

The Wheel

for marimba, metronomes, and Balinese gongs

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Instrumentation

Player 1 – Marimba, played with 2 medium rubber mallets

Player 2 – Metronome (set to 120 b.p.m.)

Kempli (a small Balinese button gong), played with a small padded gong beater

Player 3 – Metronome (set to 126 b.p.m.)

Klenleng or Klintong (a small, high-pitched Balinese kettle gong), played with a hard yarn mallet

Kempur (a medium-sized Balinese button gong), played with a small padded gong beater

Gong Wadon or Lanang (a large, deep Balinese button gong), played with a large padded gong beater

Performance Instructions

Player 1

The mallets used must be hard enough to bring out the articulations in the middle and high registers, but still soft enough to bring out the pitch and resonance of the low register.

The entire piece must be performed in strict tempo with Player 2's metronome.

The large numbers above the repeat signs (e.g., 9x, 5x, etc.) indicate the total number of times that each measure is to be played.

The large rehearsal letters indicate points at which the first note of a measure (during the first iteration of that measure) lines up with a gong wadon or kempur strike.

Players 2 and 3

Players 2 and 3 must sit on opposite sides of Player 1.

The entire piece must be performed in strict tempo with Player 2's metronome (i.e., Metronome 1).

The two metronomes, which must be identical to each other, should sound at a *mf* dynamic and, if possible, have pendulums or blinking lights.

The piece begins when Player 2's metronome (i.e., Metronome 1) is started. Player 3's metronome (i.e., Metronome 2) should be started at the point indicated in the music, although it need not be precisely synchronized with the downbeat of the measure.

The klenleng, kempur, and gong wadon must be allowed to ring throughout the work. The final gong strike should be allowed to decay naturally.

The large numbers above the repeat signs (e.g., 9x, 5x, etc.) indicate the total number of times that each group of measures is to be played.