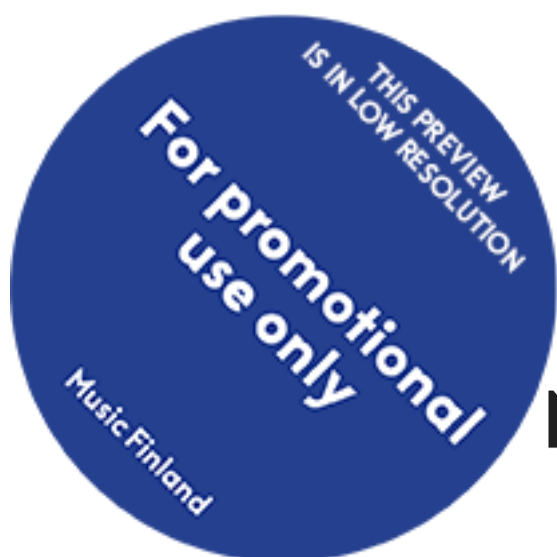


Otto Nuoranne

BS

for baritone saxophone
and loop station

2025



Music Finland

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Otto Nuoranne: *B S* (2025)

Duration: 13'

Instrumentation

Baritone saxophone in Eb

Boss RC-300 Loop station or similar

Programme notes

B S is a 13-minute solo piece for baritone saxophone and a loop pedal.

The melodic materials are transcribed from the song of the bluethroat (*luscinia svecica*), a passerine bird that is a virtuosic singer and a close relative of the famously vocal common nightingale (*luscinia megarhynchos*). Needless to say, the song had to be transposed 4-5 octaves lower for the baritone saxophone.

The title of the piece gives homage to the Baritone Sax, the Bluethroat/Sinirinta (the Finnish name of the bird), BirdSong, BaSs (for the transposition), BoSs (the manufacturer of the looper used in the composition process), and all the BullShit that composers come up with to exploit innocent creatures of nature for the advancement of our own fame and glory.

The work was commissioned by saxophonist Anna-Sofia Anttonen with the generous support of the Sibelius Fund, and it was premiered in Otto Nuoranne's master's concert "Autofiction" in Helsinki, Finland, on December 12th, 2025.



Performance notes

The notation:

Each special technique is described verbally in the score, and the same notehead will denote the same technique until the end of the score. Here's a list of special techniques and their notations:

	Cross-headed note indicates an unpitched, percussive tongue slap
	Tremolo with two lines indicates flutter-tonguing
	Note with a fall indicates a downward glissando "tail"
	Note with a doit indicates an upward glissando "tail"
	Slashed notehead indicates growl
	Upwards triangular notehead indicates a high-pitched squeak
	Diamond notehead indicates loud key clicks
	Headless notes indicate either (freely selected) notes along a microtonal glissando or random notes roughly following a contour implied by the stems
	Ping notehead indicates creating an air sound by breathing (or panting) through the instrument but not voicing any notes

The setup:

The baritone saxophone should be mic'd up and connected to a sound system with speakers or an amplifier that provide a loudness at least at an equal level compared to the acoustic sound produced by the instrument, both to the audience and the performer. In an ideal case, the performer should have a separate monitor speaker, but this is optional in case the sound system provides enough volume for the performer to use it as a monitor.

The performance can be recorded on an RC-300 Loop station but can be performed with any 3-track loop station.

Each track has the same two buttons: the multifunctional START/STOP button. There is also an ALL START/STOP button.



The REC-DUB-PLAY button has three functions:

- a) Recording: When the track is empty, the button will start recording. The REC light is on, when the track is recording. If playback is already active, the track will start recording at whatever point in the loop the playback is.
- b) Overdub: When pushed during recording, the button will start playing the segment recorded immediately before (aka looping) AND recording on the same track. During overdub, both the REC and PLAY lights are on.
- c) Play: When pushed during overdub, the button will stop recording but keep playing any recorded and overdubbed segments. During play, the PLAY light is on, the REC light is off.

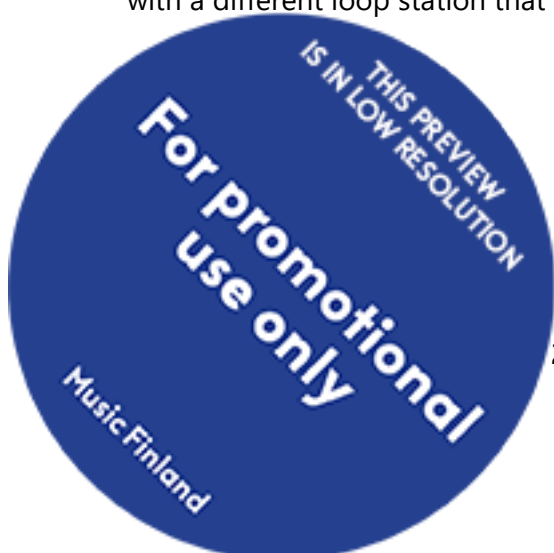
When there is a track previously recording or overdubbing, pushing the REC-DUB-PLAY button on another track will stop recording or overdubbing on the first track and change its status to PLAY.

The STOP button stops all the previously mentioned activities on that track. If only one track is being recorded or overdubbed and other tracks are empty, STOP will stop playback completely. If there is material on multiple tracks, STOP will only stop playing its own track, but playback of the other tracks will continue uninterrupted. The STOP button also has the function CLEAR, which deletes all recorded material from that track by pressing it continuously for 2 seconds.

The ALL STOP/START button will stop all playback as well as any recording or overdubbing on any of the tracks. When all activity is stopped, pushing the ALL STOP/START button again will start all the previously recorded loops from their beginning. It does not activate any recording.

In the score, the circled numbers indicate the track and verbal instructions are given for which button to push. In principle, the performer only needs to distinguish between the REC-PLAY-DUB button and the STOP button. If the instruction is in parentheses, the performer doesn't need to push a button, but the mark indicates that the looper will switch from the REC mode to the DUB mode. This happens when recording is started on top of an existing loop on another track.

In addition to the buttons, the looper has an FX Pedal. The effect can be selected from 16 different options. In bars 54-58, the performer is instructed to modulate the looped tracks with the FX pedal. The performer should consult the FX options by experimenting with the looper or from the manual (accessible at https://static.roland.com/assets/media/pdf/RC-300_e04_W.pdf) and select their desired effect to use in this section. The pedal modulation can be ignored if the piece is performed with a different loop station that doesn't have the FX pedal.



BS

Luscinia svecica

Otto Nuoranne
2025

CALL

♩ = 72

unpitched
tongue slap

Baritone
Saxophone
in E $\flat$
& Looper

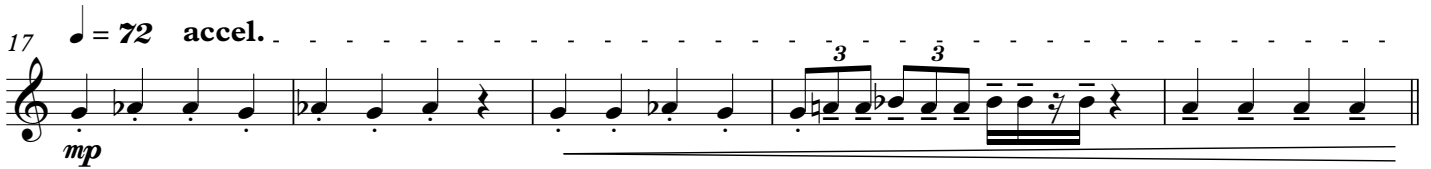


FLIGHT CALL

molto accel.

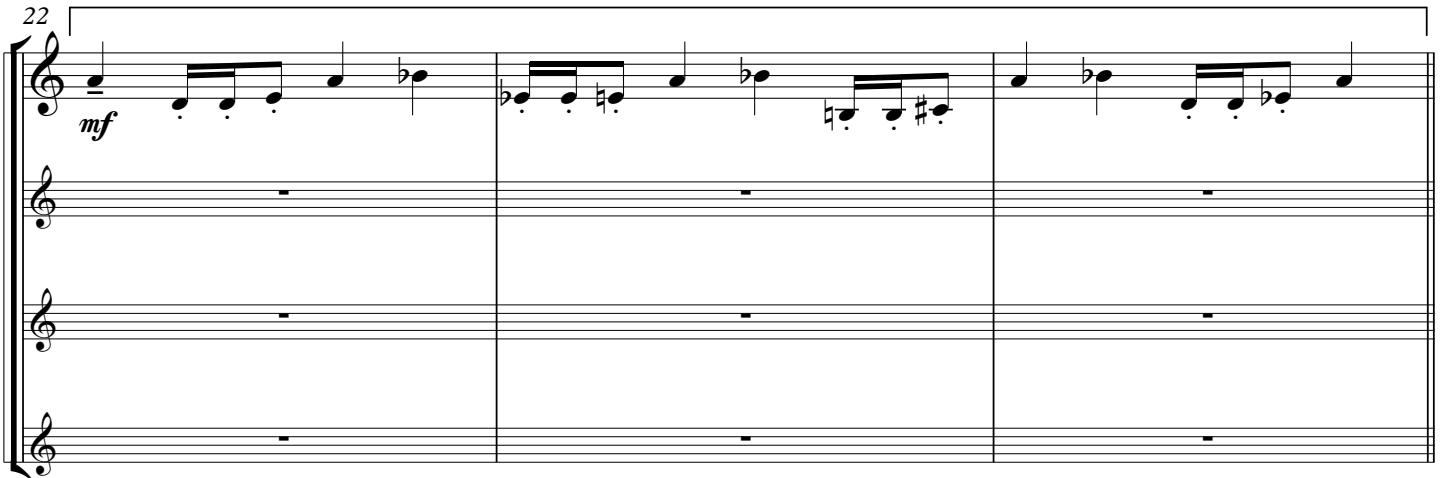


♩ = 72 *accel.*



♩ = 100

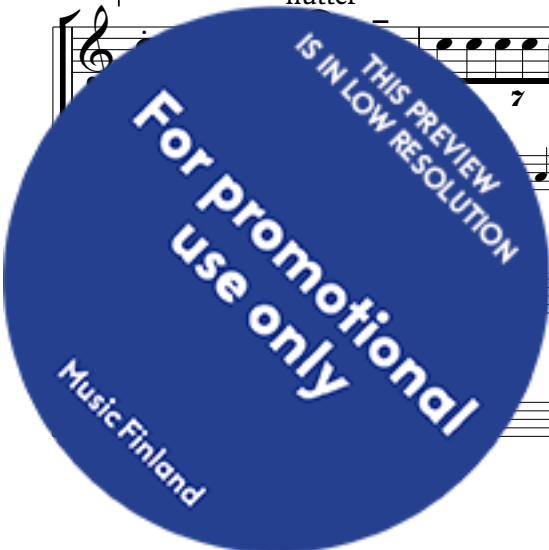
① REC



② REC

flutter

③ REC



! ALL STOP

! ALL START

29

cheekily *p* < *f*

33

growl ord. *mf* *f* *ff* *mf* *cresc.*

! ALL STOP

36

squeak *ff*

! ALL

! ALL STOP ① PLAY

39

mf

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43

③ PLAY

47

② PLAY

50

! ALL STOP
! FX ON

molto rit

! ALL STOP
! ALL CLEAR
! FX OFF

54

simulate the looped tracks

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SONG

♩ = 72

① REC

60

mp *sf* unpitched key clicks

3 3 3

① STOP

① PLAY

64

mp *poco sf* *mp*

3

68

mf

5 5 5 5 5 5 5

3 3 3

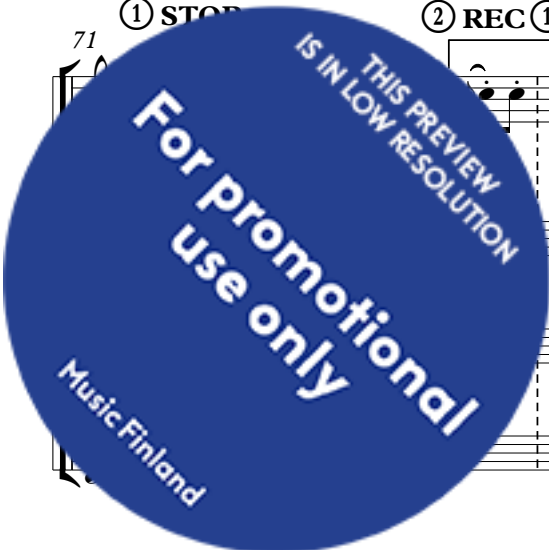
① STOP

② REC ① PLAY

71

sf

3 3 3



(2) DUB (2) PLAY

75

mp

(2) STOP

78

f *p sub.*

(2) PLAY (3) REC

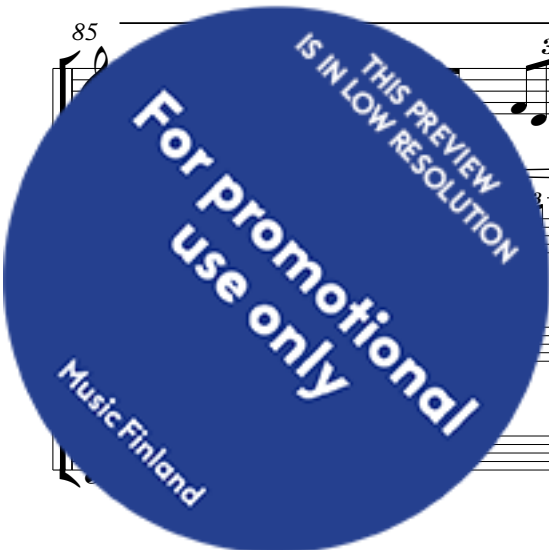
81

ff

(3) DUB (3) PLAY

85

ff *f*



89

91

molto rit.

(continuously slowing down,
repeat the boxed note
as many times as necessary
until all tracks are cleared,
add rests ad lib.)

! ALL STOP ! ALL CLEAR

94

WOO

tonal gliss. leading up to second note of bar 99

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② REC

100

③ REC

103

! ALL STOP

106

! ALL START

110

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! ALL STOP**! ALL START**

113

ff *mp* *f*

3 3 3

6 6

116

mf espress. *f* *f*

3 3 3 3

6 6

119

mf *f* *f*

3 3 3 3

6 6

ALARM

♩ = 108

Free tempo

STOP ! ALL CLEAR

122

mp *f steady and determined* *f*

3 3 3

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(repeat as many
times as necessary
until all tracks
are cleared)

① REC

126

① DUB

131

(① DUB)

136

140

microtonal gliss.

mf dolce

mf secco

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! ALL STOP

! ALL START

144

air sound, "panting"

f

148

mp

mf quirky

152

f

mf

156

ff erratic

mf

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160

sf *f*

163

mf *mf*

167

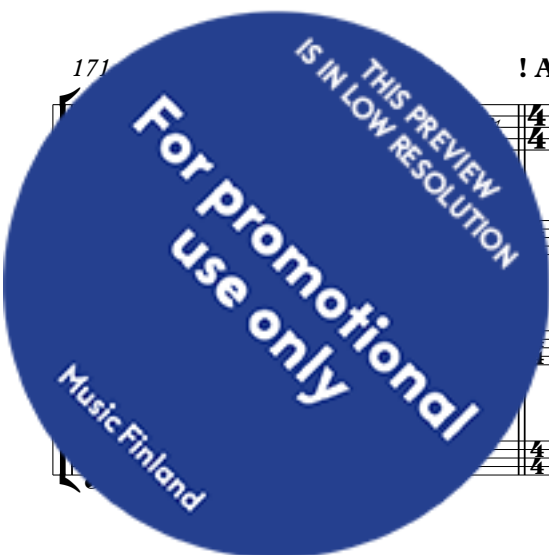
! ALL STOP

f *ff* *urgently*

171

! ALL START

mf *f*



! ALL STOP

③ REC

174

ff urgently

176 13 17

③ PLAY

178

mf ³ suspensefully

180 13 17

③ DUB

182

184 13 17

③ PLAY

186

188 13 17

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① REC

[illegible]

(① DUB)

194

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f *maestoso*

200

196

ff secco

(① DUB)

198

mf

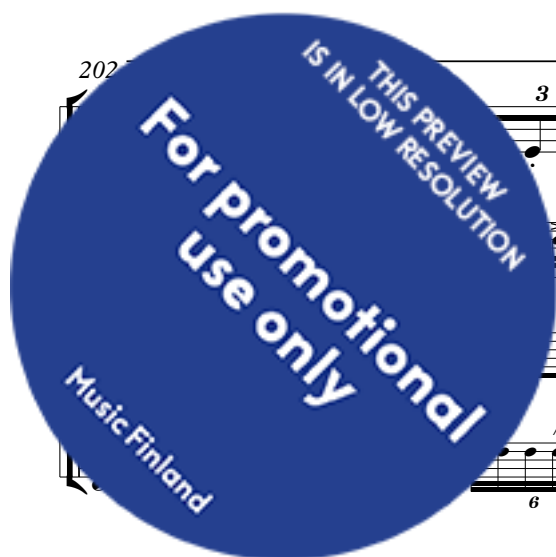
200

ff

(① DUB)

202

ff



204

fff

(1) DUB

206

(1) DUB

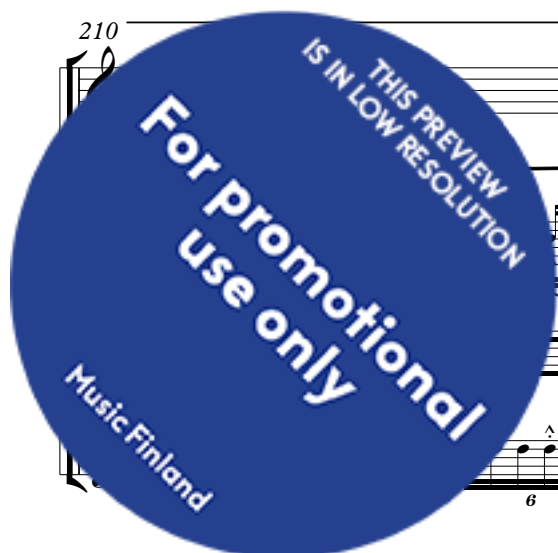
208

growl

(1) DUB

210

(1) DUB



212

! ALL STOP ③ PLAY

ord.

f

215

p ————— *sff*

FINAL CALL

♩ = 72

lower volume of looper output
to level where tongue slaps
are audible

you may also modulate the looped track
using the FX pedal like in bars 54-58

③ STOP

217

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