it is impossible for everyone to achieve everything they want (2018) James Saunders

INSTRUMENTS

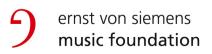
6 players, each with:

small synth
sample playback device (e.g. tablet, mobile phone, keyboard, control surface)
tape dictaphone
analogue radio
megaphone
small mixer
powered speaker
cabling

The samples are available from the composer on request.

duration: variable (c.10-15 minutes)





PROGRAMME NOTE

it is impossible for everyone to achieve everything they want asks the players to construct sequences of sounds, responding to what they hear preceding players do. Players have control over their own actions, but generally not those of others. They can influence some behaviours but not control the group totally, although forming allegiances might enable more control to be exerted on the group. The piece uses a set of artificially constructed or presented sounds, including text-to-speech computer voices, recordings of real world sounds, algorithmically generated music, synthesisers, radio, dictaphones, and spoken commands delivered over megaphones. The title is taken from Larry Diamond's text 'What is Democracy?' (2004).

it is impossible for everyone to achieve everything they want was commissioned by Matrix New Music Centre, funded by the Ernst von Siemens Musical Foundation for the 2018 Nadar Academy. It was first performed by Nadar Summer Academy Ensemble at Transit Festival, Leuven, on 13 October 2018.

SETUP

Each player needs a keyboard, sample playback device, megaphone, tape dictaphone and radio.

The keyboard and sample playback device should be routed to a mixer, then to a local speaker. If the performance space is large, the dictaphone and radio could also be routed to the mixer, but it is preferable to use their internal speakers.

The megaphone should not be routed to the mixer.

Keyboard: this should be a small polyphonic synth, ideally with on-board sounds but an external module is also possible if necessary. All the keyboards should be identical and small, around the size of a melodica. Each keyboard should use a different synth/organ/pad sound, clearly artificial in its production: relatively quick onset to give a perceptible attack, and a fairly raw synth sound.

Sample playback: this could be a tablet, or a MIDI keyboard/control surface. Each of the sample playback devices should be prepared with the samples listed below. The synthesised speech, real world sounds, and DTMF tone samples should play through completely each time they are cued, then stop. The noise drones and algorithmic music should play while the trigger is held down, and stop on release.

Dictaphone: a tape dictaphone capable of record/playback at two speeds (normally 1.2/2.4 cm/s). The tape should be blank before the performance.

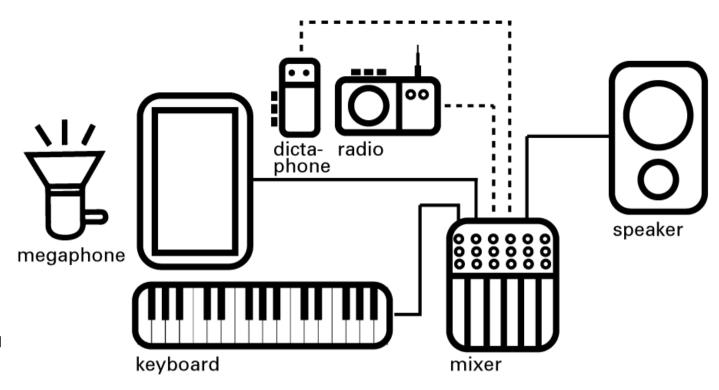
Radio: an analogue radio with multiple bands (SW/MW/LW/FM where possible) with dial tuning and volume controls (not buttons).

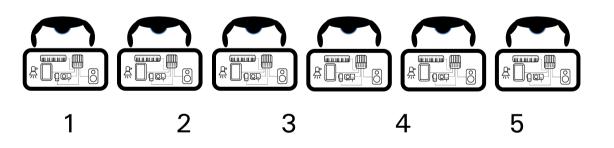
Megaphone: a simple megaphone, with volume control to manage the balance.

All players should be seated at tables, in a line as indicated. This can be curved slightly if necessary.

The layout of equipment on each table should be identical, but may differ from the suggested layout in the diagram if needed.

Sounds should be localised for each player rather than being played through a PA. The speakers should be placed on or under the tables, and need to be audible to the players for cueing purposes.





SAMPLE SETUP

The samples should be loaded onto the devices of each player as indicated below.

```
Plaver 1
alarm [120526 playpauseandrewind alarm-clock-s-alarm-on].wav
indicator [195994 productionnow car-turn-signal-blinker-left-and-right].wav
chicken [371216 mrthenoronha cock-a-doodle-doo].wav
fire [91114 fasolt fire-crackling-oven].wav
glass [194685 kingsrow breakingvase01].wav
sneeze [185619 organicmanpl sneeze].wav
thunder [265119 vpdavo rain-and-thunder-verandah].wav
typewriter [43559 tams-kp typewriter19].wav
DTMF1.wav
DTMF7.wav
noise1.wav
noise2.wav
noise3.wav
noise4.wav
music1.NKM-G-95-31-176531883-0-99-184-138-8-2116-61-0-82-101-113-101-113-121-0-0-0-0.way
music2.NKM-G-95-31-480347681-0-124-240-160-9-2194-55-0-87-109-14-108-0-0-0-0-0-0-way
music3.NKM-G-95-31-509460466-0-194-180-120-9-3442-65-0-87-101-99-101-98-102-98-102-0-0.wav
music4.NKM-G-95-31-559039164-0-164-184-138-8-2772-64-0-99-109-13-110-0-0-0-0-0-0-0-wav
music5.NKM-G-95-31-562758040-0-113-240-160-9-2192-55-0-35-109-35-108-0-0-0-0-0-0-wav
music6.NKM-G-95-31-854203917-0-116-207-138-9-2708-59-0-113-101-98-122-0-0-0-0-0-0-way
M1 a severe storm.wav
M1 tore down.wav
M1 the barn.way
M1 the blind man.wav
M1 counted.wav
M1 his old coins, way
M1 a pink shell.wav
M1 was found on.wav
M1 the sandy beach.way
M1 the hail.way
M1 pattered on.wav
M1 the burnt brown grass.wav
M1 a stuffed chair.wav
M1 slipped from.wav
M1 the moving van.way
M1 green ice.wav
M1 frosted.wav
M1 the punch bowl.wav
M1 the red paper.wav
M1 brightened.wav
M1 the dim stage.wav
M1 dots of light.wav
M1 betrayed.way
M1 the black cat.wav
M1 and.wav
M1 or.wav
M1 not.wav
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```
Player 2
ball1 [329684_uzbazur345_plastic-bouncing-ball].wav
bell2 [219047_jarredgibb_church-clock-strikes-1].wav
fireworks3 [347163_kinoton_firework-single-rocket].wav
gun1 [217805_gattoangus_9mm-short-reverb].wav
pig1 [233182_jarredgibb_pig-multiple-snorts-3-2-pigs-96khz].wav
racket2 [379335_13fpanska-marval-lukas_tennis].wav
stream [275627_hanneswannerberger_water-stream-river-sma].wav
wolf1 [256533_dkaufman_coyote-barks-and-howls].wav

DTMF2.wav
DTMF8.wav
```

F1 a stuffed chair.wav F1 slipped from.wav F1 the moving van.wav F1 green ice.wav F1 frosted.wav F1 the punch bowl.wav F1 the red paper.wav F1 brightened.way F1 the dim stage.way F1 dots of light.way F1 betrayed.way F1 the black cat, way F1 a round mat.wav F1 will cover.wav F1 the dull spot.way F1 the knife.way F1 was hung inside.way F1 its bright sheath.way F1 the square peg.wav F1 settled in.wav F1 the round hole.wav F1 a streak of color.wav F1 ran down.wav F1 the left edge.wav F1 and.wav F1 or.wav F1 not.wav

noise5.wav

noise6.wav

noise7.wav

noise8.way

Player 3 Player 4 burner [243763 nickpeeters gas-vuur-dakwerken-gasbrander-luchtballon].wav car1 [186959 readeonly engine-start].wav cat1 [100030 nfrae beef-mow1].wav clap2 [267930 anagar clapping].wav clock1 [170383 finalcrystine cuckoo-clock].wav foghorn [265977 tim-kahn air-horn].wav door2 [155523 planet-leader doorslam2].wav gate1 [177194 barkenov hard-grating-metal-gate].wav drill4 [386248 Idezem pneumatic-drill-desoutter-trough].wav laser1 [394919 navadaux laser-gun].wav horse1 [149024 foxen10 horse-whinny], way owl2 [367964 bluedelta owl-in-calm-environment-natural-reverb-4-channel-44khz].wav telephone2 [38229 charliefarley ringuk1965].wav scream3 [169811 missozzy female-scream-02].wav toilet1 [274448 polytest toilet-flushing].wav sheep2 [198118 photog123 hungrysheep].wav DTMF3.wav DTMF4.wav DTMF*.wav DTMF9.wav noise9.wav noise13.wav noise14.wav noise10.wav noise11.wav noise15.wav noise12.way noise16.wav music13.NKM-G-95-31-2182827645-0-834-180-120-9-3412-60-0-105-109-105-151-0-0-0-0-0-0-way music19.NKM-G-95-31-610209656-0-102-184-138-8-2116-61-0-82-101-113-101-113-121-0-0-0-0.wav music14.NKM-G-95-31-2189957349-0-159-184-138-8-2772-64-0-99-109-13-110-0-0-0-0-0-0-0-wav music20.NKM-G-95-31-20923533-0-174-180-120-9-2772-65-0-13-101-113-102-0-0-0-0-0-0-way music15.NKM-G-95-31-2191005925-0-158-184-138-8-2772-64-0-99-109-13-110-0-0-0-0-0-0-wav music21.NKM-G-95-31-3027273609-0-214-126-108-12-3276-61-0-13-102-91-901-0-0-0-0-0-0-wav music16.NKM-G-95-31-2196277515-0-244-198-132-9-2386-72-0-101-102-87-129-113-102-0-0-0-0-0.wav music22.NKM-G-95-31-2340246981-0-162-126-108-12-3276-61-0-13-102-91-901-0-0-0-0-0-0-wav music17.NKM-G-95-31-2251177121-0-235-192-144-8-2708-63-0-89-102-87-169-98-111-0-0-0-0-0.wav music23.NKM-G-95-31-1954816431-0-225-198-132-9-2386-69-0-101-102-108-129-113-102-0-0-0-0.wav music18.NKM-G-95-31-3293711047-0-101-203-152-8-2196-64-0-116-121-87-127-0-0-0-0-0-0-way music24.NKM-G-95-31-820125197-0-94-207-138-9-2708-59-0-113-101-98-122-0-0-0-0-0-0-way M2 a round mat.way F2 the goose.wav F2 was brought straight from.wav M2 will cover.wav M2 the dull spot.wav F2 the old market.way M2 the knife.wav F2 the kite.way M2 was hung inside.wav F2 flew wildly in.wav M2 its bright sheath.wav F2 the high wind, way M2 the square peg.wav F2 the dry wax.wav F2 protects.wav M2 settled in.wav F2 the deep scratch, way M2 the round hole, way F2 the beetle.wav M2 a streak of color.wav M2 ran down.wav F2 droned in .wav M2 the left edge.wav F2 the hot June sun.wav M2 the goose.way F2 light maple.wav F2 makes for wav M2 was brought straight from wav M2 the old market.way F2 a swell room.way M2 the kite.wav F2 the child.wav M2 flew wildly in.wav F2 crawled into.wav M2 the high wind.wav F2 the dense grass.wav M2 the dry wax.wav F2 the dusty bench.wav M2 protects.wav F2 stood by wav M2 the deep scratch.way F2 the stone wall.way M2 the beetle, way F2 the duke .wav F2 left the park in.wav M2 droned in.wav M2 the hot June sun.wav F2 a silver coach.wav M2 and.wav F2 and.wav M2 or.wav F2 or.wav M2 not.wav F2 not.wav Player 5 Player 6 baby3 [393769 nektaria909 baby-cry].wav bicycle1 [120373 faruku bycycle-rattle].wav buzzer1 [164089 hypocore buzzer2].wav dog2 [328729 ivolipa dog-bark].wav cannon1 [187767 qubodup cannon-shot].wav duck1 [324087 iggyf north-yorks-mallard-frenzy].wav cow1 [233130 jarredgibb cow-moo-1-96khz].wav fly1 [352075 kinoton house-fly-take-of-fly-by].wav donkey3 [246406 felix-blume donkeys-braying-at-the-market-of-assem-souk].wav horn1 [54086 guitarguy1985 horn].wav

paper2 [181773 keweldog tearing-paper4].wav

skid2 [104026 rutgermuller tires-squeaking].wav

tape2 [151446 tgfcoder ripping-unravelling-packaging-tape].wav

frog1 [344639 dbgrant frogs].wav

siren2 [325280 adam-n sirens].wav

saw1 [320734 papercutterjohn sawing-wood].wav

DTMF5.wav DTMF0.wav noise17.wav noise18.wav noise19.wav noise20.wav music24.NKM-G-95-31-1954816431-0-225-198-132-9-2386-69-0-101-102-108-129-113-102-0-0-0-0.wav music 26.NKM-G-95-31-57005736-0-212-198-132-9-2386-72-0-101-102-87-129-113-102-0-0-0-0.wav music 28.NKM-G-95-31-3762651297-0-146-203-152-8-3410-65-0-89-109-0-0-53-128-53-128-0-0-0.wav music29.NKM-G-95-31-347541380-0-104-184-138-8-2116-61-0-82-101-113-101-113-121-0-0-0-0.wav

music30.NKM-G-95-31-3041144190-0-80-207-138-9-2708-59-0-113-101-98-122-0-0-0-0-0-0.wav

M3 light maple, way M3 makes for wav M3 a swell room.wav M3 the child.way M3 crawled into.wav M3 the dense grass.wav M3 the dusty bench.way M3 stood by wav M3 the stone wall.wav

M3 the duke.way M3 left the park in.wav M3 a silver coach.wav M3 the black trunk, way

M3 fell from.wav M3 the landing wav M3 the room.way M3 was crowded with.wav M3 a wild mob.wav

M3 the pipe.way M3 ran almost the length of.wav

M3 the ditch.wav M3 the ramp.wav M3 led up to.wav

M3 the wide highway.wav

M3 and way M3 or.wav M3 not.wav

DTMF#.way noise21.wav noise22.wav noise23.wav noise24.wav

DTMF6.way

music31.NKM-G-95-31-2328110257-0-182-192-144-8-2708-63-0-89-102-87-169-98-111-0-0-0-0.wav music32.NKM-G-95-31-4262797550-0-137-198-132-9-2386-72-0-101-102-87-129-113-102-0-0-0-0-0.way music33.NKM-G-95-31-1376244840-0-197-184-138-8-2772-64-0-99-109-13-110-0-0-0-0-0-0-wav music34.NKM-G-95-31-184813299-0-172-198-132-9-2386-69-0-101-102-108-129-113-102-0-0-0-0.wav music35.NKM-G-95-31-439009957-0-230-180-120-9-3442-65-0-87-101-99-101-98-102-98-102-0-0-0.wav music36.NKM-G-95-31-439010981-0-179-180-120-9-3442-65-0-87-101-99-101-98-102-98-102-0-0-0.way

F3 the black trunk, way F3 fell from.way F3 the landing.wav F3 the room.way F3 was crowded with.wav F3 a wild mob.wav F3 the pipe.way F3 ran almost the length of wav F3 the ditch.way F3 the ramp.way F3 led up to.wav F3 the wide highway.wav F3 a severe storm.wav

F3 tore down.way F3 the barn.wav F3 the blind man.way F3 counted.way F3 his old coins.wav F3 a pink shell.wav F3 was found on.wav F3 the sandy beach.wav F3 the hail.wav F3 pattered on.way F3 the burnt brown grass.wav

F3 and.way F3 or.wav

F3 not.wav

Copyright Notices



All the samples are from freesound.org and are used under the Creative Commons CCO 1.0 Universal (CCO 1.0) license. For full information please see https://creativecommons.org/publicdomain/zero/1.0/



The text-to-speech recordings were made using the voices provided in Google Cloud Text-to-Speech. For full information, please see https://cloud.google.com/text-to-speech.

WolframTones

The algorithmic music samples were generated using WolframTones. For full information and to generate your own sequences, please see http://tones.wolfram.com/generate

TEXT

The text read by the text-to-speech computer voices is taken from the 1965 Revised List of Phonetically Balanced Sentences (Harvard Sentences),, a series of 72 blocks of 10 sentences, each of which contains all phonemes in spoken English. They were originally developed to test synthetic speech.

The following sentences are used in the piece:

A severe storm tore down the barn.

The blind man counted his old coins.

A pink shell was found on the sandy beach.

The hail pattered on the burnt brown grass.

A stuffed chair slipped from the moving van.

Green ice frosted the punch bowl.

The red paper brightened the dim stage.

Dots of light betrayed the black cat.

A round mat will cover the dull spot.

The knife was hung inside its bright sheath.

The square peg settled in the round hole

A streak of color ran down the left edge.

The goose was brought straight from the old market.

The kite flew wildly in the high wind.

The dry wax protects the deep scratch.

The beetle droned in the hot June sun.

Light maple makes for a swell room

The child crawled into the dense grass.

The dusty bench stood by the stone wall.

The duke left the park in a silver coach.

The black trunk fell from the landing.

The room was crowded with a wild mob.

The pipe ran almost the length of the ditch.

The ramp led up to the wide highway.

PERFORMANCE INSTRUCTIONS

The piece involves players acting in sequence, undertaking one of a set of actions when it is their turn.

The piece begins with player 1 making the first action, followed by player 2 and continuing until player 6 makes an action. Player 1 makes the next action following player 6. This sequence (1,2,3,4,5,6,1,2,3...) continues throughout, unless disrupted by one of the megaphone actions.

Players have personal autonomy over what they choose to do when it is their turn, but may decide based on the choices made by others. They may use their actions in a collaborative manner, or to disrupt the activities of others.

Sometimes groups of players may manage to co-ordinate their intentions, but the default is individual decision-making.

The choice of actions is free, but the following should be considered:

- the piece explores multitasking, cognitive load, and decision-making
- the general pace of the actions should be fast, although wide variation should be explored.
- players can vary the density and complexity of the sequences of actions, managing the difficulty of response for other players.
- repetition, patterning, or sequences of one action type might reduce the cognitive load on the responding players (reducing response times)
- do your best: sometimes things go wrong.

The piece ends when the players decide to stop making actions.

This requires a group understanding that the piece has concluded, but it may also result in a restart.

The approximate duration should be decided in advance, but it should last for approximately 10-15 minutes.

The following actions are possible:

1. TEXT-TO-SPEECH COMPUTER VOICES / KEYBOARD CHORDS

Each player has six computer speech sentences, each comprising three noun / verb / noun samples (e.g. a stuffed chair / slipped from / the moving van), as well as the words 'and' 'or' and 'not'.

When it is their turn to make an action, the player may trigger a computer speech sample of their choice. Normally, this would involve playing a sample that fits the sentence pattern, substituting one part of each sentence for an equivalent one. This might result in a wide range of sentences produced by players as they respond to decisions made by others (similar to the games *Consequences* or *Exquisite Corpse*), for example:

a stuffed chair / slipped from / the moving van
a severe storm / tore down / the barn
a pink shell / was found on / the sandy beech
a severe storm / was found on / the moving van
a pink shell / slipped from / the barn

It may however also create other sequences that make less sense:

the left edge / a round mat / green ice / will cover its bright sheath / and / the left edge / and / not / a round mat

For each noun cue (not verb cues, or and/or/not cues), three other players respond by playing a triadic chord on the keyboard as specified in their score.

If responding to a female voice, the chord is played in the highest possible octave available on the keyboard.

If responding to a male voice, the chord is played in the lowest possible octave available on the keyboard.

Chords should be played as quickly as possible after the cue is given,

The players respond independently and should not aim to play in rhythmic unison (although this might occur naturally). Sounds should be generally short.

Players do not have a response for all the cues, and do not have a response for any cues they give themselves.

The number of the player who gives each cue is indicated above the respective chord on the score.

2. SAMPLES

Each player has a bank of samples which they may play back as an action. These are in different categories:

- tones: a selection of DTMF and beeps which are triggered as short sounds.
- noise drones: four environmental or electric equipment drones. These are started as a player action and sustained until a later action for the same player, at which point the drone may be terminated.
- real-world sounds: a set of eight samples of everyday sounds. These are triggered as short sounds.
- music: six short sequences of algorithmically-generated music

3. DICTAPHONE

Players may operate their dictaphone to make recordings or play back these recordings.

This activity results in recordings of the performance being made, and played back either at approximately the same pitch, or approximately an octave lower at half speed.

When recording, it is advisable to record for longer durations than the anticipated playback. If playback of blank tape occurs though, just let it run until the dictaphone is stopped.

The three actions are:

- record: make sure the volume is set to maximum, the speed is 2.4cm/s, and the tape is rewound. Press record.
- play: set the volume to a pre-determined playback level for balance, ensure the tape is rewound. The speed can be either 1.2cm/s or 2.4cm/s. Press play
- stop/rewind: stop the recording or playback, and rewind the tape to the beginning.

When undertaking these actions, it is fine for the dictaphone buttons to click when pressed/released as this makes the action more explicit. Players may optionally choose to respond to previously recorded megaphone instructions when played back.

4. RADIO

Players may operate their radios as an action.

Radios should be set in advance to an agreed volume for good balance throughout.

The four actions are:

- radio on: turn the radio on
- radio off: turn the radio off
- change band: switch from the current band to a different one (SW, MW, LW, FM)
- retune: retune the radio to a different frequency. Just rotate the dial a random amount and accept what comes out. Do not try to find any particular result (speech, music, interesting static etc.)

5. MEGAPHONE CUES

Each player has verbal cues that can alter the sequence of actions. These are spoken through the megaphone.

- 'reverse': the sequence order reverses. For example, if the normal 1-2-3-4-5-6-1-2... sequence is taking place and player 4 gives a reverse cue, then this would become 1-2-3-4-3-2-1-6-5-4... Equally, if more than one player gives this cue in close proximity, the direction may change regularly, for example 1-2-3-4-3-2-3-4-5-6-5-4-5-6-1-...
- 'skip': the next player in the sequence is missed out, so that the player after them makes the next action (they miss a turn).
- 'delay': a player giving this cue delays their action and may undertake it at a later point, out of sequence

- spoken number (e.g. '5'): a player may say the number of one of the other players through the megaphone. This player makes the next action. So if player 4 says '1', then player 1 makes the next sound, rather than 5 (or 3) if following along the line. After the new player makes their action, the sequence continues in the initial order (1, 2, 3, 4, 5, 6...).
- 'all': all players may freely do any of their actions continuously until a new megaphone cue is given. This might involve operating any of the devices, playing back samples, or keyboard chords. This will be a more chaotic situation. It can be terminated by a megaphone cue (spoken number, 'stop')
- 'stop': all activity stops. This is a way to create a break, or reset more complicated situations if necessary (such as mistakes, points where more than one sequence is active etc). Following a stop cue, there should be a short pause, long enough for the interruption to register. Any player may restart a sequence by giving the next cue. This might create a more confusing situation.

it is impossible for everyone to achieve everything they want (2018)

James Saunders

	a severe storm	the barn	the blind man	his old coins	a pink shell	the sandy beach
player 1						
player 2	(6) 2. ***	(6) \$	© - #8	(6) # \$	© #8	⑥ - # [‡] 8
player 3	① ⑥ 8 8	① ⑥ § ·	① ⑥ #\$	1 6 #\$ #\$	① ⑥ # \$	① ⑥ ## 8
player 4	1 6	① ⑥ §	① ⑥ #\$	1 6 #\$ #\$	① ⑥ #\$	① ⑥ ##§
player 5	①	①	1	1 - 48	1	1)
player 6						

