

In craven imitation of [nycresistor](#), let's have a synth night.

It could go a few ways, below are some models/sketches of models:

Games

A few basic rules apply to all of these scores:

- 1) listening is everything
- 2) silence is part of the music
- 3) always take the ending as soon as it comes

"one player only" (h/t to n)

two or more players improvise freely. as soon as one player enters, the other one must stop their sound.

"if it ain't broke, don't fix it" (h/t to n)

all players simultaneously improvise each their own short loop. do not change your loop unless you feel that the music has to change.

- Agreed upon loop lengths & meter, or chaos

"sea and waves" (h/t to n)

all players collectively improvise an ongoing, consistent soundscape. once the soundscape is established, each player takes a turn improvising a solo over it.

"card play" (h/t to n)

each player receives a limited number of sound gestures per round (3 is a good number to start with). think of these as a hand of cards that you may lay down during the game: each card is a short sonic event.

beginning from silence, each player lays down their cards as they like and when like. the piece ends when all have played all their cards.

- We could have actual cards that are both dealt and played, with either musical or mood elemtns - e.g. a rhythm pattern, staff pattern, color, etc.

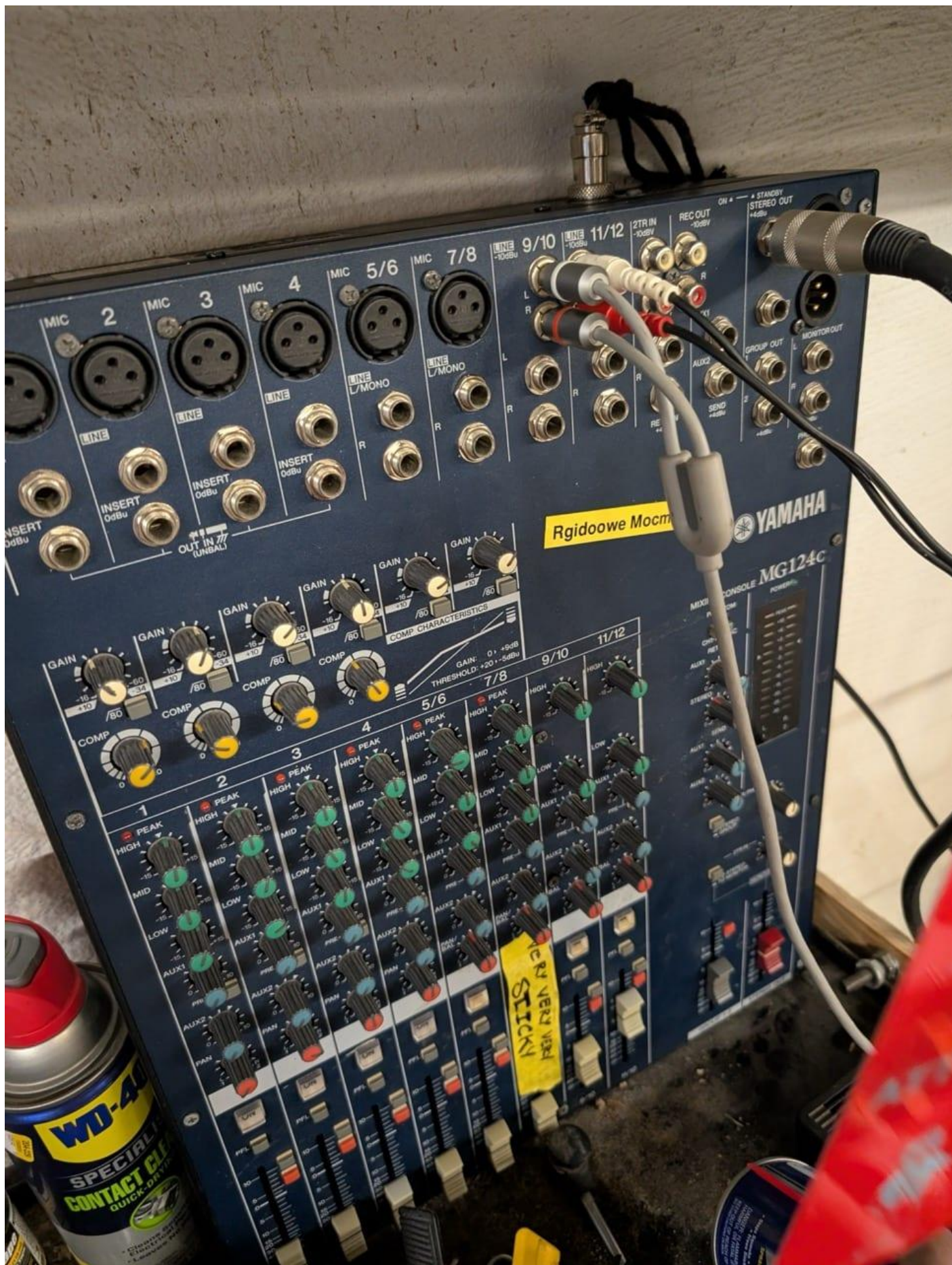
Gear and spaces

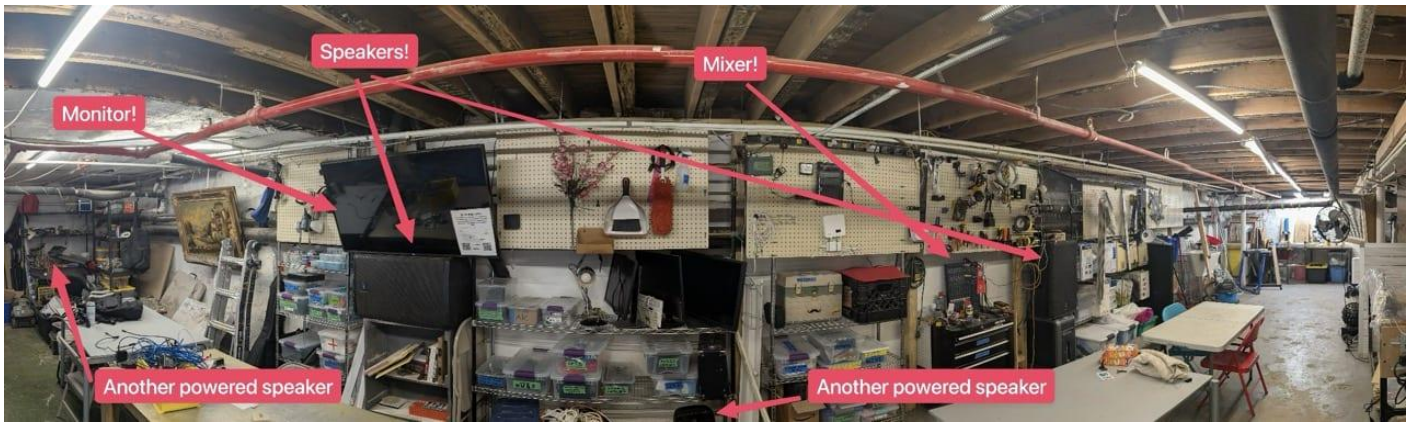
Upstairs: (For equipment details see the [equipment page](#))

- Large stereo PA
- 2 projection screens (1 large and good, 1 small and mediocre), both corded HDMI connects

Basement:

- Low ceiling
- It's a basement with no real dedicated ventilation but is happily used by groups other nights
- 2 EV powered speakers
- 1 powered weirdo speaker with karaoke mode
- 1 powered JBL
- 8 channel Yamaha MG124c mixer with one sticky channel





Miscelania

Given we have screens and monitors... visuals?

Ambiance: might be nice to have dim light with local brightness for players?

