

# 4 CHAIRS

... includes  
 four 2-3 minute  
 improvisations ...  
 featuring any combination  
 of instruments  
 (although similar family &  
 contrasting timbre  
 are preferable)  
 CHAIRS ARE #’d 1-4:  
 each segment utilizes  
 next player as central voice  
 or lead ...  
 other 3 voices develop  
 support: harmony,  
 counterpoint,  
 ostinato, dialogue, etc.  
 playing “constructively”  
 ... while following sonic  
 or dramatic lead:  
 ALL PLAYERS  
 informing patterns chosen  
 from symbolic, inferential of  
 material provided...  
 when lead chair stops,  
 cues, or stands:  
 that segment is over-  
 and can conclude.

## ELEMENT

**POSITIONS**  
 (arrows indicate  
 players facing ...)

## RHYTHM

## TEMPO

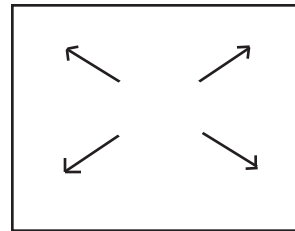
## HARMONY

## COLOR

## CHARACTER

**TRIGRAM**  
 (from Yijing:  
 book of changes)

## AIR



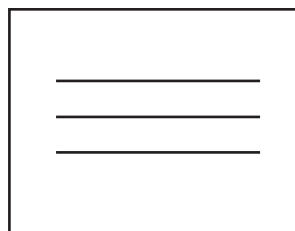
## NON-PULSE

## SLOW

## Eb whole tone

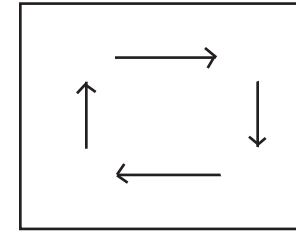
## CLEAR

resistanceless,  
 shining



Qian (heaven)

## WATER



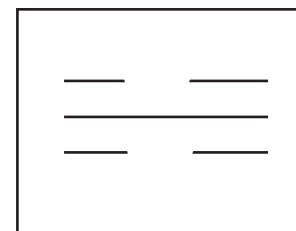
## TRIPLE

## MEDIUM

## C dorian

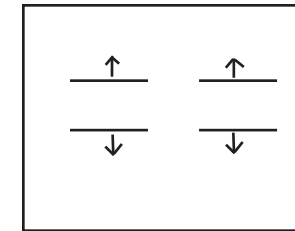
## BLUE/ GREEN

pervasive,  
 restoring



Kan (moving water)

## EARTH



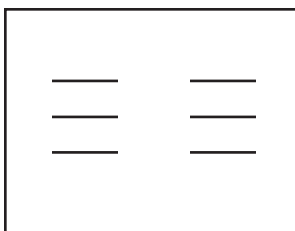
## DUPLE

## ADAGIO

## Ab lydian

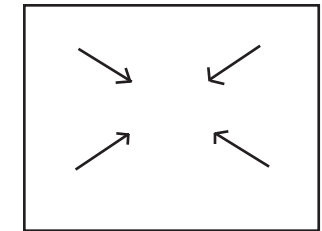
## BROWN/RUST

accepting,  
 supporting



Kun (earth)

## FIRE



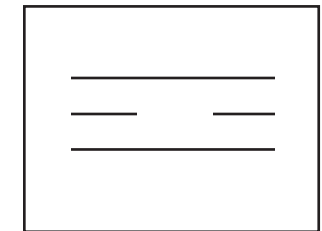
## FOUR

## FAST

## G7 (b9, #9, #11)

## RED/ ORANGE

explosive,  
 consuming



Li (fire)