

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 <i>continue</i> . 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 <i>continue</i> .
repeat	Repeat the pitch played immediately before the cue, playing it in the same manner, until directed to <i>continue</i> .
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 <i>continue</i>
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 <i>everybody</i> applies to all players. You will need to listen out for this in the artificial voice tracks of the other players.

guided sequence #1

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The musical score is presented on two staves. The first staff contains measures 1 through 5, and the second staff contains measures 6 through 10. Each measure is marked with a circled number (1-10) above it. The music features a sequence of chords and melodic lines, including a fermata in measure 4 and measure 7.

guided sequence #2

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The musical score is presented on two staves in treble clef. The first staff contains measures 1 through 5, and the second staff contains measures 6 through 10. Each measure is marked with a circled number (1-10) above it. The music features a sequence of notes and chords, including a prominent F# note in measure 1 and a B note in measure 10.

guided sequence #3

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The image displays a musical score for a guided sequence. It consists of two staves of music, each with a treble clef and a key signature of one flat (B-flat). The sequence is composed of ten numbered notes, each marked with a circled number (1-10) and a vertical line pointing to the note. The notes are as follows:

- 1: G4 (second line)
- 2: A4 (second space)
- 3: B4 (third line)
- 4: C5 (third space)
- 5: D5 (fourth line)
- 6: E5 (fourth space)
- 7: F5 (fifth line)
- 8: G5 (above the staff)
- 9: A5 (above the staff)
- 10: B5 (above the staff)

The notes are connected by a melodic line, and the accompaniment consists of chords and single notes in the bass line. The sequence ends with a double bar line.

guided sequence #4

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The image displays a musical score for a guided sequence, consisting of two staves of music. The notation is written in treble clef with a key signature of one sharp (F#). The sequence is annotated with ten numbered circles (1-10) connected to specific notes by vertical lines. The notes are as follows:

- Staff 1:
 - 1: G4 (quarter note)
 - 2: A4 (quarter note)
 - 3: B4 (quarter note)
 - 4: C5 (quarter note)
 - 5: D5 (quarter note)
- Staff 2:
 - 6: E5 (quarter note)
 - 7: F#5 (quarter note)
 - 8: G5 (quarter note)
 - 9: A5 (quarter note)
 - 10: B5 (quarter note)

The music includes various chordal textures and rests, with the sequence notes being the primary focus of the guided sequence.