we tell each other what to do but always listen to you (2016)  
James Saunders

multiple pairs of players and one other player (2n+1 players)
duration is variable

*we tell each other what to do but always listen to you* comprises a set of instructions in different categories which are spoken by pairs of players during the performance and which govern the actions made by the other player in each pair. All the players must also respond to instructions given by an additional player. 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.

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.

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

The players are arranged in pairs, with each pair ideally seated at a shared table. The other player sits behind them at a separate table.

**performance**

The paired players independently speak the instruction words at a level audible to the other player 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. Players respond to instructions given by the other player by realizing the defined actions as soon as possible after they are spoken.

All players also respond to the additional player in the same manner. The additional player only gives instruction and does not make sounds.
**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.

**position**

any position may be adopted
all actions involve adopting the respective position
all positions must allow other instructions to be carried out
positions are adopted following each cue and maintained until otherwise instructed

instruction words:

- position 1
- position 2
- position 3
- etc.

**recording**

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

instruction words:

- recording 1 on
- recording 1 off
- recording 2 on
- recording 2 off
- recording 3 on
- recording 3 off
- etc.