

Call for the Company in the Morning

(for a variety of 8 trumpets)

2022

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Commissioned by hcmf and BBC Radio 3



hcmf//

Based on *The Hunting Horn: What to Blow and How to Blow it* manual by L.C.R. Cameron, published 1910 (London, Kohler & Son)

For Piccolo Bb, Eb, three C trumpets, Bb, and two F trumpets

- I. Call for the Company in the Morning (solo)
- II. The Strake to the Field
- III. The Uncoupling of the Covert-side (solo)
- IV. On Throwing Off
- V. The Seek (solo)
- VII. To Call Away Hounds
- XI. Breaking Covert (solo)
- XII. Tally Ho, Back
- XIII. On a Scent (solo)
- XIV. Doubling the Horn
- XV. For a Fox Gone to Ground (solo)
- XVI. Call for the Terriers at an Earth
- XVIII. The Death of a Fox (solo)
- XXII. At the Killing of a Hare
- XXIII. The Rattle
- XXIV. The Recheat (solo)
- XXV. To Draw Home the Company

Call for the Company in the Morning references the tradition of fox-hunting horn calls and rhythmic signals as material for creating an open landscape of drones, with material alternating between the heralding of death, the distress of the animal, and the marking the passing of the outdoor day. The composition considers the strive for ecological balance, utilizing musical instruments to aid in hunting, though devolving into sport, and corrupting the instrument's tone into a timbre of fear.

Seventeen hunting signals from *The Hunting Horn* manual are used in *Call for the Company in the Morning*, with their sequence and number assignment retained from that text. These are presented as alternating solos and tutti sections, with short interludes of animal responses.

Call for the Company in the Morning may be performed outdoors or indoors. When outdoors, it is preferable that the players are at a great distance from one another, but within listening range. Extra cues may be needed for group coordination.

Key:



open



muted



flutter



half-valve



with voice



alternate fingering

Notes:

All pitches will be a concert D, occasionally bent up or down, occasionally in different octaves. Section XXIII will expand the pitch to a half-step sharp or flat.

All solos are ♩ = 70-86

Between solos and tutti sections are animal interludes, moments of solo expression.

Tutti sections:

II. **The Strake to the Field** (begin ♩ = approx. 86, duration approx. 1'30")

Play the top of the two versions of the rhythm together, then individual players may choose the top or bottom versions to repeat at any tempo until ending.

IV. **On Throwing Off** (duration approx. 1'30")

Reading the score from left to right, each player sounds a tone in one of three possible registers for each swell grouping, listening to others to determine one's own position in the score. Different mutes may be used.

VII. **To Call Away Hounds** (duration approx. 3'30")

Players enter in order as shown in the score (top to bottom), and each plays a total of four long tones. A sequence of four gestures is given for each player. Each gesture indicates either a mute on then gradually being removed, or a mute gradually being placed on; while raising or lowering the pitch (or not); while pivoting one's body and instrument either left or right.

XII. **Tally Ho, Back** (duration approx. 10")

At the given cue, all performers sound two quick tones.

XIV. **Doubling the Horn** (slow. at least 2'00")

Players have ready three mutes. Players begin together (open mute) and stay in time until the first fermata. For the fermata note, use one of the mutes. Repeat the first unmuted measure whenever ready, and continue on at individual pace, cycling through mutes for the fermata note. End when all have used their three mutes at least once and have arrived at the fermata note together. Fade out the final note.

XVI. Call for the Terriers at an Earth (very slow, ♩ = approx. 20)

Assign a variety of different mutes to each player: harmon, straight, bucket, velvet, wah, cup, practice, sizzle or 'CD'.

XXII. At the Killing of a Hare (fast tempo, comfortable for all players. duration approx. 1'00")

Players are to play the given rhythm as a collective hocket, with each playing two assigned notes of the sequence (except F2). Players individually cycle through the effects (starting with any) for their sounding notes.

XXIII. The Rattle (long held notes)

All players are to use a cup mute. Bb has a solo for mute articulation.

XXV. To Draw Home the Company (♩ = start approx. 144)

Begin together. Each time slower and independent and aiming away from any listeners, perhaps walking away in their own direction, to fade out.

I - Call for the Company in the Morning (piccolo Bb)

1 (optional 8vb)



f

2 bisbig. (half-valve)



3 sim. sim. HV



4 shake



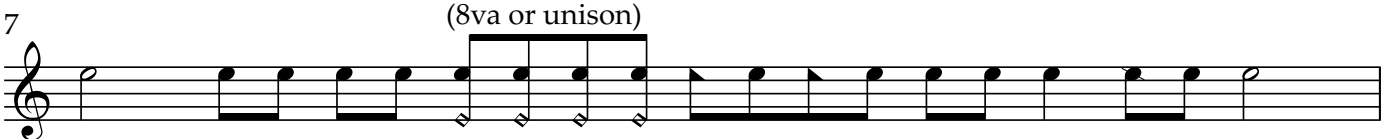
5



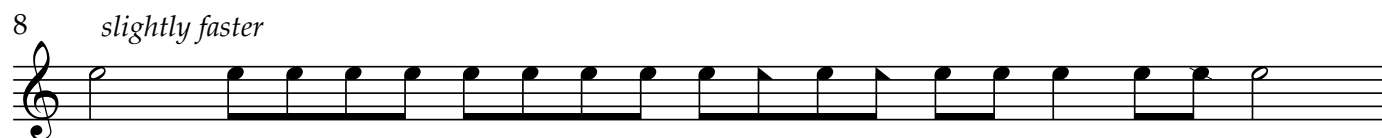
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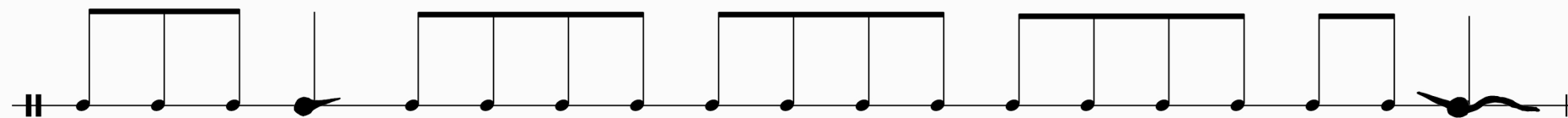
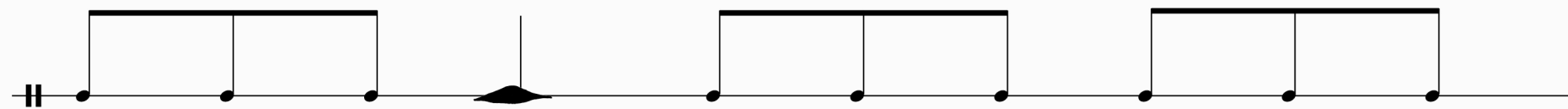
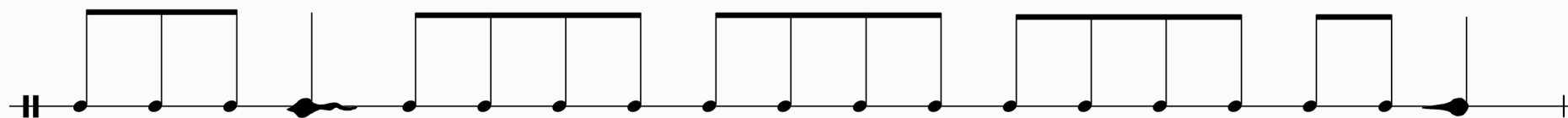
7 with voice (8va or unison)



I - Call for the Company in the Morning (piccolo Bb)



II - The Strake to the Field



III - The Uncoupling at the Covert-side - (Eb)

1

f

2

3

(bisbig.)

3

f

4

(*<*)

4

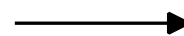
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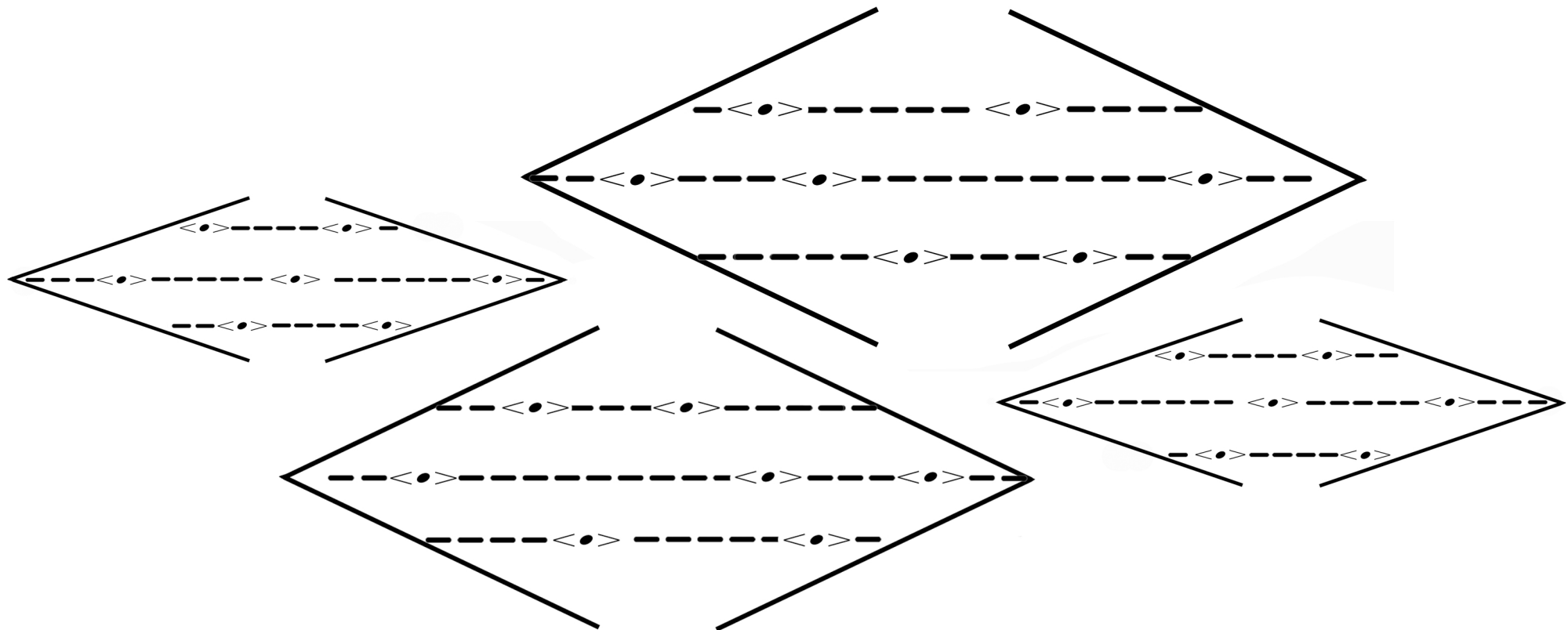
III - The Uncoupling at the Covert-side - (Eb)



F1 long quiet growl to IV



IV - On Throwing Off



V - The Seek (Double Bell C1)

1

f

2

3

(half-valve)

4

6

wawa

6

bisbig.

7

bisbig.

(flz)

8

V - The Seek (Double Bell C1)

2

9 (HV, on.off) →

10 *slower*

11 wawa

12 *A tempo* shake

13 (flz)

14 bisbig.

15

F2 screech until VII →

VII - To Call Away Hounds

A, B, C, D

Piccolo B $\flat$

mf

D, C, B, A

E $\flat$

mf

B, D, A, C

Db1 Bell C1

mf

C, A, D, B

Db1 Bell C2

mf

A, C, B, D

Db1 Bell C3

mf

D, B, C, A

B $\flat$

mf

B, A, D, C

F1

mf

C, D, A, B

F2

mf

A+ ———→ ○

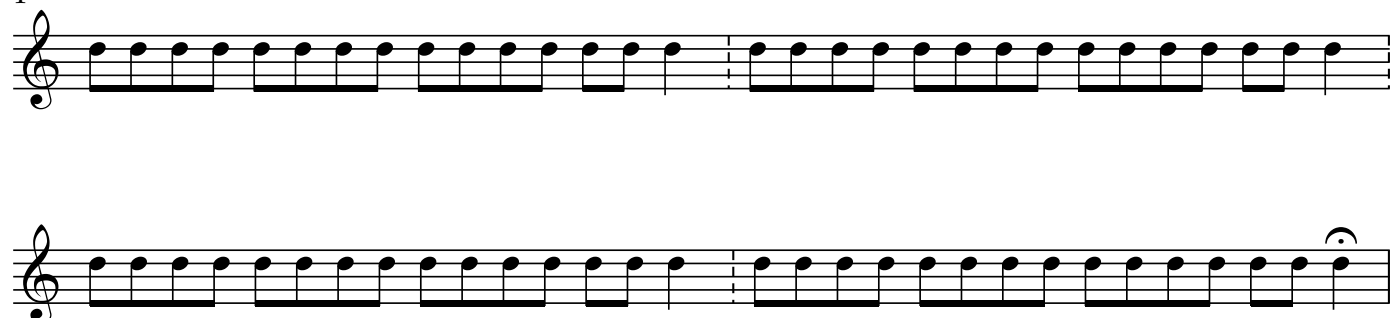
B ○ ———→ +

C ○ ———→ +

D+ ———→ ○

XI- Breaking Covert - (Double Bell C2)

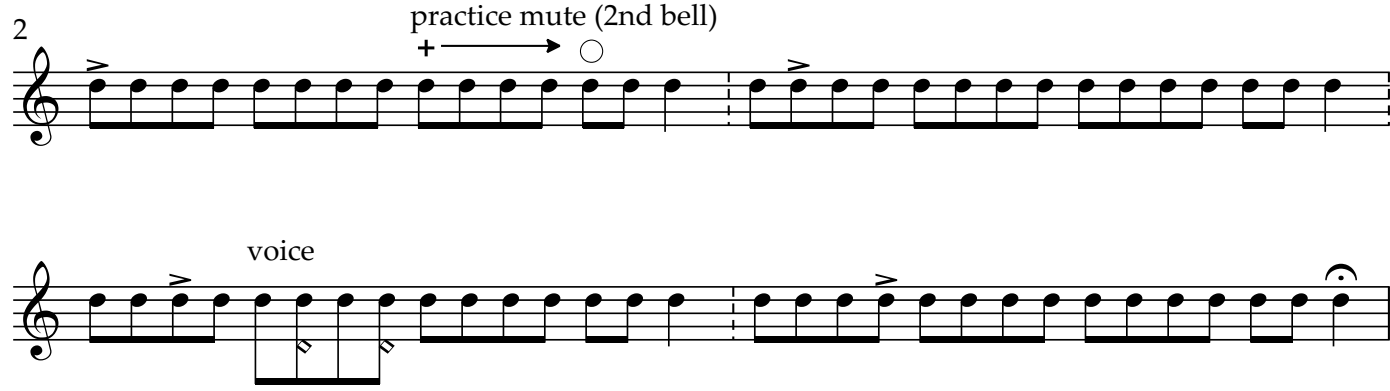
1



2

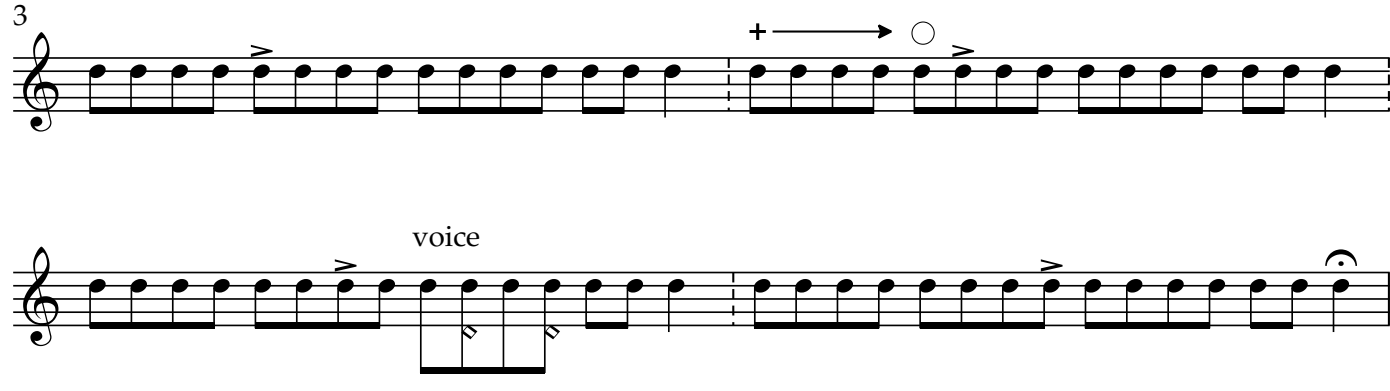
practice mute (2nd bell)

+ → ○



3

voice



4

slower

voice

faster than 'a tempo'



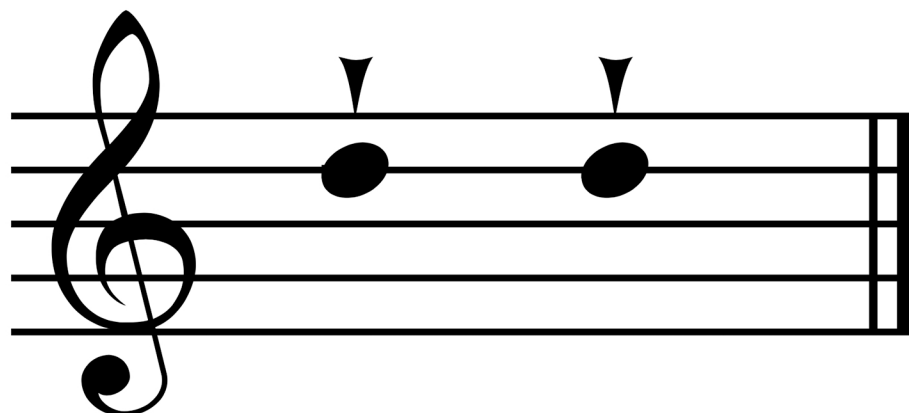
XI- Breaking Covert - (Double Bell C2)

5 *A tempo*

voice

piccolo screech until XII →

XII - Tally Ho, Back



Wait for C3 solo

XIII - On a Scent (Double Bell C3)

2 half-valve alt. (alt.finger or mute)

3 (HV) alt. sim.

[illegible][illegible]

6

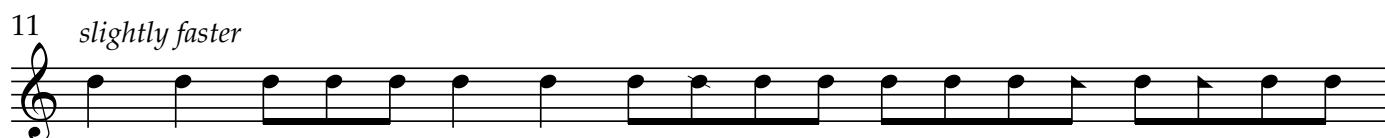


Measure 6 contains a sequence of eighth and sixteenth notes. It begins with an eighth note on G4, followed by an eighth note on A4. This is followed by a pair of beamed eighth notes: G4 and A4. Then comes a quarter note on B4, followed by an eighth note on A4. The measure continues with an eighth note on G4, followed by a pair of beamed eighth notes: G4 and A4. This is followed by a pair of beamed eighth notes: G4 and A4. Then comes a pair of beamed eighth notes: G4 and A4. The measure ends with a pair of beamed eighth notes: G4 and A4.

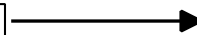
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8

XIII - On a Scent (Double Bell C3)



Eb, one long inhalation



XIV - Doubling The Horn

Slow ○

split

split

Mute 1, Mute 2, Mute 3

Piccolo B $\flat$

mp

split

E $\flat$

mp

split

split

Db1 Bell C1

mp

split

split

Db1 Bell C2

mp

split

split

Db1 Bell C3

mp

split

split

B $\flat$

mp

split

split

F1

mp

split

split

F2

mp

split

split

XV - For a Fox Gone To Ground (Bb)

1

f

2

half-valve

voice

3

bisbig.

Db1 Bell C1 quiet low tones



XVI - Call for the Terriers at an Earth

very slow

The musical score is written for eight instruments, each on a separate staff. The instruments are labeled on the left: Piccolo B $\flat$, E $\flat$, Db1 Bell C1, Db1 Bell C2, Db1 Bell C3, B $\flat$, F1, and F2. The tempo is marked *very slow*. The score consists of two measures, separated by a vertical dashed line. Each instrument part begins with a key signature change (B $\flat$, E $\flat$, or F $\sharp$) and ends with a fermata. The Piccolo B $\flat$ part starts with a D $\sharp$ note. The E $\flat$, Db1 Bell C1, Db1 Bell C2, and B $\flat$ parts start with a B $\flat$ note. The Db1 Bell C3 part starts with an F $\sharp$ note. The F1 and F2 parts start with an F $\sharp$ note. The Piccolo B $\flat$ part has a D $\sharp$ note at the end of the second measure. The E $\flat$, Db1 Bell C1, Db1 Bell C2, and B $\flat$ parts have a B $\flat$ note at the end of the second measure. The Db1 Bell C3 part has an F $\sharp$ note at the end of the second measure. The F1 and F2 parts have an F $\sharp$ note at the end of the second measure.

XVIII - The Death of a Fox (F1)

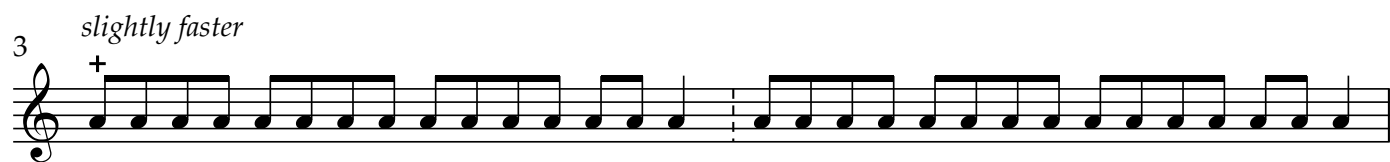
1



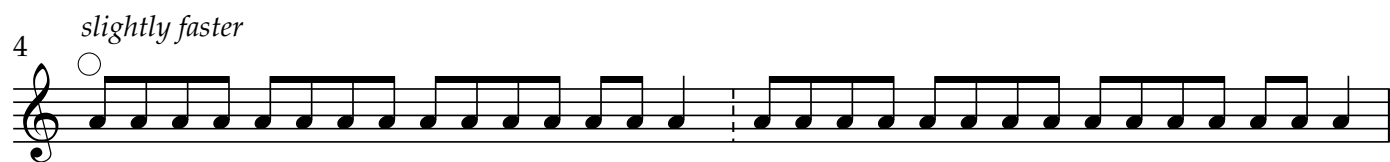
2 *slightly faster*



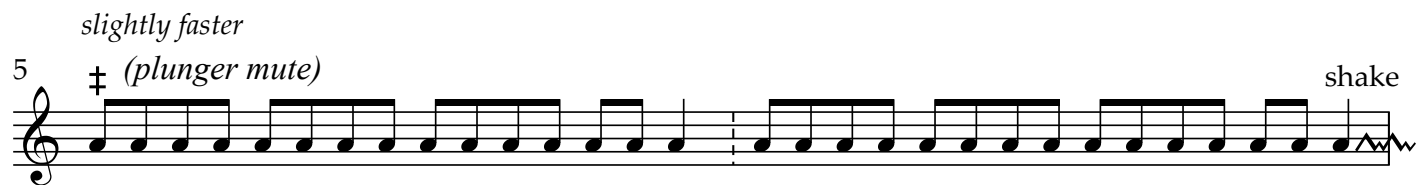
3 *slightly faster*



4 *slightly faster*



5 *slightly faster* *‡ (plunger mute)* shake



6 *slightly slower*



7 *slightly slower*



8 *slightly slower*



9 *slightly slower*



10 *slightly slower*
‡ (*plunger mute*)



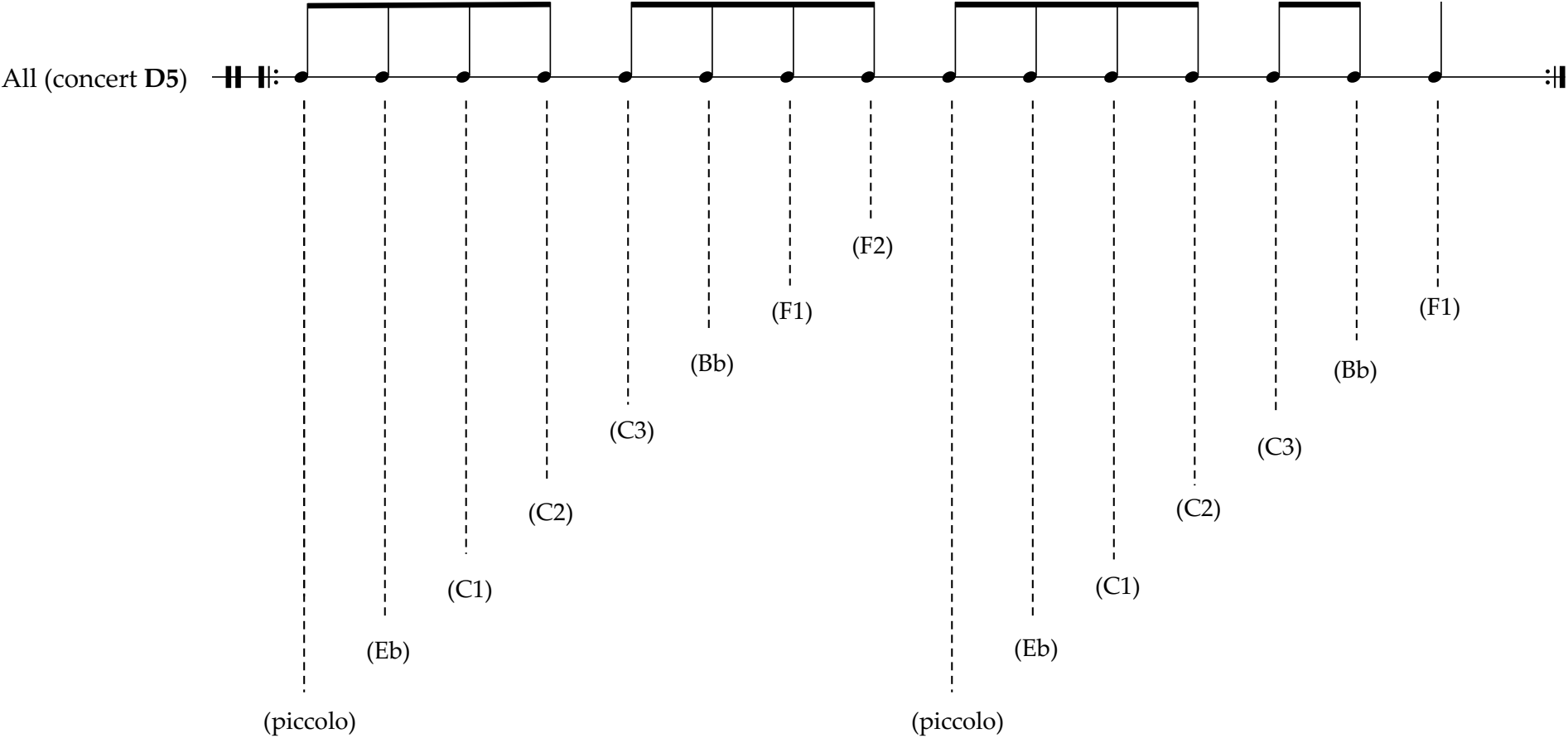
slow shake

Dbl Bell C2 sim. slow shake



XXII - At the Killing of a Hare





F1 hold note until XXV



XXIII - The Rattle

XXIII - The Rattle

Score for Percussion Instruments:

- Piccolo Bb:** Starts with *p* (piano) in measure 1, then *mp* (mezzo-piano) in measure 9. Notes are mostly whole notes, with some eighth notes in measures 6-8 and 13.
- Eb:** Starts with *p* in measure 1, then *mp* in measure 9. Notes are mostly whole notes, with some eighth notes in measures 6-8 and 13.
- Db1 Bell C1:** Starts with *p* in measure 1. Notes are mostly whole notes, with some eighth notes in measures 6-8 and 13.
- Db1 Bell C2:** Starts with *p* in measure 1. Notes are mostly whole notes, with some eighth notes in measures 6-8 and 13.
- Db1 Bell C3:** Starts with *p* in measure 1. Notes are mostly whole notes, with some eighth notes in measures 6-8 and 13.
- Bb:** Starts with *p* in measure 1. Notes are mostly whole notes, with some eighth notes in measures 6-8 and 13.
- F1:** Starts with *p* in measure 1. Notes are mostly whole notes, with some eighth notes in measures 6-8 and 13.
- F2:** Starts with *p* in measure 1. Notes are mostly whole notes, with some eighth notes in measures 6-8 and 13.

Dynamics and Performance Markings:

- p* (piano) is marked at the beginning of measures 1, 9, and 13 for most instruments.
- mp* (mezzo-piano) is marked in measure 9 for Piccolo Bb, Eb, and F1.
- mf* (mezzo-forte) is marked in measure 13 for Bb, F1, and F2.

XXIII - The Rattle

14

Picc. B $\flat$

E $\flat$

C1

C2

C3

B $\flat$

F1

F2

mf

f

mf

mp

XXIII - The Rattle

3

27

Picc. B♭

mp

p

E♭

mp

p

C1

mp

p

C2

mp

p

C3

mp

p

B♭

mp

p

F1

mp

p

F2

p

[illegible]

XXIII - The Rattle

5

51

Picc. B $\flat$

E $\flat$

C1

C2

C3

B $\flat$

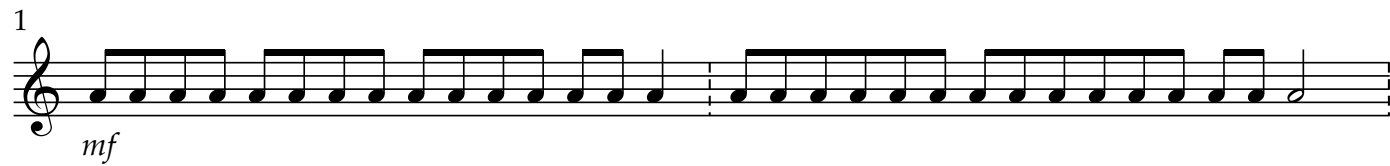
F1

F2

f *mf* *mp* *p*

XXIV - The Recheat - (F2)

1



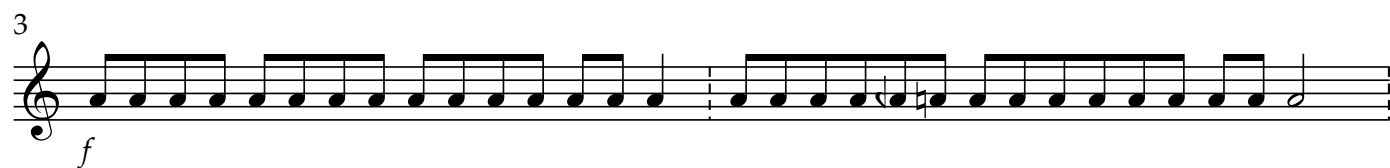
mf



2



3



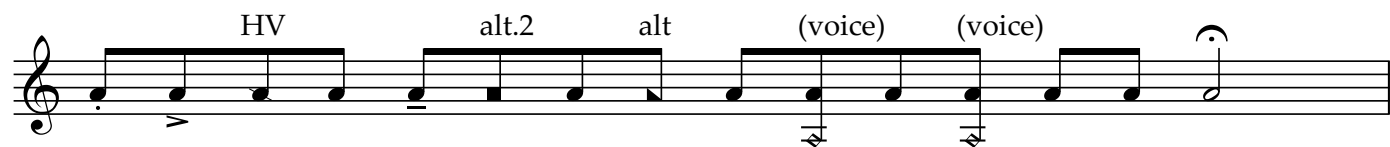
f



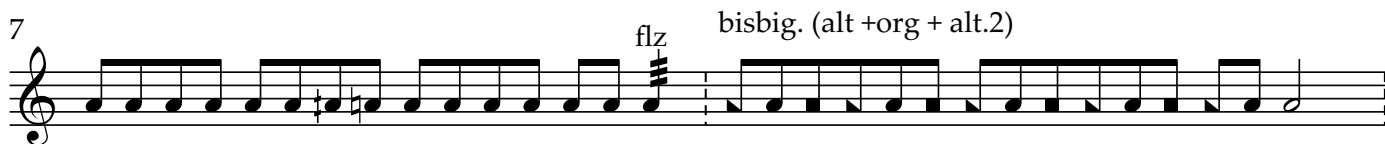
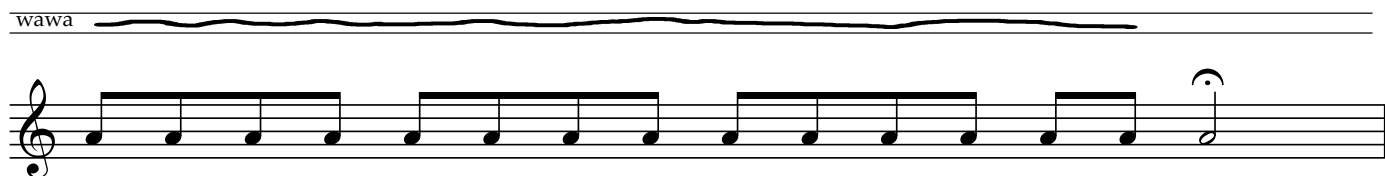
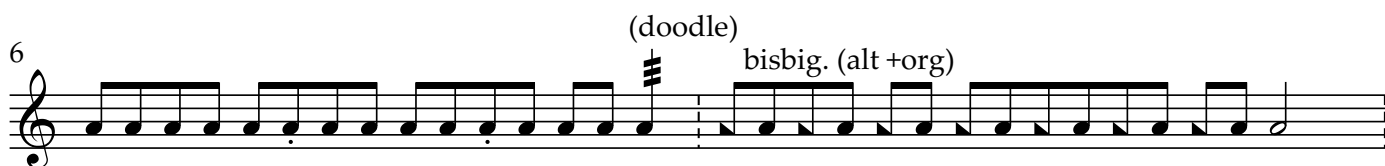
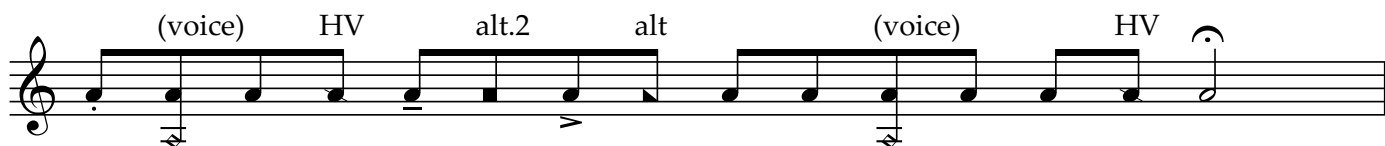
4



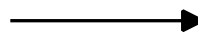
alt (voice) HV alt.2 (voice) slow shake



HV alt.2 alt (voice) (voice)



Dbl Bell C3 breathe heavy to XXV



XXV - To Draw Home the Company

each time slower and independent and aiming away from any listeners

each time slower and independent and aiming away from any listeners

Piccolo B $\flat$ *mf (>) p*

E $\flat$ *mf (>) p*

Db1 Bell C1 *mf (>) p*

Db1 Bell C2 *mf (>) p*

Db1 Bell C3 *mf (>) p*

B $\flat$ *mf (>) p*

F1 *mf (>) p*

F2 *mf (>) p*

XXV - To Draw Home the Company

2

Picc. B $\flat$

E $\flat$

C1

C2

C3

B $\flat$

F1

F2

The musical score for "XXV - To Draw Home the Company" on page 2 consists of eight staves. The instruments are Piccolo B $\flat$, E $\flat$, C1, C2, C3, B $\flat$, F1, and F2. The Piccolo B $\flat$ staff starts with a measure rest, then plays eighth notes. The other staves start with a half note rest, then play eighth notes. The music is written in treble clef with a key signature of one flat. The piece concludes with a double bar line and repeat dots on each staff.

Dineyazhe Music (ASCAP), 2022

