

all voices are heard (2015)

Each player needs a large number of instruments and/or objects capable of producing short sounds. Every player should have an identical collection of instruments and/or objects. Optionally, players may use identical list(s) of words in addition to, or instead of, instrumental resources.

The aim is to reach group *consensus*.

Consensus is achieved by all contributing players playing a *statement* in unison such that they are in agreement as to its uniformity.

Players must determine if the similarity is sufficient to constitute consensus.

When consensus is reached, the *sequence* is complete.

A performance may comprise any number of such sequences.

A sequence comprises a series of statements.

One player cues the beginning of each statement.

At the first cue, all players play their opening *material*.

At the second cue, and on each subsequent cue until consensus is reached, players may do one of the following:

1. play the same material as that which they played at the previous cue
2. play material that matches what another player played at the previous cue
3. play something new
4. remain silent

The material comprises any configuration of short sounds played on the available instruments and/or objects, and/or spoken words from the predetermined lists.

The material may comprise one or more sounds.

If a player chooses to remain silent for a statement, that player takes no further part in that sequence, but may join in for the next sequence.