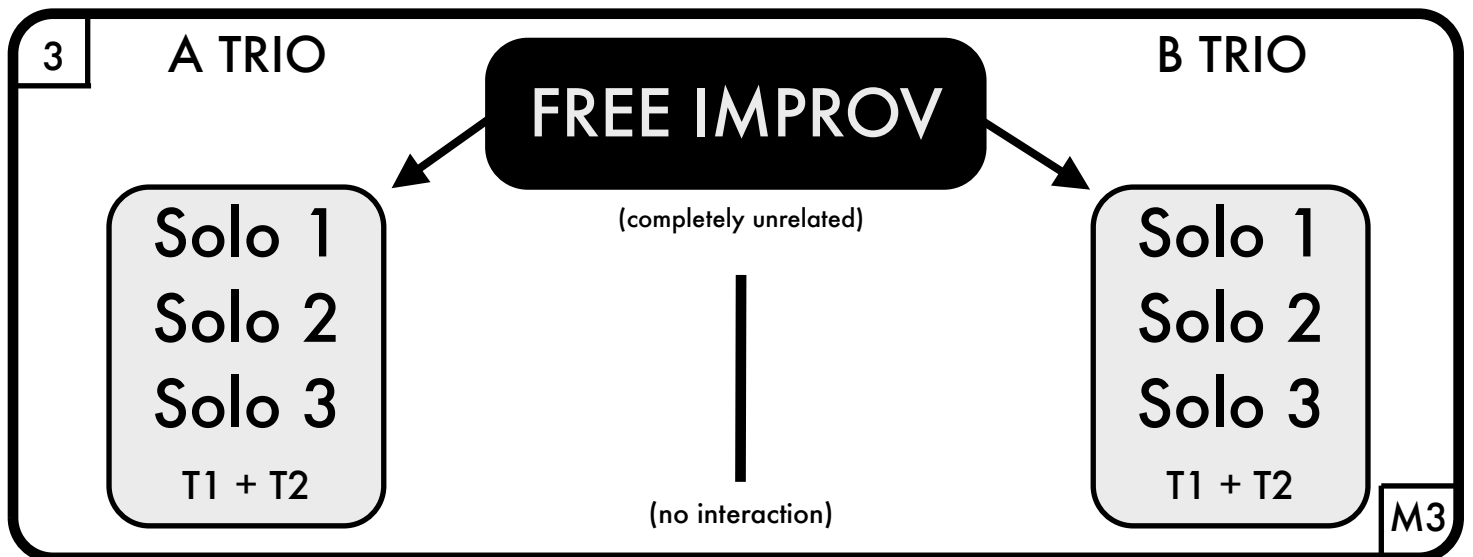
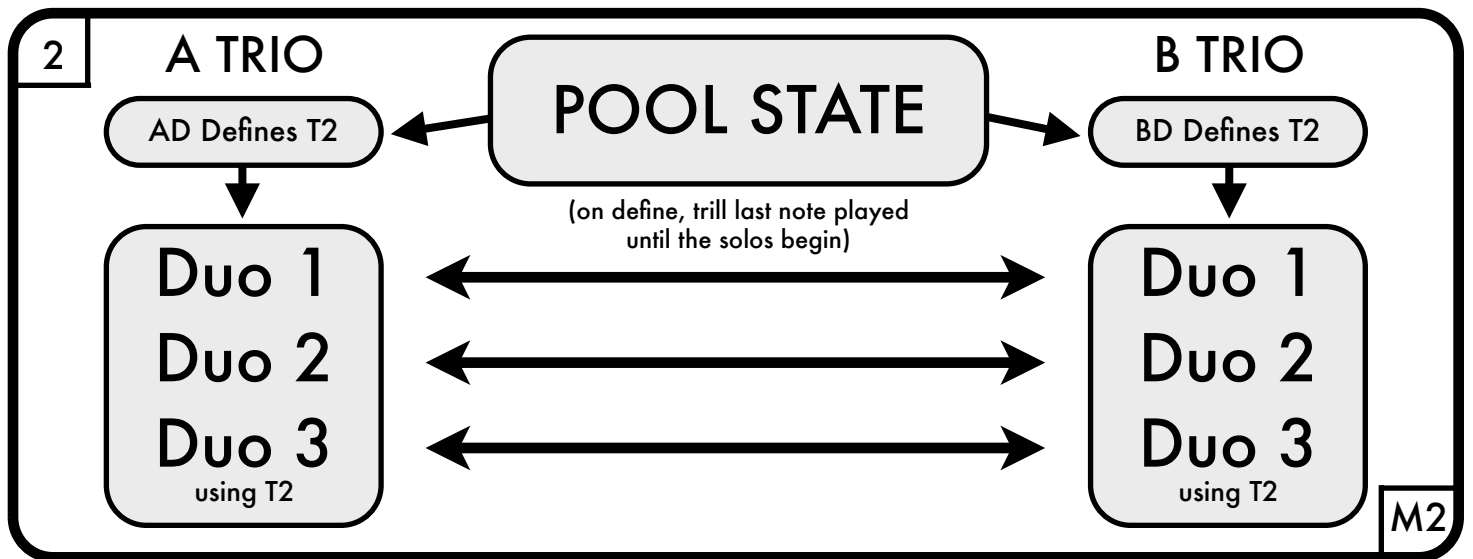
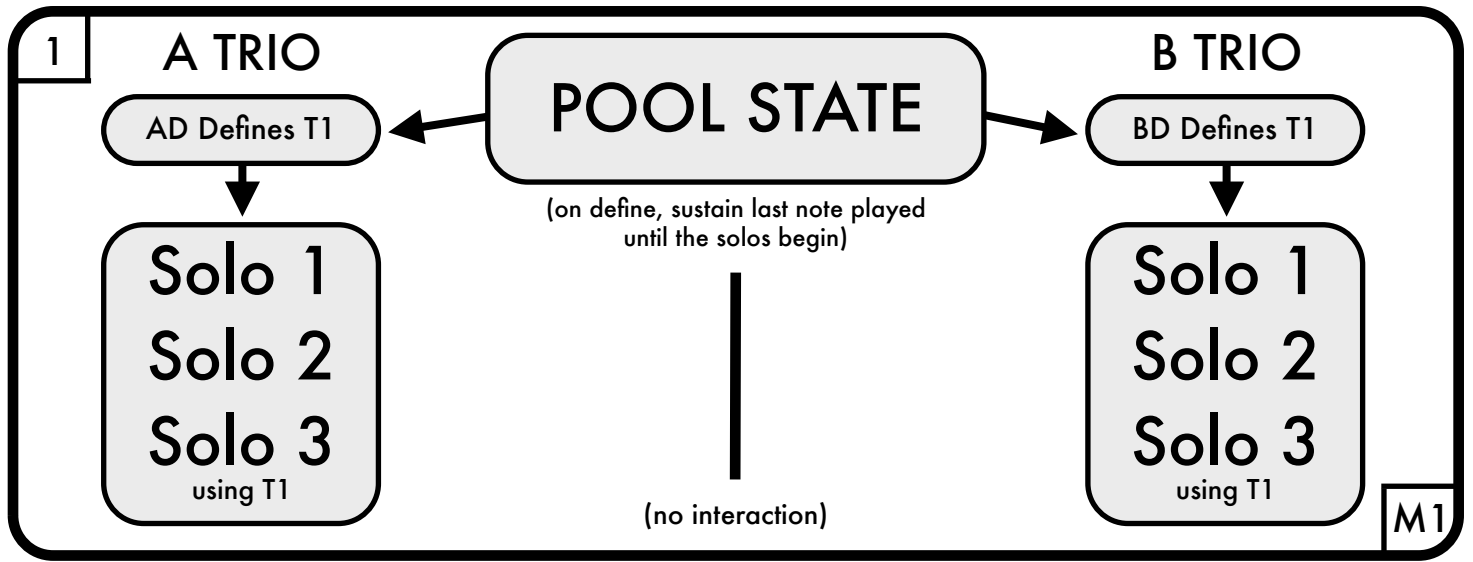


# **END MODE**

for 9 performers

by Rodrigo Constanzo



END MODE is separated into 3 main sections. Each one begins with a group improvisation, then moves onto a series of 3 solos or duos. During each section you will be taking CUES from your TRIO DIRECTOR (AD or BD depending on whether you are A TRIO or B TRIO), as well as the MASTER DIRECTOR (MD). At the end of the third section there is a final group improvisation.

### SECTION 1

You begin playing in a POOL STATE, in which you improvise by radically changing your playing/content as fast as you can. Your TRIO DIRECTOR (AD/BD) will then define your FIRST THEME (T1). Once you have been DEFINED you sustain the last note you were playing until the solo section is CUEd by the MD.

Each trio will play 3 short solos using T1, with no interaction between the trios. Each solo will interrupt the previous one, with the previous player stopping once the new one comes in. The final performer from each trio continues soloing until SECTION 2 is CUEd by the MD.

At any point during SECTION 1 the MD will log a MEMORY POINT (M1), which freezes a moment of the performance (including content and instrumentation) to be recalled later.

### SECTION 2

You begin playing in a POOL STATE, just as in SECTION 1 until your SECOND THEME (T2) is defined. Once you have been DEFINED you sustain the last note you were playing until the solo section is CUEd by the MD.

There will then be 3 short duos using each player's T2. Each duo will interrupt the previous one, with the previous duo stopping once the new one begins. The final duo continues soloing until SECTION 3 is CUEd by the MD.

At any point during SECTION 2 the MD will log a MEMORY POINT(M2).

### SECTION 3

Begin with a completely unrelated group free improvisation. The MD gives the solo order and then CUES the solo section.

Each trio will play 3 short solos that use/combine/merge/develop etc.. T1 and T2 (T1 + T2), with no interaction between the trios. The final performer from each trio continues soloing until the COMBINED IMPROV is CUEd by the MD.

At any point during SECTION 3 the MD will log a MEMORY POINT(M3).

### COMBINED IMPROV

During the final group improvisation each performer further uses/combines etc.. T1 + T2 while interacting with all of the other performers to collectively use/combine/merge/develop all twelve themes defined throughout the course of the piece.

In addition to T1 + T2 any of the DIRECTORS (MD/AD/BD) may recall the 3 MEMORY POINTS (M1/M2/M3) momentarily and then CUE the return to the COMBINED IMPROV.

The MD then CUES the end of the piece.

**END MODE : PLAYERS' INSTRUCTIONS**

SECTION 1

MASTER DIRECTOR (MD) CUEs POOL STATE.

A DIRECTOR (AD) and B DIRECTOR (BD) DEFINE THEMES (T1) for each of the members in A TRIO and B TRIO.

MD CUEs SOLOS.

MD DEFINES a MEMORY POINT (M1).

ALL DIRECTORS ROTATE IN A CLOCKWISE DIRECTION (MD = BD, BD = AD, AD = MD).

SECTION 2

MD CUEs POOL STATE.

AD and BD DEFINE T2 for each of the members in A TRIO and B TRIO.

MD CUEs DUOS.

MD DEFINES M2.

ALL DIRECTORS ROTATE IN A CLOCKWISE DIRECTION (MD = BD, BD = AD, AD = MD).

SECTION 3

MD CUEs FREE IMPROV ,sets solo order, and then CUEs the beginning of the SOLOS.

MD DEFINES M3.

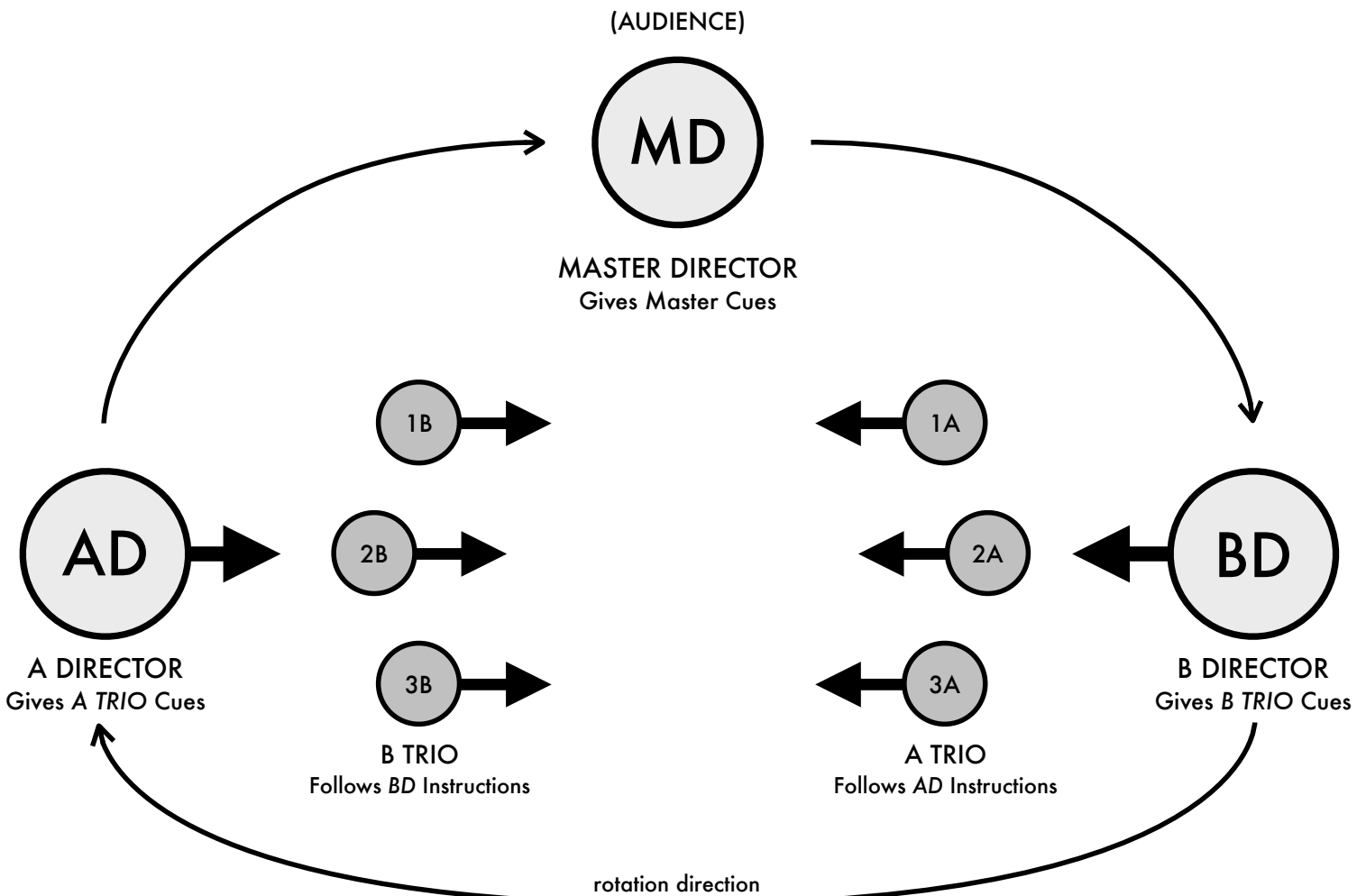
ALL DIRECTORS ROTATE IN A CLOCKWISE DIRECTION (MD = BD, BD = AD, AD = MD).

COMBINED IMPROV

MD CUEs COMBINE IMPROV.

MD/BD/AD can recall M1/M2/M3.

MD CUEs the end of the piece.



END MODE : DIRECTORS' INSTRUCTIONS