

Rich's Brew *II*

Rich Perks

Functional Descriptors (found in italics on score)

Develop: Expand and elaborate upon material provided; do not deviate dramatically.

Improvise around: Improvise around the provided material with little restriction.

Refer to/ Draw influence from written material but make your own.

Rich's Brew II

Hand signals used for live direction



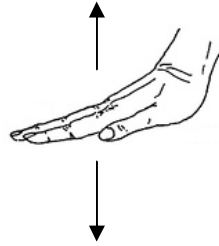
Play model #1



Solo: Prominent free improvisation



Play model #2



Dynamics: Up & Down



Play model #3



Emulate: Imitate 'Quality' of another player (e.g. timbre, tone etc.)



Play model #4



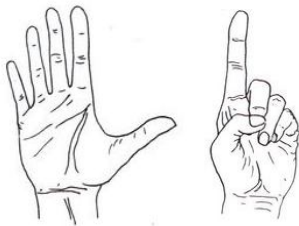
Continue/ Maintain: Keep doing what you are doing.



Play model #5



Stab: Hit arbitrary stab on cue



Play model #6



Arbitrary: Do whatever you feel is appropriate



Augment: Enhance and reinforce another player (This might include: playing in unison, harmonising a melody, copying a rhythmic figure, counterpoint etc.). Elevate yourself to same level of prominence as the player you are augmenting.



Tacet

1.

Theme

Repeat x2 as written, then *Develop & Improvise around*

2.

Rhythmic

Improvise around

3.

Open melody

Improvise around this melodic structure/ (any register)

Rich's Brew II

4.

Groove

cont. sim.

6.

Backbone

Improvise around

5.

Cluster row

Sustain & density of chords open; *Develop*

Models are guides only: *Develop & Improvise around.*
Play models, solos and tacet as directed.