# Growth Prospects

**by Dan VanHassel**

**Performance Instructions**

1. *Growth Prospects* is to be performed by a large ensemble comfortable with free improvisation. There should be *at least* five players, including at least one percussionist.

2. The ensemble is to be split into three groups: Noise, Harmony, and Percussion. The Noise and Harmony groups need *at least* two members, but preferably many more.

3. Each group follows along their respective line on the graphic score.

> a. The Harmony group improvises long, sustained sounds based on the given chord progression. A designated leader cues chord changes based on graphic score. Changes do not need to be abrupt, and some overlap between harmonies is perfectly acceptable, and even desirable. Timing is not specified, but each chord should last a pretty long time.
>
> b. The Noise group begins by playing extremely short, percussive, noisy sounds. A designated leader cues given gestural/rhythmic patterns, the cue is simply a downbeat at which the members of the group can choose *any* of the patterns to play. The roman numerals indicate chords that should be performed fortissimo and in unison by all Noise group members (cued by another member of the group). Each of these chords devolves into long tones based on the pitches provided. Finally at the end, each member of the group plays a steady pulse, unaligned with the others.
>
> c. The Percussion group consists of all percussionists in the ensemble. They begin by playing long sustained sounds (rolls, etc.), gradually developing into steady time based on the meters provided. Which then alternates with rhythmically free sections, as indicated on the graphic score.

4. The entire piece should last at least 7-8 minutes.

"Noise": Enter one by one w/ short, noisy sounds. Leader cues patterns (once time is established).

Percussion: Free rhythm (rolls, etc.) —gradually move to time→ |: 5/8 12/16 (3/4) 5/8 2/4 :| →

"Harmony": [1] → [2] → [3] →

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N: (continue) → [I] long tones (fade out) [II] long tones (fade out) [III] long tones

P: → noisy! free rhythm → time (as above) → noisy! free rhythm → time (as above) →

H: → [4] → [5] → [6] → [7] →

+1 harmony person

harmony person returns

+ 1/2 of harmony people

harmony people return

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N: mix long tones w/ pulses → pulses (cut-off)

P: noisy! free rhythm → getting sparser → time 5/8 →

H: → fade out

+ All but 1 harmony person

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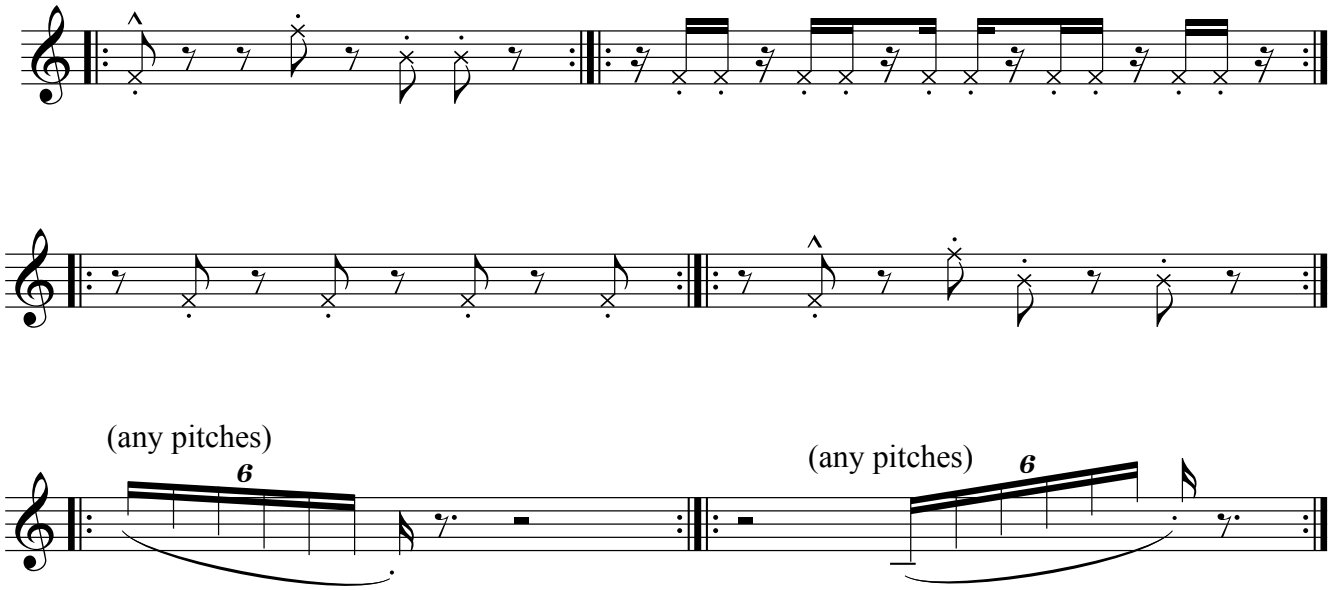
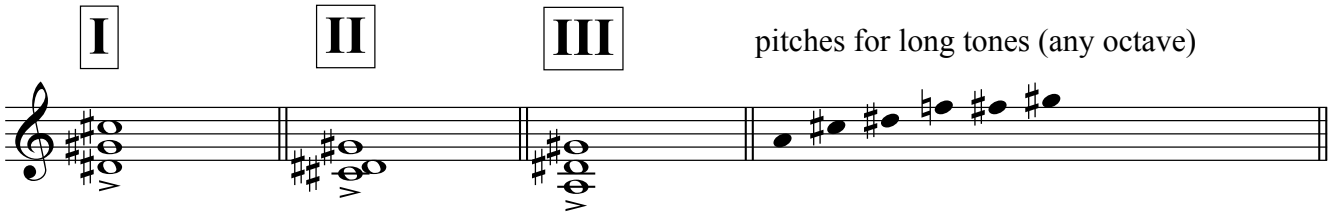
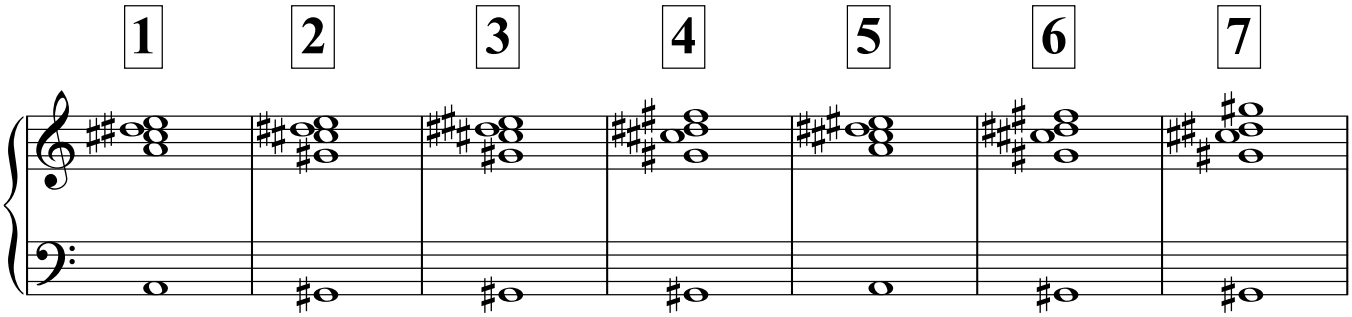
## "Noise" Group:

x-notehead = **short, noisy sounds**
Leader cues beginning of pattern. Players may choose *any* pattern to play.
Repeat each pattern 4-5 times.




## Chords for Harmony Group:

changes cued by group leader (can be some overlap)