

throb

Andrea La Rose

For two or more players.

One player is the leader; everyone else follows the leader. The leader's job is to lead, not to trick the rest of the players.

Events may be as long as the leader feels is musically fitting, except during solos. Soloists will make tasteful decisions as to the length of their solos. The leader is expected to cue events; the rest of the ensemble is expected to pay attention.

Dynamics, articulation, and tone color are left to the individual's discretion; listening and reacting to other players is advised.

Event 1: the leader sets up a pulse using one duration and one pitch. The pulse may be any speed, but should be steady.

Event 2: Other players enter at the same pulse and should match the same pitch (or in any octave). Players may enter at the same time or the leader may cue players individually or in small groups. If you can't find the pitch right away, keep working towards it with each new pulse.

Event 3: the leader introduces a new pitch in addition to the original. You do not have to alternate pitches at each pulse, if you don't want; use the two pitches as you please, but always maintaining a pulse. Everyone else follows (still matching both pitches). The leader may also change the pulse, either gradually or abruptly (but always keeping in mind that you are not trying to be impossible to follow).

Event 4: The leader introduces another new pitch (keeping the previous two). Everyone else follows. Pitches may be used at the individual's discretion. The leader may manipulate the pulse.

Event 5: The leader keeps two pitches and picks one new pitch. Everyone else does the same, but each person can choose what pitches to keep and the new pitch does not have to be the same as the leader's.

Event 6: Solos. Each person takes a turn soloing in whatever manner they choose. The soloist decides when to start and finish. The order of soloists can be determined ahead of time or decided at the spur of the moment. For those not soloing, you can choose to continue playing or not, except for the leader. When the leader solos, at least one other person should play, keeping the pulse. You may also choose to not play on every pulse, instead resting on some pulses and playing on others. For every new soloist (including the first), keep two pitches and pick one new one.

Event 7: Everyone keeps two pitches and discards one pitch. The leader may manipulate the pulse. You may still choose to not play on every pulse.

Event 8: Everyone keeps one pitch and discards the other pitch. The leader may manipulate the pulse. Everyone plays on every pulse.

Event 9: Everyone gradually works their way to matching the leader's pitch (or an octave thereof). The leader may manipulate the pulse. The leader cues the end of the piece.