

The Sixth Sick Sheik's Sixth Sheep's Sick

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In the first frame, each player begins by playing musico-genetic material of his own choosing (a phrase, a texture, a riff). Frames are divided by a set of three bell tones. In each frame, I whisper the name of one player into another player's ear (i.e., in Frame 2 I whisper Rhodri's name in Neil's ear, Neil's name in David's ear, David's name in John's ear, etc). In the next frame, each player copies the musico-genetic material played in the previous frame by the whispered-person (i.e., in Frame 3 Neil copies Rhodri's musico-genetic material from Frame 2, David copies Neil's, John copies David's, etc.). In the end, each player is playing the same musico-genetic material, but each player has received that material via a different path of players and permutations.

Frame 1

	Rhodri	Neil	David	John	Andrew	Tony
Rhodri	Rhodri					
Neil		Neil				
David			David			
John				John		
Andrew					Andrew	
Tony						Tony

Frame 2

	Neil	David	John	Andrew	Tony	Rhodri
Rhodri	Rhodri					
Neil		Neil				
David			David			
John				John		
Andrew					Andrew	Andrew
Tony						

Frame 3

	David	John	Andrew	Tony	Rhodri	Neil
Rhodri	Andrew					
Neil		Rhodri				
David			Neil			
John				David	David	David
Andrew						
Tony						

Frame 4

	John	Andrew	Tony	Rhodri	Neil	David
Rhodri	David					
Neil		David				
David			Andrew	Andrew	Andrew	Andrew
John						
Andrew						
Tony						

Frame 5

	Andrew	Tony	Rhodri	Neil	David	John
Rhodri	Andrew					
Neil		Andrew	Andrew	Andrew	Andrew	Andrew
David						
John						
Andrew						
Tony						

Frame 6

	Tony	Rhodri	Neil	David	John	Andrew
Rhodri	Andrew	Andrew	Andrew	Andrew	Andrew	Andrew
Neil						
David						
John						
Andrew						
Tony						

Horizontal axis = the player in the given frame

Vertical axis = the player to be copied (whisper their name in the player's ear)

Black cells = the source of the original musico-genetic material to be copied