

Two Dans
by Daniel Goode

Instructions

Looking at the road-map/score, you can see there are six episodes, marked I – VI, and vertically labeled with the gamelan instrument names, abbreviated. Each episode is preceded and ended by one gong stroke. That stroke is accompanied with one shaking gesture with a rattle, plus a slide whistle or other “wheezing” device. The piece ends with this combination, too.

These episodes correspond to six “rounds” of a wrestling match performed by the puppets. Each instrument has a musical motif of two notes per episode in the Slendro scale. There are five tempi: T1 (slowest) to T5 (fastest). They should be roughly calibrated before playing the score. Above each pair of notes are numbers corresponding to the number of beats per note in that tempo. To damp or not to, is a performance choice, an important one, as is loudness. And to be used sparingly: pulsing the value of each a note instead of letting it ring for the number of designated beats. This could be used to underline vigorous moments of the fight, and for crescendo effects. To repeat: use sparingly. The infinity sign (an 8 on its side) means that the note underneath it can be held (or pulsed) an indeterminate time, either short or long.

There is a lot of room in this piece for the puppeteer and the music ensemble to craft a successful shape with convincing details. More notes follow on the next page.