

# MUSIC LOOM

FOR INSTRUMENTS AT PLEASURE

## INSTRUCTIONS

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Players sit in a circle. In each round,

→ one player is designated the *interpreter*.

→ The interpreter draws a *texture card*—

→ and then interprets it as a musical motif.

The motif should be *gestural* above all. It can be for voice or instrument—tonal or percussive. Pitches (if present) are the choice of the interpreter.

The interpreter gives some indication that the motif is complete (e.g., pause, head nod) and then proceeds to repeat it *continuously*.

→ The two adjacent players imitate the motif.

The imitation need not be pitch-perfect or in time but should echo the gesture. They also play continuously.

→ The following adjacent players imitate the motif continuously in turn.

Once all players are sounding together, the interpreter ceases to play, and silence spreads around the circle as above.

