

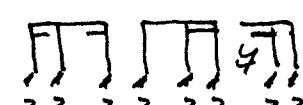
# Five Alive

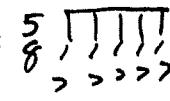
Rob Power 2003

## Instrumentation

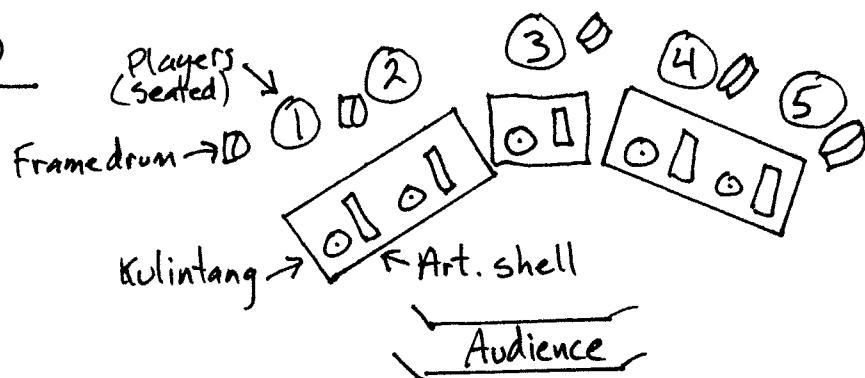
- 5 frame drums, graduated in pitch (ranging in diameter from 6"-15")
  - 5 lengths of copper tubing (1½" diameter, cut into graduated lengths from 10"-18")
  - 5 artillery shells, graduated in pitch
  - 5 Kulintang, graduated in pitch
- } substitute other resonant metals if necessary. No brake drums!

## Calls + Responses

Call: ☺ = 

Responses: '3' =  $\frac{3}{8}$   '5' =  $\frac{5}{8}$    
 '8' =  $\frac{8}{8}$   etc.

## Setup



Player 1 - copper tube (smallest), frame drum (smallest), Kulintang, Art shell (any pitch)

Player 2 - " (third size up) " (third size up), " " "

Player 3 - " (second size up) " (second size up), " " "

Player 4 - " (fourth size up) " (fourth size up), " " "

Player 5 - " (largest) " (largest), " " "

\* - all metals play with vibe mallet

\* - all frame drums played with vibe mallet, or back end of mallet (as indicated)

\* - Kulintang and Art. shells are placed on a bench (on foam) in no particular pitch order, as long as 5 different pitches are used

\* - frame drums and copper tubes are hand-held

## Five Alive

- A**
- all players begin behind audience (ie. in lobby of theatre) with a copper tube (held lightly at the node) and a vibe mallet.
  - Player 1 begins  $\left[ \begin{matrix} 3 \\ 4 \end{matrix} \right] \text{ d. } :|| \quad \text{mf}$   $\lambda = 120$
  - Player 2 - wait a while, then place a single note anywhere in the measure ('and of 2', etc.). Play in the same part of the measure for each repeat.
  - Player 3 - find an empty space in the measure, and place one note (mf). Play in the same part of the measure for each repeat.
  - Player 4 - sim.
  - Player 5 - sim.
- B**
- once all players are in the groove, proceed into theatre and slowly head towards stage (through or surrounding the audience)
  - feel free to add more notes if so moved
  - continue playing as you take your seat on stage.
- C**
- when all players are seated, player 1 adds a Kulintang note to his/her pattern
- Ex:  $\left[ \begin{matrix} 3 \\ 4 \end{matrix} \right] \text{ p. } \left[ \begin{matrix} 3 & 3 & 1 \end{matrix} \right] \leftarrow \text{Kulintang}$

tube →
- when ready, player 2 adds a Kulintang note to his/her pattern
  - players 3-5 do the same (one at a time)
- D**
- when all the Kulintang are in, player 1 adds an artillery shell to his/her pattern
  - player 2-5 do the same, one at a time, as in **C**
  - maintain this pattern for 30-60 seconds

## Five Alive

**E**

- player 1 fades out of tube/kuli/shell pattern, and picks up frame drum. Play a solo using back end of vibe mallet only. When finished, slip into the following drum pattern:

$\begin{matrix} \circ \\ \downarrow \end{matrix}$  = open tone       $\begin{matrix} \circ \\ \downarrow \end{matrix}$  = muted tone

(dampen drum with the other hand. Do not play 'dead strokes')

(d = 120)

P (back end of mallet)

**P1**  $\frac{3}{4} \parallel : \begin{matrix} \circ & \downarrow & \circ & \downarrow & \circ & \downarrow & \circ & \downarrow \end{matrix} \parallel$

- player 2 fades out of tube/kuli/shell pattern, and picks up frame drum. Play a solo using back end of vibe mallet only. When finished, slip into the following drum pattern:

**P2**  $\frac{3}{4} \parallel : \begin{matrix} \circ & \downarrow & \circ & \downarrow & \circ & \downarrow \end{matrix} \parallel$

- player 3 sim.  $\_ \_ \_ \rightarrow$  **B3**  $\frac{3}{4} \parallel : \begin{matrix} \circ & \downarrow & \circ & \downarrow & \circ & \downarrow \end{matrix} \parallel$

- player 4 sim.  $\_ \_ \_ \rightarrow$  **P4**  $\frac{3}{4} \parallel : \begin{matrix} \circ & \downarrow & \circ & \downarrow & \circ & \downarrow \end{matrix} \parallel$

- player 5 sim.  $\_ \_ \_ \rightarrow$  **P5**  $\frac{3}{4} \parallel : \begin{matrix} \circ & \downarrow & \circ & \downarrow & \circ & \downarrow \end{matrix} \parallel$   
(back end of mallet)

**F**

- When all drums are in, player 1 takes a solo with regular end of vibe mallet. When finished, he/she plays the call  $\textcircled{3} (\text{F F F}, \text{F F F}, \text{F F F})$
- all other players respond with regular end of mallet as indicated (there are always three calls):

$\textcircled{3} 3 \textcircled{3} 3 \textcircled{3} 3 \rightarrow$  all players immediately go back into original groove from **E**, this time using regular end of mallet only

$f f f p f p \leftarrow$

$(3 = \frac{3}{4} \text{ F F F})$

# Five Alive

... [F]

- player 2 solo w/vibe mallet, then end with call: ☺3 ☺2 ☺4  
Then, back into groove.

f f f p f p <

- player 3 " " " " : ☺3 ☺3 ☺5  
f f f p f p <
- player 4 " " " " : ☺3 ☺5 ☺8  
f f f p f p <
- player 5 " " " " : ☺3,4,5,6,7,8 ☺8,7,6,5,4,3,2,1 [END]  
 f → pp → ff  
 (resp: ██████████|██████████|██████████|██████████|etc...)

## Notes

- during call + response, all players (except the caller) respond in unison
- the piece should be memorized - it may be helpful to tape a 'cheat sheet' of the responses on the side of each frame drum (see next page)
- players should feel free to improvise within this structure. In particular, feel free to respond and communicate with the soloist at any given time.
- the lengths of solos, transitions, etc., are left to the discretion of the performers
- Duration 8-15"
- Five Alive was premiered by The Scrunchers in November 2003 in Goose Bay, Labrador. It has been recorded by the same group on The Scrunchers' debut CD, Journey.

# Five Alive (Score)

**A** (offstage)      **B**      **C**      **D**

|   |                |          |                |
|---|----------------|----------|----------------|
| ① | <br>coppertube | <br>Kuli | <br>Art shell. |
| ② | "              | " ---    | " ---          |
| ③ | "              | " ---    | " ---          |
| ④ | "              | " ---    | " ---          |
| ⑤ | "              | " ---    | " ---          |

**E** (back of mallet)      **F** (vibe mallet)

|   |                                |                         |                      |                             |    |
|---|--------------------------------|-------------------------|----------------------|-----------------------------|----|
| ① | Frame Drum<br>Solo, pattern... | 00000 00000 00000 00000 | F.D Solo,<br>Call    | 00 resp 00 resp 00 resp 00  | >< |
| ② | -----<br>      F.D<br>Solo     | 00000 00000 00000 00000 | response 00<br>call  | Solo, 00000 resp 00 resp 00 | >< |
| ③ | -----<br>      F.D<br>Solo     | 00000 00000 00000 00000 | 00000 110000 00 resp | Solo, 00 resp 00<br>CALL    | >< |
| ④ | -----<br>      F.D<br>Solo     | 00000 00000 00000 00000 | 00000 110000 00 resp | Solo, 00 resp 00<br>CALL    | >< |
| ⑤ | -----<br>      F.D<br>Solo     | 00000 00000 00000 00000 | 00000 110000 00 resp | Solo, 00 resp 00<br>CALL    | >< |

END

## CHEAT SHEET (attach to drum)

|       |   |   |   |   |
|-------|---|---|---|---|
| PI. 1 | 3 | 3 | 3 | 3 |
|       | F | F | P | P |
| PI. 2 | 3 | 3 | 2 | 4 |
| PI. 3 | 3 | 3 | 3 | 5 |
| PI. 4 | 3 | 3 | 5 | 8 |
| PI. 5 | 3 | 4 | 5 | 6 |

(dynamics same each time...)

pp      ff