



Yahtzee

for improvisers and prompter
by Adam Scott Neal



About the Piece

This work is written for any number of improvisers on any number of instruments (including voice and other body sounds). The piece will also require a prompter who will obtain directions from a set of dice and relay these directions to the performers.

The work follows a similar piece of mine, *Behind the 8-Ball*, which uses Tyco's Magic 8-ball toy to provide direction for improvisors.

Special Equipment

5 six-sided dice
optional cup for dice
1 notepad and 1 pencil for keeping score
small signs displaying these categories:

Ones	Fours	Three of a kind	Small Straight
Twos	Fives	Four of a kind	Large Straight
Threes	Sixes	Full House	Yahtzee (five of a kind)
			Chance

Directions

The piece will consist of 13 “rounds,” just like the game. The prompter will roll all of the dice once for each round, and after that may roll some or all of the dice again in order to obtain a desirable result. Like the game, there must be a score in each of thirteen categories (often this will not be the case, but the prompter should try). For the purposes of this piece, the score is not so important as trying to make each category occur.

A brief overview of the scoring categories for the prompter:

For the *Ones*, *Twos*, *Threes*, *Fours*, *Fives*, and *Sixes*: take the number and multiply it by the number of dice displaying it. The challenge is to get each of these and also a 3, 4, and 5-of-a-kind. *3 of a kind* and *4 of a kind* should be self-explanatory. A *Small Straight* is 4 consecutive numbers, and a *Large Straight* is 5 consecutive numbers. A *Full House* is 3 of a kind, plus a pair, a *Yahtzee* is a 5 of a kind, and *Chance* is the total of all of the dice, used when other categories will not work.

Below are the categories, and the actions the improvisers should take when cued:

Ones – each player may play only one note, but the duration and start time is free

Twos - each player may play two gestures, and every gesture a player makes must consist of only two notes

Threes -each player may play three gestures, and every gesture a player makes must consist of only three notes

Fours - each player may play four gestures, and every gesture a player makes must consist of only four notes

Fives - each player may play five gestures, and every gesture a player makes must consist of only five notes

Sixes - each player may play six gestures, and every gesture a player makes must consist of only six notes

3 of a kind - the prompter will cue 3 events. The players must remain on the same pitch for all three events, but the prompter is free to direct differences in durations and dynamics.

4 of a kind - the prompter will cue 4 events. The players must remain on the same pitch for all four events, but the prompter is free to direct differences in durations and dynamics.

Small straight – the players begin at the left side of the ensemble and pass down short, soft gestures

Large straight - the players begin at the right side of the ensemble and pass down moderately loud, moderately long gestures

Full House – all players play, at a strong dynamic

Yahtzee (5 of a kind) - the prompter will cue 5 events. The players must remain on the same pitch for all five events, but the prompter is free to direct differences in durations and dynamics.

Chance – players may play whatever they please