

The Power of Three

For unspecified improvising ensemble.

- each player has three contrasting ideas/motifs, ideally each using a different timbre or register
- The ideas have a pre-established hierarchy of frequency: 1 will occur the most, 2 will occur sometimes, and 3 will occur very occasionally
- Idea 1 should be unintrusive and self-sustaining, but 2 should specifically have the character of an 'answer', and 3 that of a 'question'
- Whenever the least frequent 'question' is asked, there should always be an 'answer' provided in response. Therefore idea 2 can only be cued by another player.
- Whilst each constituent player is infrequently asking a question, there is x no. of total questions (the ensemble size), so there will frequently be questions asked. This means there is x times more likelihood/ potential to play the answer than the question
- More than one person may answer a question, although special attention should be paid to who's answer fits best, who's answers will pair well together, and who has previously answered.
- A question should ideally occur surrounded by 1s, but it is okay for occasional overlap between 2s and 3s, especially as the piece progresses
- The start and end of the piece should consist only of 1s and should be cued by a designated player.

Text Score by Oliver Heron