

YELLOW FLOWER BURIAL

(three interactions for two players)

slendro Javanese gender and slenthem

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INTERACTION I

Preparation Player I: Gather 17 white ping pong balls
 Player II: Gather 17 white ping pong balls and paint them black

Begin Level the slenthem
 Sit on opposite sides of the slenthem facing one another

Play Place a ball on a key, strike the key
 Take turns

Rules

Begin with the center key	—————>	all keys
	gradually increase range to include	
Begin with evenly spaced strikes	—————>	chaos
	gradually introduce	
Begin slowly	—————>	as fast as possible
	gradually increase speed until playing	
Begin softly, keep the balls on the keys	—————>	loudly, allow the balls to bounce freely
	gradually increase volume until playing	
Begin solemnly, imitate bells tolling	—————>	playful, imitate a ping pong game
	gradually become	
Begin fairly, retrieve only your balls on your side	—————>	cheating
	gradually consider	

End Player I loses all white ping pong balls
 and/or
 Player II loses all black ping pong balls

INTERACTION II

Preparation Player II: Glue or sew small metal objects such as coins or washers to the thumbs of a pair of gloves

Begin Sit on opposite sides of the gender facing one another

Play Player I: Play these patterns with two mallets
Do not damp
Play [A B A] once, alone
With Player II, play [A 18x, B 18x, A 18x]

Player I Pattern A 18x

rh [: 2 · 1 · 6 · 1 · 2 · 1 · 6 6 · 1 · :]

lh [: 2 · · 3 5 · · 3 2 · · 3 5 5 3 · 3 · :]

Player I Pattern B 18x

[: 2 · · 3 5 · · 3 2 · · 3 5 5 3 · 3 · :]

[: 2 · 1 · 6 · 1 · 2 · 1 · 6 6 · 1 · :]

Player II: Begin after Player I plays [A B A] once
Wearing the gloves, damp these patterns [A 17x, B 17x, A 17x]

Player II Pattern A 17x

rh [: 2 · 1 · 6 · 1 · 2 · 1 · 6 6 · 1 · 1 · :]

lh [: 2 · · 3 5 · · 3 2 · · 3 5 5 3 · 3 · :]

Player II Pattern B 17x

[: 2 · · 3 5 · · 3 2 · · 3 5 5 3 · 3 · :]

[: 2 · 1 · 6 · 1 · 2 · 1 · 6 6 · 1 · 1 · :]

Player I and II: After all counted repetitions, both cycle the Player I A pattern

Player I: Begin speeding up, slowing down, running, skipping, staggering, tripping

Player II: Try to follow

End Player I gives up
and/or
Player II gives up

[rh: right hand, lh: left hand]

INTERACTION III

- Preparation** Gather natural objects of various sizes and densities: leaves, twigs, pine cones, stones, seeds, sand, fruits, grasses, etc.
Gather yellow flowers
- Begin** Sit on opposite sides of the slenthem facing one another
- Play** Player I: Play the following pattern
Do not damp
- [:2··6·153·6î 2··6·15·3î6:] until end
- Pattern variation** add 5, 3 or any combination between the last 6 and the first 2 without changing the length of the cycle
- Tempo** First cycle, moderate; all repetitions, slow
- Player II: Enter after the first cycle
Place the objects one at a time onto the keys of the slenthem
Begin with the smallest and lightest objects
Gradually introduce larger and heavier objects
- Player I: Continue to play the full pattern
- End** Player II: When all tones are unrecognizable, bury the slenthem in yellow flowers