

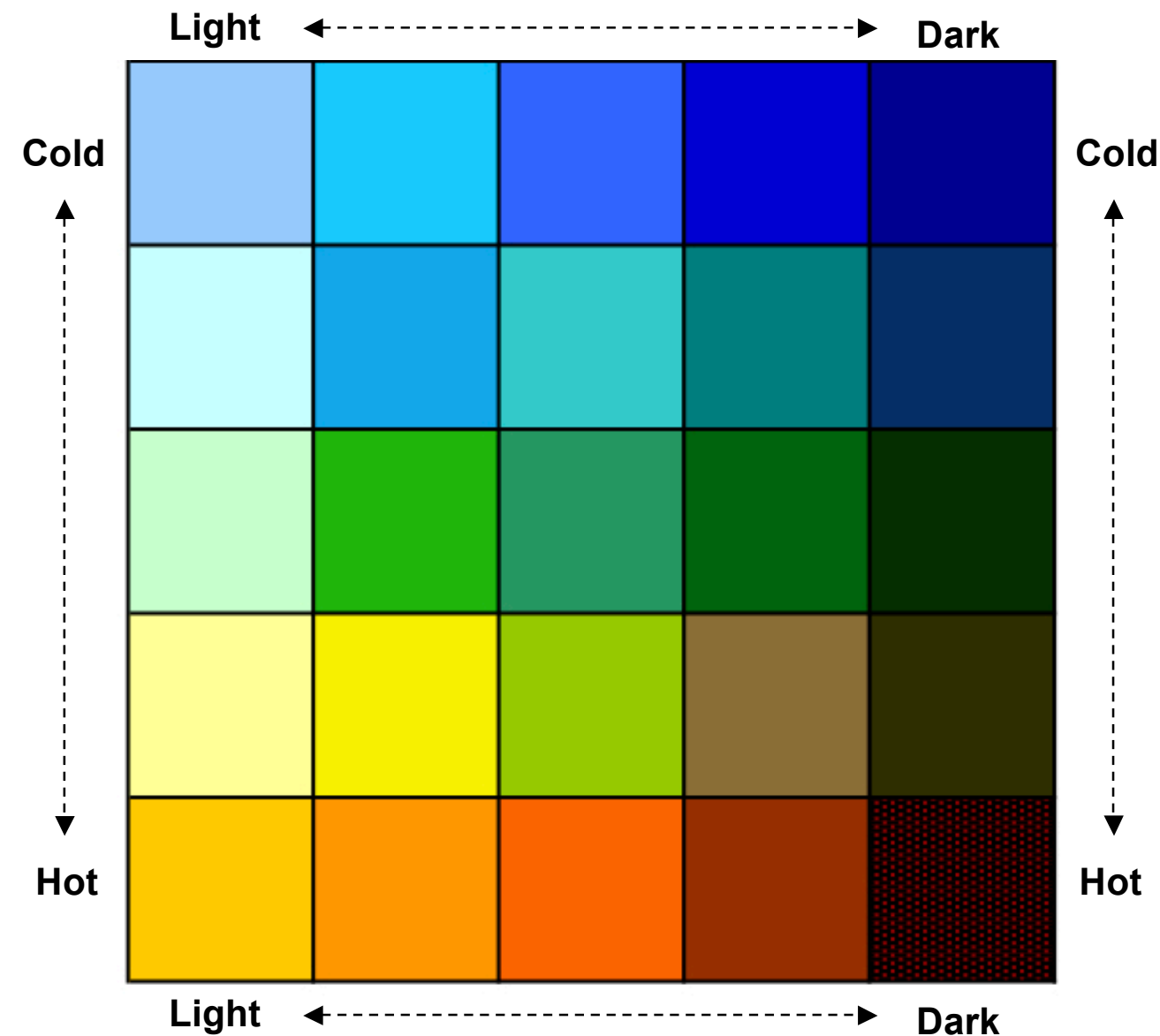
Volcanicity

An improvisation scheme by Andrew Hall (2011)

To begin:

1. Any player can start. The starter should make any sound, and either repeat it or sustain it.
2. The other players must consider the place of this sound on the grid, and each make a new sound which is in the same place on the grid.

No player should be making exactly the same sounds as any other!



Once everyone is playing, each player must:

3. Listen for the **dominant sound** in the ensemble and decide where it is on the grid.
4. Make a new sound which is in the same place on the grid.

Repeat steps 3 & 4

By repeating these steps, the sounds you are making should always be changing!

Notes for performance director:

- The intended outcome of this scheme is a constantly shifting sound-world, with a self-organising structure that moves between order and chaos.
- At step 3 balance in the ensemble becomes very important. Check with the performers that everybody is audible, and that one player is not always dominant.
- As a warm-up, stages 1 and 2 should be rehearsed independently. It is essential that no two players should be doing *exactly* the same thing.