



Gatot Danar Sulistiyanto

Composer, Director

Indonesia, Yogyakarta

About the artist

Born in Magelang-Central Java, Indonesia, May 10, 1980. After graduated from High School (Electronic Communications Engineering, Vocational School) in 1998, moved to Yogyakarta and in year 2000 study at Music Dept. Institut Seni Indonesia, Yogyakarta (Indonesia Institute of Arts) majoring classical guitar and musicology. In 2001, he started to actively involved to several art activities; music composition, happening art & performing art, and also theater. Had joined "Music Teatrica Nova", a group for multimedia arts, with Vincent McDermott, Hadi Susanto, Royke B. Koapaha (composers) and Agung Gunawan (choreographer). Attended several workshop on composition, by Carlos Michan (Holland), Electronic Music Workshop by Prof. Wilfried Jentzsch (Hochschule für Musik "Carl Maria von Weber" Dresden Studio für Elektronische Musik-Austria), Music Intercultural by Prof. Vincent McDermott (USA), Jack Body (New Zealand), short course on composition by Roderik de Man (Holland) in the mini composition project conducted by Cantus Music Center & The Cultural Development Program, Dutch Government. At present, also becoming member of "Young Composers Project", a community projected by the young composers in Yogyakarta and had their works produced, recorded and published. Works including... (more online)

Personal web: <http://gatotdanars.yolasite.com/>

About the piece



Title: MAGAMA [music for 5 gamelan players]
Composer: Danar Sulistiyanto, Gatot
Arranger: Danar Sulistiyanto, Gatot
Licence: Gatot D. Sulistiyanto © All rights reserved
Publisher: Danar Sulistiyanto, Gatot
Instrumentation: Percussion
Style: Contemporary

Gatot Danar Sulistiyanto on [free-scores.com](http://www.free-scores.com)

<http://www.free-scores.com/Download-PDF-Sheet-Music-gatot-sulistiyanto.htm>

- Contact the artist
- Write feedback comments
- Share your MP3 recording
- Web page and online audio access with QR Code :



magama

ansambel gamelan 5 pemain

gamelan ensemble 5 players

1 30" approx.

2 25" approx.

sar. 1

spoon beater (s.b.)

normal beater (n.b.)

s.b.

f

ff

sar. 1+2 play after gong

sar. 1+2 read newspaper after playing

sar. 1+2 continue to read

hit the wooden side

player sar. 1 + 2 start to conversations via walkytalky, speaks gossip about bonang player...!

topic move in to the hot issues.

and suddenly stop when conversation is interrupted by gong player (ssstt...ssstt...!)

turn off and take the walkytalky down

sar. 2/ demung

spoon beater (s.b.)

normal beater (n.b.)

s.b.

f

ff

bonang

SL

6

2 1 6 3 1

p

mf

randomly/ like Bönangan Gendhing Sekatén cengkok 1 / séléh(center tone) 2 & 6

3 2 3 2 2 2 2 2 2 2

ignore the tempo / beat. you may to developing the pulse/ dynamic/ articulation, but not the timbre

kend. bedhug

bedhug/tabuh bdg

f

bem

mf

f

bdg/tabuh bdg

gong

SL

ageng

mf

muted with hand

2

kpl.

mute and than release the sound

2

p

say to sar. 1+2 "sst...ssstt...sssst...!"

2

3 30" approx.

4 15" approx.

8

n.b. > 2

f

jossss..!

mf

one beat after 2 has been hited
say jossss..! with the one thumb up
to the audience

2

n.b. > 2

f

jossss..!

mf

5

s.b. 2

n.b. > 5

f

mf

1 sec.

play after kpl. (5)

2 3 5

6 3 5 2

6 3

play it 3 times repeat.
waiting for bedug, than go to
the next movement

play after gong

randomly/ like Bonangan Gendhing Sekatén
céngkok 2/ (séléh) center tone 2 & 5

5

2 3 6 5 1

p < *mf*

sèsèlan 1/ var. I

5

5 5 3 3 5

f

continue to play, use céngkok 2

stop

2 5

play céngkok 1 / séléh(center tone) 3 & 6

1 sec.

1 sec.

1 sec.

1 sec.

2

5

give signal to sar.1+2

2 second

play after bonang (5)

6

kpl.

5

kpl.

2

kpl.

ageng


f

mf

f

ageng

15



respond the kendang player, and say on your own language:
see the kendang player

yha...milk ...milk...milk...ooooo..milk..joss!... (noiszy)

and stop when you're listen the kendang (bem)

respond the kendang player, and say on your own language:
— make the contradiction
see sar.1 layer/ sometime to the kendang player
wahno .milk .no..milk...Pizza or banana fried (noizy)
and stop when you're listen the kendang (bem)

say with your own language:
~~"Mama..We need a milk.....!,....milk"~~

"Ahchh..!"

suddenly stop them (sar.1 &2), and start to play

you may to use your own cengkok

mf

5 5 6 3 2 2 3 5 3 2 3 5 1 2 6

you may to use your own céngkok (balungan shown in demung part)

The first system of the musical score for 'The Merry-Go-Round' is shown. It consists of a single staff with a treble clef and a key signature of one flat (B-flat). The tempo is marked 'Allegretto' and the time signature is 2/4. The music begins with a forte dynamic (*f*). The notation includes eighth and sixteenth notes, rests, and fingerings (e.g., 5, 3, 5; 6, 5, 6; 6, 6; 6, 2, 2; 2, 3, 3, 5; 5, 3, 5; 2, 3, 2; 6, 3, 6; 2, 2). A vertical dashed line indicates the end of the first system.

you may to develop the pulse (listen the gong):

A diagram showing a hand reaching towards a button. The hand is represented by a simple outline with fingers extended. The button is a small circle with a vertical line through its center. A dashed line indicates the path of the hand towards the button.

bem

chh..!" $\nearrow f$

y

—

—

—

agchng

—

repeat as much as you need
irama gradually fast

3

[illegible]

25

7 1 7 SL 1 PL 7 1

2 1 1 1 6 5 1

2 5 6 6 5 5 1 6 3 5 1 1

5 1 5 1 5 1

1 5 ageng

6

this part is possible to repeat back to 7 if needed
 if you repeat it you may to change the irama/ tention as you need,
 kendang part could be improvisation

28

4 SL 5 PL 5 6 4 6 3 5

6 6 6 6 3 6 6 6 6

6 5 3 5 3 6 5 6 5 2 2 2 3 2 1 3 6 5 2 3 1 5 2

quite signal
 sempriitt...!
 football whistle

ff *ff*

2 3 5 6 3

32

8 20" approx.

drop the hamer

drop the hamer

drop the hamer

keep playing and go to the back state, put the chopstics + small peanuts for the players

drop the hamer

9 1.30" approx.
according to action

player 1

1. turn on the walkytalky 1, put it above the saron
2. sar. player 1, turn on the radio, searching a radio wave station try to find wayang broadcast in the radio
3. choose between two station which have unmatch wave and leave the radio on
play the volume randomly

player 2

take the walkytalky 2,
Atell a story through walkytalky about global economic issue.....
and then read the text (mantra)
BYā Mārājā Jārāmāyā - Yā marani nirā māyā
Yā silāpā pālāsiyā - Yā midoro doromiyā
Yā midoso sodomiyā - Yā dāyudā dāyudāyā
Yā siyācā cāyāsiyā - Yā sihāmā māhāsiyā
back to the global issue...than read the text (repeat A-B-A-B ect.)
"ā " and "o" spelled like "a" in the english word "all "
"a" spelled like "academic"

player 3

1. clean the bonangs with a piece of fabric
2. check the sound one by one and keep to clean
3. play some céngkōk and keep to clean

player 4

give the chopstics and small peanuts to the player except gong player

play any notes randomly,
think about the duration, give the exalted atmosphere



pp

3-5sec.

5sec.

3"
waiting for
chopstic
players
to be ready

10 30" approx.
according to gong player

all player in stand up position
behind the each instrument

note:
if gong player stike

kpl. 6 = all player play A part
kpl. 1 = B
kpl. 2 = C
gong ageng = D

each player should have 10 seeds small peanut

A. all player shoot the bonang pencu/ knob
wait for the gong singnal to shoot

B. all player shoot the sarons
wait for the gong singnal to shoot

ten times stike any notes, give the signal
for chopstic: players to shoot
playing the duration up to gong the player

kpl. 6 1 2 ageng 1 ageng 2

11 3"

go
back
to
the
instrument

C. all player shoot the gongs
wait for the gong singnal to shoot

D. all player shoot to the any targets
wait for the gong singnal to shoot

43

ect.
6

12 1.15" approx.

two beater

sar.1

PL	1	7	2̇
SL	5	5	6

pp

two beater

sar 2

PL	7	5	2̇
SL	1	2̇	6

pp

two mallet st./ soft

bonang

SL	1̇	5̇
	1	3

ppp

play randomly

kend.
bedug

1. turn on the walkytalky 1 & 2
2. leave the 1st walkytalky infron of the stage
3. take the 2nd walkytalky and read the text
4. during reading the text, go to out side the concert room as far as you can.
5. the text aviable in the end of page of this piece

start to read the text

50

13 12" approx. tutti

14 7" approx.

PL only

2 4 5 7

2 4 5 7

2 4 5 7

2 6 1

3 5 2

gong

ageng

kpl.

ageng

mallet st./ strike the side of gong/ find deferent timbre each notes

ff

fff

fff

mf

f

ff

fff

fff

mf

f

ff

fff

fff

mf

f

p

f

ff

f

10

55

dead stroke

2
6
mf

15 15" approx.

randomly / hit the wooden side

p

7
3
sfz

18 60" approx.
similar

p

i
2
ff

4
5
f

dead stroke

4
2
mf

any note/ damp with your arm

p

6
3
sfz

randomly / hit the wooden side

3
3
ff

4
1
f

dead stroke

3
3
mf

2
p

3
5
sfz

hit the side of bonang

3
2
ff

3
5
f

damp/ n.b

2
3
mf

scratch with hand

p

6
sfz

mallet st.

1
2
6
n.b
ageng

6
f

60

similar

no sound just gesture

listen the walkytalky 1
(reading text)
infront of stage.

to ending this piece
please waiting for
walkytalky to be white noise.

similar

no sound just gesture

after white noise has come
player 1
say "Vitemus omne noxium..."

than all player aswer
"Vitemus omne noxium...!"

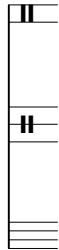
randomly / hit the wooden side

no sound just gesture

end...!

ageng

p



Roh, Oh Roh, Ya Roh

VENI SANCTE SPIRITU DOMINE
 VENI SANCTE SPIRITU DOMINE
 VENI SANCTE SPIRITU DOMINE

ROH, OH ROH, YA ROH DATANGLAH
 ROH, OH ROH, YA ROH DATANGLAH
 ROH, OH ROH, YA ROH DATANGLAH

Veni Creator Spiritus
 Mentis tuorum visita
 Imple superna gratia
 Quae tu creasti pectora.

Qui diceris paraclitus
 Altissimi donum Dei
 Fons vivus ignis caritas
 Et spiritalis unctio.

Accende lumen sensibus
 Infunde amorem cordibus
 Infirma nostri corporis
 Virtute firmans perpeti.

Hostem repellas longius
 Pecemque dones protinus
 Ductore sic te praevio
 Vitemus omne noxium.

text by Sindhunata, air kata-kata p.124

instrumentation:

player 1

Saron peking (pélog & sléndrô)

player 2

Demung (pélog & sléndrô)

player 3

Bonang barung (pélog & sléndrô)

player 4

Kendang bem & bedug/ bassdrum

player 5

gong ageng/ kempul 1, 2, 3, 5, 6

other instrument:

two spoons
 pair of walkytalkies
 portable radio AM/ FM/ SW
 4 chopsticks
 small peanuts
 football whistle