guided sequences / James Saunders / 2021

[at least two players]

SETUP

The piece can be played by at least two players, up to a moderate size group of c.8-10, or maybe more.

Each player needs a pitched instrument and their own device to play back the audio track. Ideally this should be locally amplified with a portable speaker, rather than through a PA.

PERFORMANCE INSTRUCTIONS

The players decide which of the pitch sequences to use in a performance.

All players use the same pitch sequence.

The pitch sequences can be played in any octave if needed, but it is better if everyone is in the same octave or there is an equal split between different octaves.

Each player then chooses one of the artificial voice tracks.

Each player must have a different track.

Players begin together by starting their artificial voice tracks. These should be approximately synchronised, but it is fine if they are not quite together.

Each player individually chooses one of the pitches in the sequence to start from, and then plays through the sequence in order, left to right, line by line until otherwise directed by the artificial voices.

Rhythm is free, and durations of pitches may vary in a flexible way as required to produce phrases or discrete notes.

Tempo, dynamics and expression are freely determined by players, but may be modified by the instructions.

Other notations, such as pauses, should be followed as normal.

Players proceed independently through the material in this manner, looping back to the beginning after playing the final pitch in the sequence. Their progress is affected by the voice instructions in the following ways:

start The beginning of the piece. Start playing.

end The end of the piece. Stop playing.

1-10 Jump to the pitch indicated by the circled number and continue from there.

beginning Jump to the beginning, then continue from there.

faster Play faster than your current tempo.
slower Play slower than your current tempo.

reverse Reverse the direction of movement through the pitch sequence

hold Sustain the next pitch until directed to *continue*. For non-sustaining instruments, hold the playing position even if the

sound dies away (do not repeat).

wait Stop playing, and stop any currently sounding pitches, until directed to *continue*.

repeat Repeat the pitch played immediately before the cue, playing it in the same manner, until directed to *continue*.

loop start / loop stop These cues mark the beginning and end of a looped group of pitches. After the cue to start remember the starting pitch

and continue playing until the stop cue, remembering the stopping pitch. Then loop the sequence of pitches between these

points until directed to continue

continue Cancels the current wait, loop, hold or repeat cue.

align Play in rhythmic unison with one or more players.

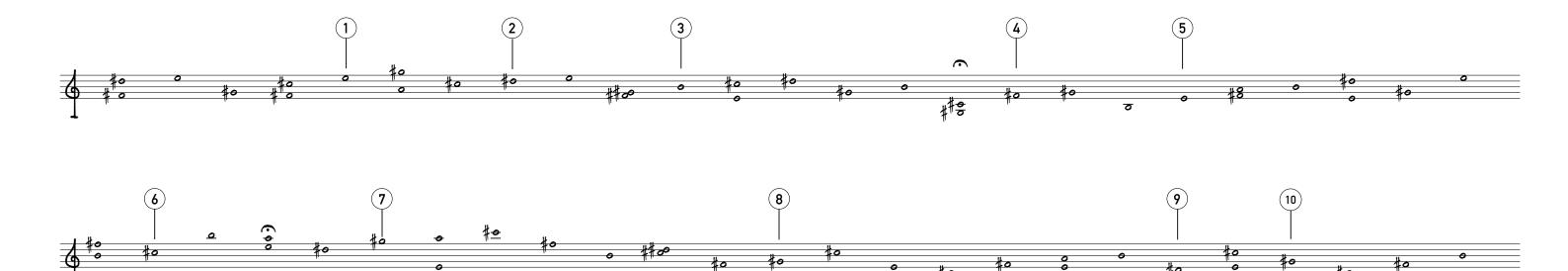
follow Pick one of the other players and try to follow them, working out where they are and jumping to that point then continuing

in unison with them.

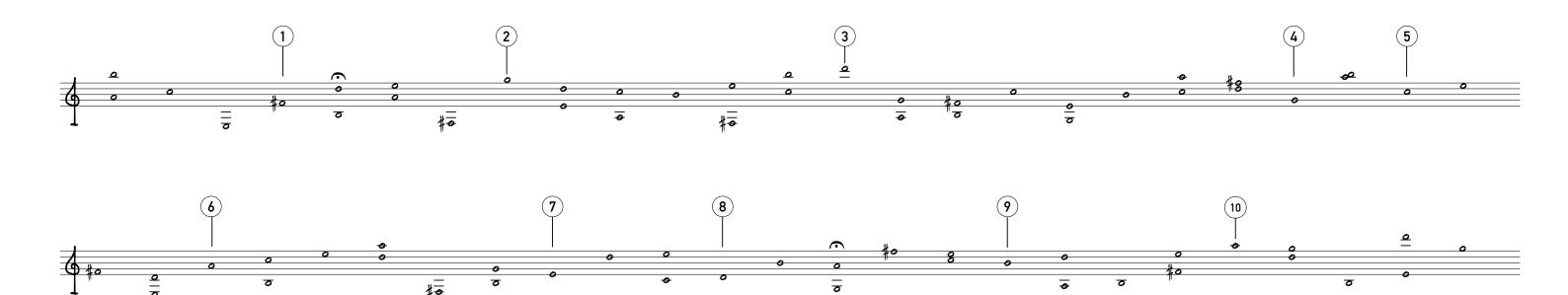
everybody Any cue preceded by everybody applies to all players. You will need to listen out for this in the artificial voice tracks of the

other players.

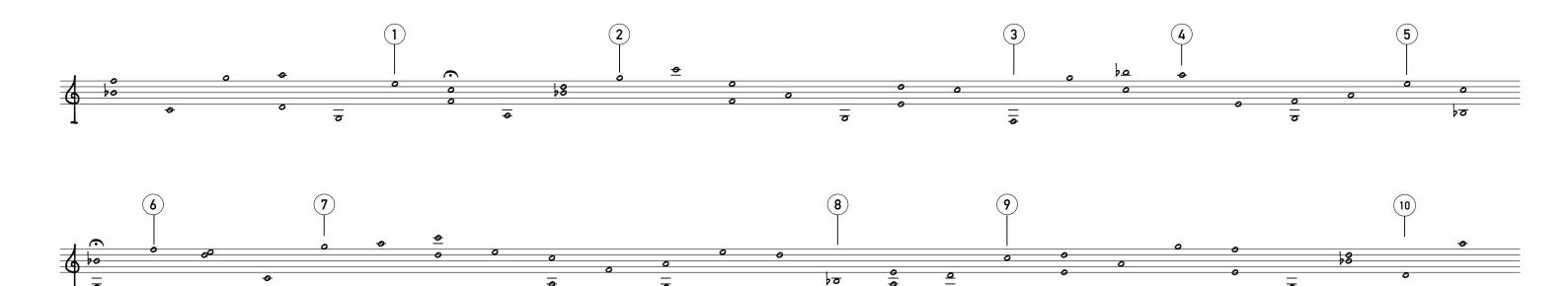
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guided sequence #2 / James Saunders / 2021



guided sequence #3 / James Saunders / 2021



guided sequence #4 / James Saunders / 2021

