

LIFE IS A RUBICK'S CUBE

MOVEMENT ONE: WHEN BIRDS WERE STILL PEOPLE

This score is part of a game based scenario. If listening to recording while reading score, please note that all instrument parts are played by chance/self determination¹ of players. Many parts will not be heard at all and often only fragments, this is part of the desired texture, it reminds us of Life and what we do with our abilities.

RED-GAMELAN & WHITE-GLASS ENSEMBLE² (CIPHER SCORE)

Instrument	Score
Kendhang Fossil Percussion R4, W8	2/4 emphasis on 2 nd Beat Elaborate and Improvise around 16 Gatra Melody.
Kenong, Kempyang & Kethuk, Glass Gongs R5, W7 (T = Big Gong, Y = small Gong, 1 = middle Gong or Numbered Kenong, . = rest)	SECTION 1 {Gatra 1} {Gatra 2} {Gatra 3} {Gatra 4} . . . T T . . . 1 . 3 . 5 . 3 . 5 . 3 . 5 . 6 . 1 {Gatra 5} {Gatra 6} {Gatra 7} {Gatra 8}
Gendèr Barung, Bonang Barung, Glass Bonang R1, R2, W6	. . . T T . . . 1 . 3 . 5 . 3 . 5 . 3 . 5 . 6 . 1
Kenong, Kempyang & Kethuk, Kempul, Glass Gongs R5, R6, W7 (2L, 3L etc = Numbered Kempul; LINE ABOVE NUMBER = double speed)	SECTION 2 {Gatra 9} {Gatra10} {Gatra11} {Gatra12} Y T Y . Y T Y 3 Y T Y 2L Y T Y 5 . 3 . 6 . 5 . 3 2 2 . . . 2 . 1 {Gatra13} {Gatra14} {Gatra15} {Gatra16}
Gendèr Barung, Bonang Barung, Glass Bonang R1, R2, W6 (elaborate)	Y T Y 5L Y T Y 5 Y T Y 6L Y T Y 1
Saron Panerus, Saron Barung, Slenthem, Stolen Screams, Trianglophone, Ifophone, Difophone R7, R8, R9, W2, W3, W4, W5	$\overline{531}$. 5 . 3 . $\overline{56}$. 3 . 6 $\overline{532}$. 1 REPEAT FROM BEGINNING OF SECTION 2 UNTIL BIG GONG SIGNALS END OF MOVEMENT 1

1 Players are given a starting point/instrument and ending point/instrument within the plan of the cube, see Appendix 1. They are free to move from instrument/score to instrument/score at anytime. Some players will stick with one instrument the whole piece, others will move around. I have written them music and a life journey, it is a structure for them to move around in and realise their life path. <http://rubicksmusic.wordpress.com/>

2 The white ensemble consists of handmade/recycled glass instruments. Viewable at <http://rubicksmusic.wordpress.com/>. Each instrument is numbered in its own 5 tone scale and is not tuned to any of the other instruments. It is hoped that as these instruments are foreign and hand made not many people will play them or play them for long :-), introducing a nice chime in chime out texture.

MOVEMENT TWO: WAITING

The process of waiting is highlighted in this movement as each player plays one motif (similar to Beethoven's Fifth Movement One) then another (similar to Gershwin's Rhapsody in Blue) until I, the director tells them which one to repeat for the rest of the movement. Simulating the act of waiting and indecision that is present in all our lives using the 2 most popular hold musics from <http://www.mirroraudio.co.uk/titles.htm>

RED-GAMELAN & WHITE-GLASSESEMBLES

Instrument	Score
Kendhang Fossil Percussion R4, W8	Motif A: 24 beats – accent on 2nd and 4th Motif B: 24 beats – accent on 2nd and 4th but make it jazzier.
Kenong, Kempyang & Kethuk, Kempul, Glass Gongs R5, R6, W7	{Gatra 1} {Gatra 2} {Gatra 3} {Gatra 4} Y T Y . Y T Y 1 Y T Y 1L Y T Y 6 {Gatra 5} Y T Y . Y T Y 3/3L {Gatra 7} {Gatra 8} {Gatra 9} {Gatra10} Y T Y . Y T Y 6 Y T Y . Y T Y 6 {Gatra11} {Gatra12} Y T Y 2L Y T Y 1
Gendèr Barung, Bonang Barung, Glass Bonang R1, R2, W6 (& elaborate) Saron Panerus, Saron Barung, Slenthem, Stolen Screams, Trianglophone, Ifophone, Difophone R7, R8, R9, W2, W3, W4, W5	{Gatra 1} {Gatra 2} {Gatra 3} {Gatra 4} $\overline{5553} . 3 \quad \overline{3331} . 1 \quad . 1 . 1 \quad \overline{5553} . 6$ {Gatra 5} $\overline{653} . 3 \quad \overline{653} . 3$ {Gatra 7} {Gatra 8} {Gatra 9} {Gatra10} $1 \overline{355} . \quad \overline{5353} . 6 \quad 1 \overline{355} . \quad \overline{5353} . 6$ {Gatra11} {Gatra12} $. 1 . 2 \quad . 1 . 1$