *pp*



# Eventide

6

Dennis Báthory-Kitsz

Small Clarinet

$\text{♩} = 40$  *audible breath*

6

*p*

10 *bend note down slowly...*

*pp* *ppp*

14

20 *ppp*

26

# Eventide

7

Dennis Báthory-Kitsz

Small Clarinet

*♩=100*

*ff*

5 *♩=160 (or as fast as possible)*

*ff*

8

*ff*

11

*ff*

14

*ff*

17

*ff*

20

*p*

23

*p*

27

*p*

30

*mp*

36

*mp*

2  
41

44

47

50

53

56

*f*

Detailed description: This image shows a single melodic line of a musical score, spanning measures 41 to 56. The music is written on a single treble clef staff. It begins with a key signature of one sharp (F#) and a 2/4 time signature. The piece starts at measure 41 with a series of eighth notes, some beamed together, and includes dynamic markings like accents (>) and slurs. The melody continues through measures 44, 47, 50, and 53, showing a variety of rhythmic patterns and intervals. Measure 56 concludes the line with a final chord and a fermata. The dynamic marking *f* (forte) is placed below the final measure.



# Eventide

8

Dennis Báthory-Kitsz

*♩=60 gentle, relaxed, breathing out through the instruments*

Small Clarinet

*pp*

5

10

15