

"Signal Vessel"

For pen, paper, bowl, trios of musicians, on any instrument.



Instructions:

More than one trio can play this piece at a time. Quartets are allowed, but not preferred. Prior to playing, the players must fill a bowl small pieces of paper containing Signals (see below), a minimum of five written by each player. The bowl will be placed within reach of all trio members. Each player must then pick up a Signal and follow it. If a player is genuinely incapable of following a Signal, they may either approximate the ~~signal~~ signal or return it to the bowl and redraw. Players must continue following their Signal until they choose to draw another, at which point the Signal must be taken out of circulation. The piece ends when all Signals have been discarded, or when players have reached a natural stop.

Signals:

Signals can be any type of musical idea e.g. "play a Bb", "circular breathe", "rub your snare wire". They can be as detailed or as nebulous as you like. Creative instructions are encouraged, particularly ones which hinge on non-technical language (i.e. "play to a memory"). However, remember it may be you who receives this signal, so avoid adding signals such as "throw your instrument at a wall" into the bowl.

Signals must also be associated with one of these sets:

					
Warmth	Resonance	Harmony	Coldness	Dissonance	Divergence
Space	Listening	Subtlety	Franticness	Avoidance	Obtuseness
Lightness	Softness	etc.	Heaviness	Toughness	etc.

This association is indicated in the Signal. For example, a signal reading "○ make gentle cymbal sounds" might elicit the use of a soft mallet. In contrast, "● make gentle cymbal sounds" may result in a quiet-but-harrowing series of stick scratches. Players are encouraged to include these opposing duplicates, but they are not a rule.