

Phrase by Phrase

*Guided Improvisation by Pamela J. Marshall
for Junk Kitchen #6 - Really, Really New Music*

Section I 2-3 min.

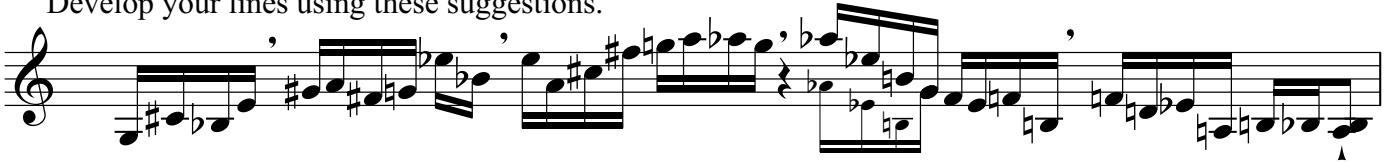
Statement: Player 1 and Player 2 in unison rhythm, improvised pitches.

(examples)



Comment: Play rising and falling staccato lines between statements.

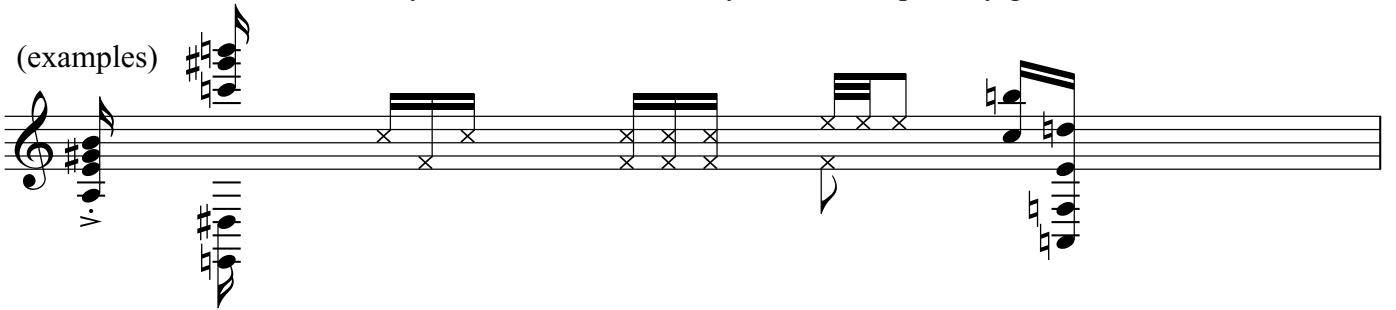
Develop your lines using these suggestions.



Punctuation:

Staccato versions of normally sustained sounds like cymbals are especially good.

(examples)



Section II 2-3 min.

Extended techniques, soft dynamics.

Statements are more agitated, perhaps shorter.

Comments are faster or slower, more or less staccato, than before. Repeat phrases as if practicing.

Punctuation is occasional, and soft.

Section III 30-45 sec.

Begins with a loud Punctuation. Punctuation takes over, interrupting everyone freely. Dynamic is loud.

Statements and Comments try to start, Punctuation cuts them off.

More and more performers become Punctuators.

Section IV 1 min.

Restart with material of Section I, but more and more declarative and agitated.

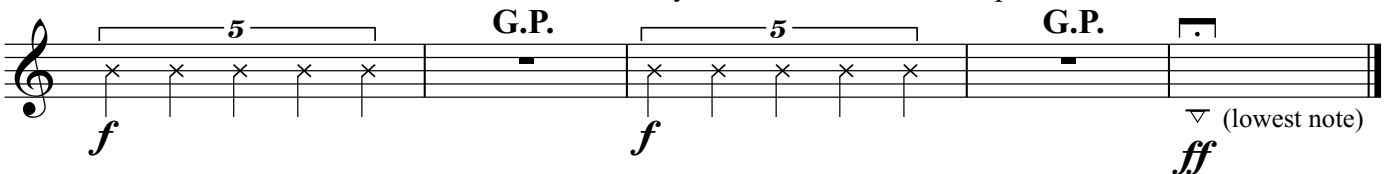
Punctuation becomes more and more frequent, at varying dynamics.

More Players join more and more insistent Statements, led by Player 1.

Final: conducted by Signaler

One or more Perc.

Everyone: Each chooses own pitch



Phrase by Phrase - Notes

Guided Improvisation by Pamela J. Marshall for Junk Kitchen #6 - Really, Really New Music

Varying Roles and Musical Material

Player 1 and Player 2 perform the Statements. The musicians serving as Player 1 and Player 2 can pass their role to another by nodding to that player. At the start of each section, the original Player 1 and Player 2 start the Statement duets again. Anyone can be a **Commentor**. Anyone can be a **Punctuator**. Pick a role and stay with it for a while. The **Signaler** is someone in view of everyone who signals when to start each new section.

Statement: Short, sustained, melodic phrases, played by Player 1 and Player 2. Move in rhythmic unison, with Player 1 leading. Improvise pitches freely. Pause for varying durations between phrases. Allow comments to occur. Other players may join in briefly, following Player 1's lead. After two or more phrases, hand off your role to another instrument. Pause, or not, when you hear Punctuation.

Comment: Rising and falling staccato fragments. Play in the pauses between statements. Use the provided fragments as your starting material. Repeat fragments and build to longer and longer comments. Pause, or not, when you hear Punctuation. Cut off or fade out when a Statement phrase starts.

Punctuation: Short gestures at the end of Statements or Comments, or interrupting them. Others will sometimes pause when you punctuate.

Outline of the Performance

Section I: 2-3 minutes

Statements are calm and expressive. **Comments** are polite and gradually more elaborate. **Punctuation** is only occasional.

Starting Section II:

When **Signaler** gestures, finish what you're doing, so that Section II begins gradually.

Section II: 2-3 minutes

Use extended techniques and alternate timbres. **Examples:** singing and playing together or alternately, mutes, hand percussion, multiphonics, microtuning). Dynamics are mostly soft.

Statements are more agitated, perhaps shorter. **Comments** are faster or slower, more or less staccato, than before.

Punctuation is occasional, and soft.

Starting Section III:

When **Signaler** gestures, go right on to Section III.

Section III: 30-45 seconds

Begins with a loud **Punctuation**. **Statements** and **Comments** try to start, but **Punctuation** keeps cutting them off.

Punctuation takes over, interrupting everyone freely. Everyone becomes **Punctuators**. Dynamic is loud.

Starting Section IV:

When **Signaler** has had enough of the interruptions, he/she gives a big cutoff.

Section IV: ~1 minute

Play material of Section I.

Punctuation becomes more and more frequent, at varying dynamics. Everything is more and more declarative and agitated.

More players join in more and more insistent **Statements**, still led by Player 1 (a role that rotates among the ensemble).

Starting Final Section:

Signaler gets the attention of one or more **Punctuators** and ->

Final Section: ~15 seconds

Signaler conducts the three gestures shown in the score.