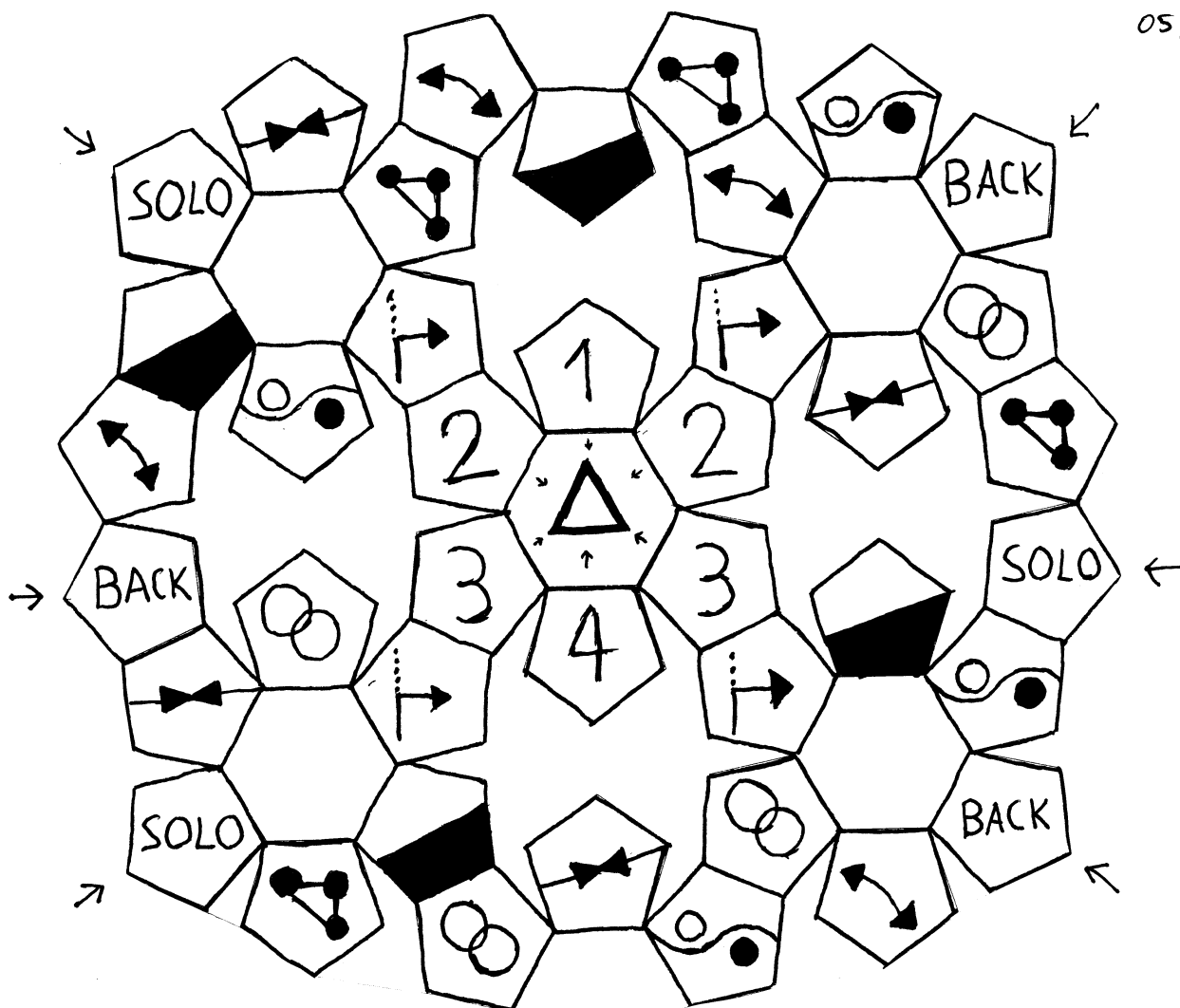


CATASTROPHIC FAILURE

(PLAY THIS ALL TOGETHER (SEE WHAT HAPPENS))

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For any number of improvisers.


- Each musician starts in a "SOLO" or "BACK" box (freely chosen)
- the only movements allowed are those between boxes that are connected by their vertex or their edge.
- Even though it may be impossible to achieve the indicated interactive processes, each musician must explore the possibilities brought by the state of failure in which they are immersed because of their own decisions. Only after trying by any means to perform a specific instruction and succeeding in doing so, or in taking advantage of the circumstances of their failure in the best and most musical way, can the musician advance to the next box.
- the goal for all the musicians is to reach the center: absolute freedom - free improv.
- the numbers - 1, 2, 3, 4 - can be changed according with the size of the ensemble.
- once all the musicians have reached the center, the piece has to find an organic ending, without any previous agreement or conducting.


KEY


(Symbols created and designed by El Picto)


- INTERACTIVE PROCESSES


 PAIRING - Play only when someone else is playing.


 COMPLEMENT - Play only when someone else is not playing.

 IMITATION - Copy and improvise with someone else's material.


 Free COUNTERPOINT with other active part(s).


 CONTRAST - Improvise with a material opposed to someone else's.

 SWAP materials with someone else.


 CATALYZE - Change the course of the global improvisation.

 SOLO - Improvise a main part.

 BACKGROUND - Improvise a supporting part or accompaniment.

 2 set up duos, trios, etc. in situ.

- GENERATIVE PROCESS

 Free improvisation.