

# elbows

The piece begins with both performers playing. The objective of the game is to force/create/steal/engineer a new section of material. This must happen naturally, emergent from where the material currently is.

When a performer creates a new section they make a 'thumbs up' gesture to themselves, indicating claim to the transition. In the case of both performers calling the point the first performer to call the point gets priority.

New sections of material may be blocked or refused, in which case, the previous material is returned to. With that being said, the performers must be very sensitive and sympathetic to shifts in material, while aggressively pushing for new ideas.

The game continues until one player scores 5 points (has to be ahead by 2).