

Conduction

There follows a list of specific hand signals given by the conductor, which indicate to performers to undertake specific musical actions. All actions are taken on a downbeat.

All actions can be directed at individuals or groups of individuals through the conductor pointing at them and then giving the performance direction.

A large circular motion with both hands indicates that the performance instruction applies to the whole group.

Sustain- conductor holds hand out palm up: this means play one continuous sound until the next downbeat

If conductor moves hand in and out rapidly this denotes short sounds, the height of the hand relates to pitch

Repeat- hand held up in u shape: this means repeat material if you are already playing or invent material to repeat if you are not already playing

Cut- horizontal cutting action with hand: this means stop playing

Dynamics- finger up or down to indicate higher or lower volume

Pitch- Flat horizontal hand up or down: means pitch up or down

Melodic contour- finger or baton draws shape in air; indicated player or players emulate this melodic shape

Expand or develop- both hands together vertically (like a closed clap) moving apart: this means the player/s should expand their ideas

Pool- both hands pointed at the floor: means all players are free to do as they choose

Individual Pool- come here gesture: individual indicated can do as they please. (This does not mean solo; it means to contribute to the ensemble sound)

Clicks- Finger clicks: performers must make/play the shortest clicky sound on their instrument. Players must try to match and be aware of the other clicks around them, in this way a unity of sound event can be achieved.

Flurries- 'Jazz hands': same as **clicks** but with flurries of notes.

Memory- conductor points to head and holds up a number of fingers. When shown for the first time performers must remember the area that they are in. On all further instances of this gesture players must return to that area.

Chorale/counterpoint- Hand held up at right angles with finger moving from closed to spread. Players indicated by the conductor must improvise a chorale like passage.

Riffs/Harmonize/Duets- Index and little finger held up, second and third finger held by thumb. Players indicated by conductor must play a riff, harmonize or duet. The players decide this in the moment.

Loops- Conductor indicates either two or three fingers. Two fingers indicate that the group should choose two quaver placements within a bar. Three fingers indicate three triplet placements within a bar.

Time signature- Conductor may indicate a nominal time signature by conducting in the standard way.

Groove- Jazz click on two and four. This does not indicate a tempo or meter. It does indicate that players selected should settle on a groove- the tempo and meter being settled upon by the players. Once established this groove should continue until the conductor indicates otherwise.

Set pieces- Flash cards can be used to cue any piece/s that the conductor wants to integrate into the larger conduction.