

Carpet Bowls [4] - 6 agents

Simon Katan 2006

Players = 6
Duration = 5mins
Instrumentation = tin cans

Random Conductor Settings

Conductors = 1
Downbeats = 25
Time Lapse = 500
Min Time = 8
Max Time = 20
Shorter Beats = 15
Short Region = 0.2
Time Limit = 300 secs
Enable Timer = on

How to play

Cut out the six rule slips on the following page and distribute them so that the order of players runs from A to F. Also cut out and distribute the agent slips, making sure that the letter following the word 'If' matches the rule slip of that player.

On the first downbeat, given by the random conductor, players may choose between either of the prescribed "start with" properties on their rule slips.

Whilst playing, each improviser should listen to the player, specified on their rule slip, and decide which of the four properties they are playing. This should be obvious and is not open to interpretation. Find the appropriate rule and be ready to change to the new property at the start of the next time-step.

On the start of the next time-step, which starts on the number *after* zero, all players should change properties according to the appropriate rule. From here on, this process continues until the final time-step at which point the random conductor will signal 'Final time'.

Players holding agent slips should note their conditions before the start of play. The number in brackets denotes how many times the designated property must be played consecutively before the agent can be used.

On the time-step when the condition is met (i.e. when the player begins playing the named property for the n^{th} consecutive time) the player must hold up his agent slip to the relevant other players. At the start of the *next* time-step, all three players should disregard their rule slips, instead playing the property prescribed by the agent slip.

Group A

start with **silence** or **rattle**

If Group F = **silence** then play **rub** or **hit**

If Group F = **rub** then play **rattle**

If Group F = **hit** then play **silence**

If Group F = **rattle** then play **rub**

Tin Cans - Schools Version - 1 agent

*If Group A = **rattle x 2***

Show this card if your group rattles twice in a row.

D E F

rattle

Tin Cans - Schools Version

Group B

start with **silence** or **rattle**

If Group A = **silence** then play **silence**

If Group A = **rub** then play **rub** or **hit**

If Group A = **hit** then play **rub**

If Group A = **rattle** then play **rattle**

Tin Cans - Schools Version - 2 agents

*If Group B = **silence x 4***

Show this card if your group is silent four times in a row.

A B C

hit

Tin Cans - Schools Version

If Group B = rattle x 3

Show this card if your group rattles three times in a row.

A B C

rub

Tin Cans - Schools Version

Group C

start with **silence** or **rattle**

If Group B = **silence** then play **silence**

If Group B = **rub** then play **rub** or **hit**

If Group B = **hit** then play **rub**

If Group B = **rattle** then play **rattle**

Tin Cans - Schools Version - 1 agent

*If Group C = **rattle x 3***

Show this card if your group rattles three times in a row.

A B C

silence

Tin Cans - Schools Version

Group D

start with **rub** or **hit**

If Group C = **silence** then play **rub** or **hit**

If Group C = **rub** then play **silence**

If Group C = **hit** then play **rattle**

If Group C = **rattle** then play **hit**

Tin Cans - Schools Version - 1 agent

*If Group D = **rattle x 2***

Show this card if your group rattles twice in a row.

A B C

rattle

Tin Cans - Schools Version

Group E

start with **rub** or **hit**

If Group D = **silence** then play **silence**

If Group D = **rub** then play **hit**

If Group D = **hit** then play **rub** or **hit**

If Group D = **rattle** then play **rattle**

Tin Cans - Schools Version - 2 agents

*If Group E = **silence x 4***

Show this card if your group is silent four times in a row.

D E F

rub

Tin Cans - Schools Version

*If Group E = **rattle x 3***

Show this card if your group rattles three times in a row.

D E F

hit

Tin Cans - Schools Version

Group F

start with **rub** or **hit**

If Group E = **silence** then play **silence**

If Group E = **rub** then play **hit**

If Group E = **hit** then play **rub** or **hit**

If Group E = **rattle** then play **rattle**

Tin Cans - Schools Version - 1 agent

*If Group F = **rattle x 3***

Show this card if your group rattles three times in a row.

D E F

silence

Tin Cans - Schools Version