

choose who tells you what to do (2014)

James Saunders

4-8 players
duration is variable

choose who tells you what to do comprises a set of instructions in different categories which are spoken by all players during the performance and which govern the actions made by the players. Each player chooses which of the other players' instructions to follow and which to ignore, and may change their allegiance at any time. It is part of the group of connected pieces *things to do*, and may be performed simultaneously with other pieces in the group.

preparation

Agree the performance duration.

As a group, determine how many actions you will each have in the listed categories. Determine how many instruction words are required (e.g. for 'noise', if the group chooses to use 13 noises, then instruction words 'noise 1, noise 2, ... noise 13' are required, and so on). Not all the categories or instruction words need to be used. Determine the maximum number of instruction words needed in each category and prepare a list for each player.

The sequence of instruction words to be used in a performance should be chosen during the performance from the previously determined list. Any ordering and spacing in time may be used.

Players may use any instruments, sound-producing objects, devices or sound processing equipment (digital, analogue, or acoustic).

performance

Players independently speak the instruction words at a level audible to the other players and audience, but not so loud as to cover any sounds made by the players. The instruction words may be spoken in any order, with any spacing in time, and may be repeated as required.

Each player chooses which of the other players' instructions to follow. Players may choose any number of players to follow, from no players to all players, or any number in between. Players may not follow their own instructions.

Players may change their choice of player(s) to follow at any point.

Players respond to all instructions given by their chosen player(s) by realizing the defined actions as soon as possible after they are spoken.

noise

any noises may be used
all noises must be as different as possible to each other
duration of each noise is free
noises are sounded using any means following each cue

instruction words: noise 1
 noise 2
 noise 3
 etc.

device

any automated devices may be used
all actions involve turning the device on or off
changes to the device state are made following each cue

instruction words: device 1 on
 device 1 off
 device 2 on
 device 2 off
 device 3 on
 device 3 off
 etc.

pitch

any pitches may be used
each pitch must be different
duration of each pitch is free
pitches are sounded using any means following each cue

instruction words: pitch 1
 pitch 2
 pitch 3
 etc.

process

any digital, analogue or acoustic processing of sounds may be used
all actions involve turning the process on or off
changes to the process state are made following each cue

instruction words: process 1 on
 process 1 off
 process 2 on
 process 2 off
 process 3 on
 process 3 off
 etc.