

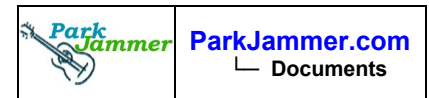


## Anarchy... Why Not?


- ♪ A few simple rules help musicians deliver consistent entertainment even when the lineup changes
- ♪ Solid, consistent entertainment keeps the audience staying and paying
- ♪ A happy audience means more **fun** for everyone... and more **money** for all

## Whose Rules?

- ♪ Born of experiences participating in the world's best jam in Toronto
- ♪ Shaped by 8+ years of running a jam in New York's Central Park
- ♪ Polished by observing dozens of live performers and full bands and comparing their audience, their income and their adherence to these proven practices
- ♪ If you are interested, the complete "Rules of the Jam" can be found at:



## Here they are...

 <b>Rules Of The Jam</b>			
Rule	Description	Rule	Description
<b>01 Be strong!</b>	The rules keep good music flowing and happy audience members staying happy. Be strong enough to enforce them.	<b>08 Group songs of similar energy levels!</b>	Keep a few high energy songs together and then a couple of low energy songs (ballads).
<b>02 Keep the music going!</b>	Every moment the music isn't playing is a one moment closer to the audience leaving. Any more than 45 seconds and you better be starting another tune or at least running a chord pattern.	<b>09 Limit performers to two or three songs!</b>	Neither the good, the bad, nor the ugly should hog the limelight for too long. The stars will still manage to shine and the rest still know they'll not be the last one picked in the school yard.
<b>03 Balance the mix!!!</b>	The audience needs to hear <b>all</b> the parts. Adjust the mix for weak performers and for strong performers.	<b>10 Stay away from original songs!</b>	What the audience wants are songs that make them comfortable. This generally means proven covers, not someone's personal hack job.
<b>04 Perform entire songs!</b>	Don't allow or encourage people to play or sing a song if they only know part of it.	<b>11 Know Your Master!</b>	Your customer is... everyone! You only know if you've done a good job if your customers are happy.
<b>05 Finish what you start!</b>	No "do-overs" are allowed when someone messes up. Once you start... barrel through, get done the best you can, move on, and do better next time. <i>A jam is not a practice!</i>	<b>12 Educate Everyone!</b>	People can't follow the rules unless they know what they are. Tell 'em the rules. And keep tellin' 'em!!!
<b>06 Know and deal with your limitations!</b>	If someone can't sing like Steve Perry or Don Henley or Melissa Etheridge then don't sing that song or adjust the range (key) and style to fit the talent.	<b>13 Be sober!</b>	A drink or two can grease the night. But being sloppy will lose an audience and encourage others to take things less seriously..
<b>07 Recognize a problem and get out!</b>	If it all goes wrong in a song or a set, admit it, end it, and quickly move on.	<b>14 Be prepared!</b>	Shit happens. So do your best to prepare. Have a spare instrument and/or supplies. Good preparation reduces tension for everyone and helps keep quality music going.

## Our Philosophy in a Quote

David Hines, a musician from Toronto, helmed an *excellent* jam that ran for many years, attracted hundreds of musicians and audience members, and managed to do that every Monday night! Dave succinctly described how to manage a successful jam (and perhaps all management) with this quote:

**"A jam is like a toddler: it must be given enough freedom of action to delight and surprise you (which it will), but not enough to wander onto the highway or fall into the pool."**