

'C' What Happens

Structured Improvisation for 6 Player Piano

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♩ = 60

The score is divided into six figures, A through F, each with a specific duration for each of the six players. The durations are as follows:

Player	Figure A (10s)	Figure B (10s)	Figure C (20s)	Figure D (30s)	Figure E (40s)	Figure F (50s)
Player 1	10 Seconds	10 Seconds	20 Seconds	30 Seconds	40 Seconds	50 Seconds
Player 2	30 Seconds	40 Seconds	50 Seconds	20 Seconds	60 Seconds	30 Seconds
Player 3	10 Seconds	50 Seconds	30 Seconds	40 Seconds	20 Seconds	30 Seconds
Player 4	30 Seconds	20 Seconds	20 Seconds	20 Seconds	30 Seconds	10 Seconds
Player 5	30 Seconds	60 Seconds	30 Seconds	20 Seconds	60 Seconds	60 Seconds
Player 6	20 Seconds	40 Seconds	50 Seconds	20 Seconds	60 Seconds	10 Seconds

Each player's part includes dynamic markings such as *dynamics ad lib.* and specific rhythmic notations like semibreves in brackets and feathered rhythms.

Instructions

'C' What Happens is a chance-based structured improvisation for 6 player piano which investigates our perceptual thresholds of chordal structures and patterns, and how their various combinations/ variations either maintain, strengthen or lose their tonality.

The score above comprises of six Figures A-F, each of which are for a specified duration in each individual part. During this time, each player is to improvise on the stimulus in each bar: a semibreve in brackets suggests sustained playing, whilst the feathered rhythms suggest the gradual accelerando and decelerando of repeated notes and chords. The specified pitches are to be taken only as starting points, extended through chord construction and development of *Chance Intervals* as discussed later. Each player may also look into include a number of silently depressed notes/chords in order to explore the full resonance of chordal structures on the piano.

Each player requires a dice both before and during performance. Before the performance begins, each player must roll their dice 3 times; the first determining which in figure they must play their *Chance Chord* (see opposite) in place of the musical stimulus provided in the score (1=A, 2=b...6=F). One by one, the second roll determines which octave each player will play their designated part in (1=C1, 2=C2... 6=C6), continuing to roll until an unused number/octave can be obtained. The player occupying C3 is in charge of pedaling *ad lib.* The third roll determines the first *Chance Interval* (see opposite) for improvisation in the first figure, Figure A. The piece can now commence. Before moving onto the next figure, whilst continuing to play current figure A, each player must again roll the dice in order to determine which interval to improvise on in the following figure. This process continues on until the conclusion of the piece once all players have ceased playing following Figure F.

Chance Interval Table

Dice Roll: 1. 2. 3. 4. 5. 6.

Player	1	2	3	4	5	6
Player 1	M3	P5	M7	M2	A4	M6
Player 2	M3	P5	m7	M2	A4	M6
Player 3	m3	M3	P5	M7	M2	A4
Player 4	m3	M3	P5	M7	M2	A4
Player 5	M3	P5	m7	m2	M3	m6
Player 6	M3	P5	M7	M2	A4	M6

Chance Chord

Player 1	C Maj13#11
Player 2	C 7 b9b13
Player 3	A min13
Player 4	D min13
Player 5	C Dom13#11
Player 6	F Maj13#11