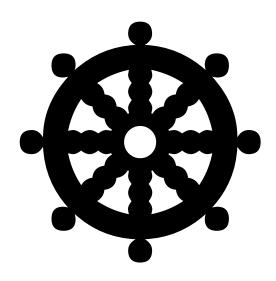
# Keichu's Wheel



for flute, two harps, marimba, stone chimes and percussion

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#### Instrumentation

Flute

Harp I & II

Marimba\*

Stone Chimes (Bianging)\*

Percussion\*

- 4 tom-toms, turned on side and struck on the shell log drum (very lg.)
- 2 bamboo chimes (sm. and lg.)
- congas
  mokubio (or other high, piercing woodblock)
  tam-tam (very lg.)
  sm. bamboo sticks wrapped together (or wire brushes)

## **Instrument-Specific Notes**

- Flute -



• Notes with "x" heads indicate to breath through instrument w/o producing pitch. Pitch-bends are done by rotating the instrument front and back only and all quarter-tones are approximations only.

- Harp -

T. = près de la table

= fingernail pizz. (snap string with nail)



= bartok pizz. (play at the lower end of the strings, letting the finger slide immediately and vigorously to the body of the instrument.)

= slide finger down the string lightly, from top downward for the entire duration of the note.

- In order to facilitate the pitch-bends, slowly change the pedal immediately after striking the note.
- Harp harmonics sound at pitch indicated.

<sup>\* 2</sup> percussionists total

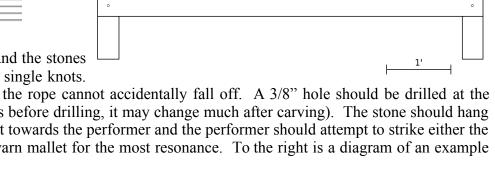
- The stones should be of decent resonance and tuning ability. Limestone, Slate and Jade are all very fashionable for such a purpose, but limestone is probably the most easily adaptable because of its soft and porous composition.
- There should be six stones of equal starting density and area, preferably with a pitch around "F#4" before carving and the ratios of pitch above the fundamental should be: 16/15, 4/3, 3/2, 9/5, and 2/1. (For a more indepth look at tuning theory, please consult Genesis of a Music by Harry Partch.) These ratios can be realized with approximation, as stone density will vary from stone to stone. The pitches of the six stones should attempt be as close as possible to the following:



The stones should be supported by a stand at least 6x6x4 and the stones should be strung on hooks by a single rope sectioned with single knots.

Every other hook should be turned 180 degrees to ensure the rope cannot accidentally fall off. A 3/8" hole should be drilled at the corner node of each stone (Be sure to test all possible nodes before drilling, it may change much after carving). The stone should hang with a slight angle, with the bottom of the stone hanging out towards the performer and the performer should attempt to strike either the middle-bottom or middle-center of the stones with a hard yarn mallet for the most resonance. To the right is a diagram of an example of a sturdy, feasible stone chimes and stand:

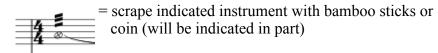
- Percussion -



16/15

2/1





#### **General Concerns**

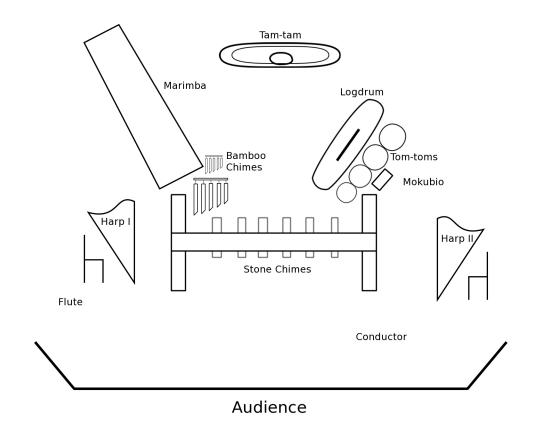
- All spoken words should be pronounced in a natural, un-self-conscious manner, so that the speech is smooth and remain on a single pitch with a slight dip at the end through the duration of each and every syllable. Dips at the ends of a sentence can be larger.
- A great deal of concern must be given to not only what a player does, but how she does it. The performers must have a clear mental image -- a kinetic impulse -- for all musical sounds. The player should otherwise be inclined to enhance visible theatrics, especially when playing slower and less complicated passages. These actions should be unique and spontaneous to each individual.

## **Program Notes**

Getsuan said to his students, "Keichu, the first wheel-maker in China, made two wheels having fifty spokes each. Suppose you took a wheel and removed the nave uniting the spokes. What would become of the wheel? If Keichu had done so, could he be called the master wheel-maker?"

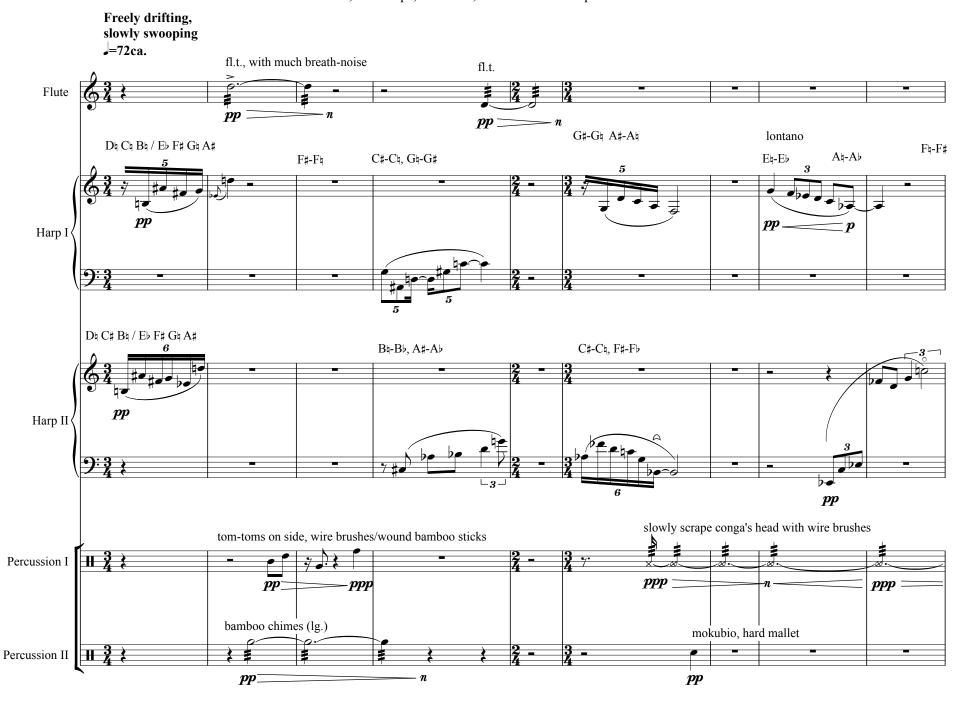
"Keichu's Wheel", from The Gateless Gate

### **Stage Layout**



## Keichu's Wheel

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**C** with unappeasable yen



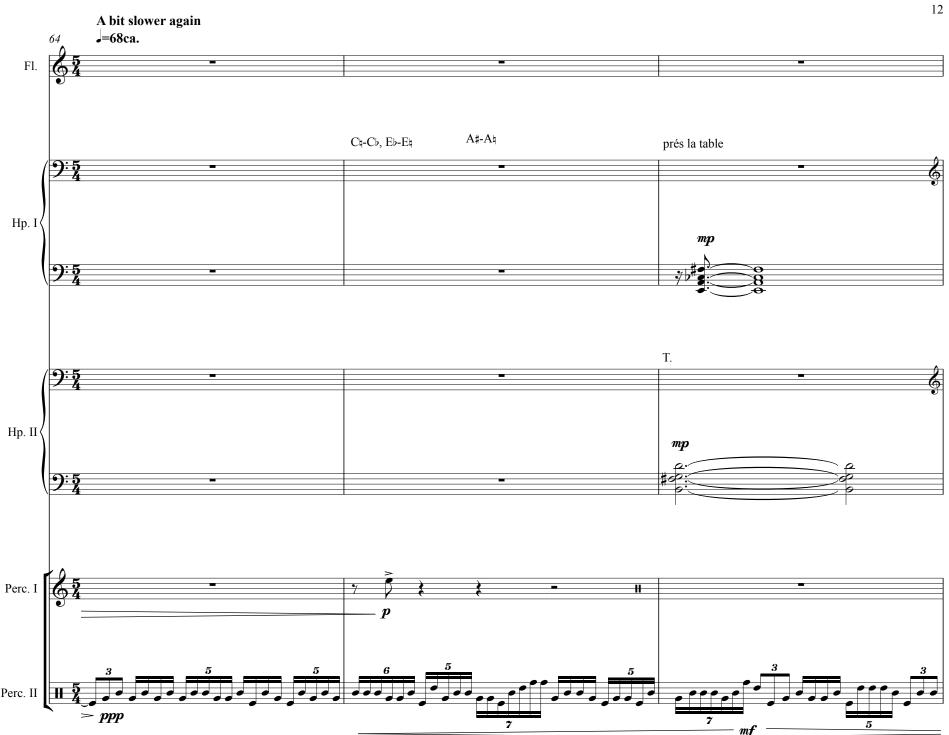








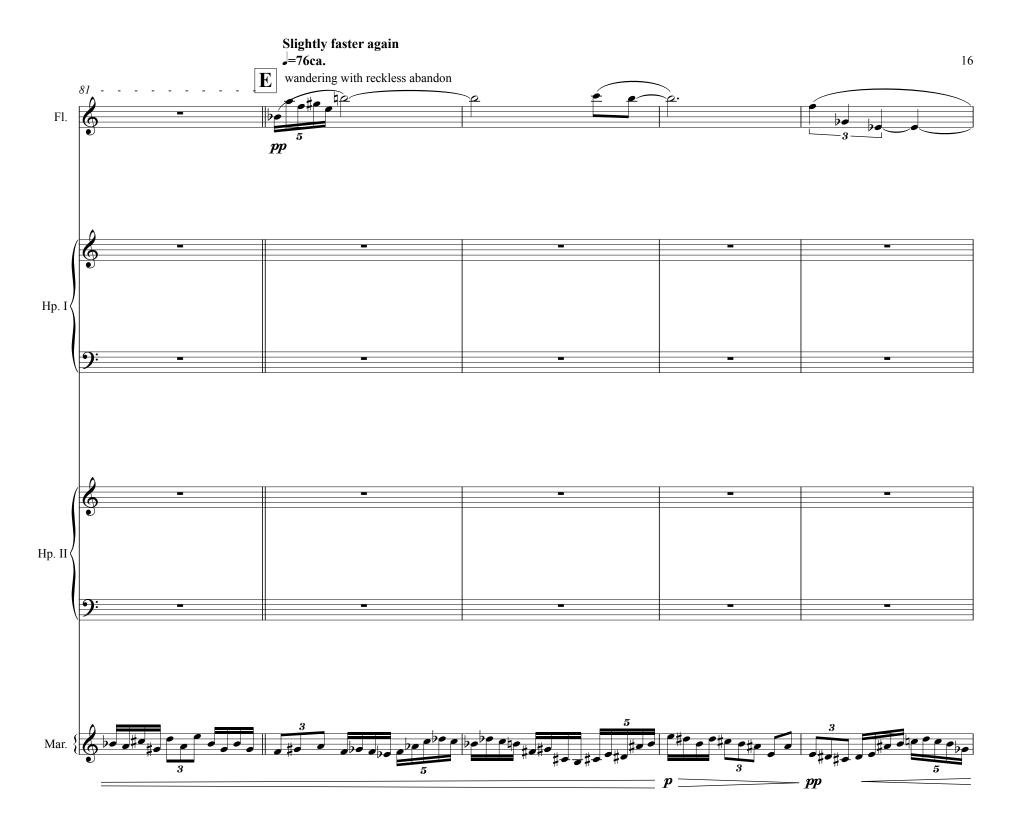






















ehv - eh



beh - phor?

preesh



mp













