

# DIVINE INTERVENTION

Loop Work 2.1

JAMIE HOWELL

1 player is chosen to be The Interventionist

Everyone else selects 2 other members of the group (The Interventionist cannot be chosen). Designate 1 of these players your *on*; the other your *off*. Don't reveal who you have selected

In addition to the players individuals have chosen, The Interventionist acts as *off* for everyone (all the time), and *on* for anyone (you may choose to play or not). When choosing to play after The Interventionist, wait until they have completed their phrase and fallen silent

A

Anyone in the group begins by playing a single, repeating sound to a regular pulse

Each member of the group starts playing when they hear their *on* and keeps playing until they hear their *off*

All sounds are played together on the beat

No sound should dominate, all sounds should be audible

If there is a long silence or the group appears to be stuck because no one has heard an *on* or *off* signal, The Interventionist steps in by improvising a short phrase

Whenever the pulse is restarted after an intervention, it should be at a noticeably different tempo to the previous pulse

Before A gets boring, move to B in your own time

B

The pulse remains steady, and sounds should stay connected to the beat, but they may be moved progressively earlier or later to create the sound of a 'flam' or double note

The sounds may also be transformed gradually over several iterations

The Interventionist may now intervene at will, becoming more and more disruptive to the flow

When you have had enough, stop at The Interventionist's next phrase and do not restart