

List of Cues

[Who What & When]

1. Who? (Point at person)
2. Do what? (action or modulation cue)
3. When? (Downbeat or other)

Δ = indicates that a player responds to the cue without waiting for a further downbeat

[Meta cues]

Point at person = designate the player

Δ Downbeat (or conducting in time) = “Do X now”

Δ Point at self = I will conduct each individual note

Sections (1,2,3, etc) = Which section in the music to refer to

Ear (Listen to other player) = Player either mimics or plays along with another player

Δ Continue (turning over hands) = Continue whatever you are doing

Δ Start when you are ready (open hand) = player starts the action when they are ready

[Actions]

Δ Punch = single short note

“O” (Ostinato) = player creates an ostinato

“C” (Change) = player creates variations or develops an idea

Improvise (inviting hand) = player can take a solo or otherwise improvise

End (cut throat) = player stops playing

Tape Cut / Insert =

1st downbeat: Everyone who is playing stops, everyone who is not playing starts.

2nd downbeat: everyone returns to the original state.

Long Tone (fingers draw a line) = players play a long held note

[Modulations]

Δ Quieter <—> Louder = raising and lowering hand

Δ Sparse <—> Dense = fingertips together vs. fingertips spread out

Δ Shorter <—> Longer = palms facing each other, growing the space or diminishing it

Δ Integrate <—> Disintegrate = fingers interlocked vs. fingers separating

Δ Tap Tempo = Match what is being played with the tempo that is given

[Other] (*I may not use these at all, depending..*)

Memory 1,2,3,etc (number to forehead) = remember this section and return to it later

Drastic Change (hand flip) = player changes drastically what they are doing.

Jump octave up/down (vertical hand flip) = player jumps an octave in the specified way

Δ Create Tension (tense fist) (*like the “salute” in Attack on Titan*) = player creates more tension