

AT LEAST ONE HUNDRED DEVICES BEING TURNED ON AND OFF

Players source at least one hundred automated sound-making devices between them.

Devices could be powered by electricity, clockwork, or other sources.

Devices must be able to produce constant sound when turned on, which continues until turned off. Once turned on, devices are left to make their sounds until turned off, without further intervention or manipulation by the players.

Each player independently selects a pulse and number of beats. Players count their pulses internally, turning one of the devices either on or off on every multiple of the number of beats.

Each device may be turned on and off only once.

The piece ends when all devices have been turned on and off once.

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September, 2012