

# Five Alive



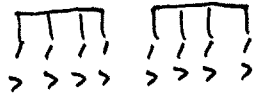
Rob Power 2003

## Instrumentation

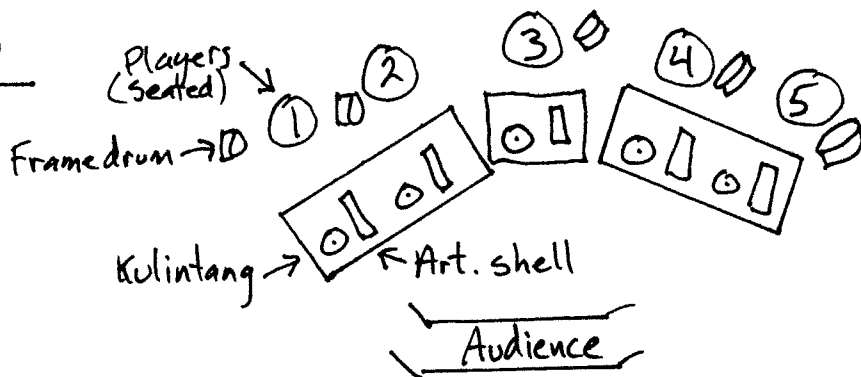
- 5 frame drums, graduated in pitch (ranging in diameter from 6" - 15")
  - 5 lengths of copper tubing (1 1/2" diameter, cut into graduated lengths from 10" - 18")
  - 5 artillery shells, graduated in pitch
  - 5 Kulintang, graduated in pitch
- } substitute other resonant metals if necessary. No brake 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

- 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  $\parallel \begin{matrix} 3 \\ 4 \end{matrix} \underline{\text{d}} \parallel \text{mf} \quad \text{d} = 120$
  - 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:  $\parallel \begin{matrix} 3 \\ 4 \end{matrix} \underline{\text{d}} \parallel \leftarrow \text{Kulintang}$

tube  $\nearrow$  P

- 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

... **F**

- player 2 solo w/vibe mallet, then end with call: ☺ 3 ☺ 2 ☺ 4  
f f f p f p <  
Then, back into groove.
- 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 Scrunchens in November 2003 in Goose Bay, Labrador. It has been recorded by the same group on The Scrunchens' debut CD, Journey.

