you say what to do (2014)   James Saunders

at least one player with a group of assistants
duration is variable

you say what to do comprises a set of instructions in different categories which are spoken by a group of assistants during the performance and which govern the actions made by the players. It is part of the group of connected pieces *things to do*, and may be performed simultaneously with other pieces in the group.

preparation

Each player needs a small group of c.3-6 assistants. If there is more than one player, each will need their own group of assistants.

Agree the performance duration.

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

The list of instruction words for each player should be given to each of their assistants. The sequence of instruction words to be used in a performance may be prepared in advance or 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

The assistants independently speak the instruction words at a level audible to their player and the 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 responds to the instructions spoken by their assistants 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.

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.

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.

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.