waiting for someone to do the thing you need them to do

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[at least three players, but ideally many more]

waiting for someone to do the thing you need them to do explores situations where a task cannot be completed because it relies on someone else to do something first. It considers the way the efficiency of task dependence emerges, and how other people's personal attitude to productivity impacts on our own actions.

SETUP

Each player needs the same number of drone sounds, which might comprise any combination of sonic resources, such as instruments, objects, devices, materials, electronics etc.

All the sounds must have a visible mode of playing so that other players can determine when they start or stop and be able to identify which sound is being played.

Each sound must use a different source.

Players sit so they can see all the other players and their sound sources.

In advance, each player chooses one of the other players sounds to associate with one of their own sounds. They do this for all their sounds so that there are unique pairs for each. Do not discuss which of the other players' sounds have been chosen. Some sounds may not have associated sounds. Make notes to remember associations as required.

INSTRUCTIONS

Each player produces a sustained sound using one of their sources as soon as a sound being produced by the associated source stops.

Players respond to every sound associated to their collection in this way.

If nobody is making a sound, after a mutually acceptable duration one (or more) players may choose to make one of their sustained sounds.

Each player must play each of their sounds at least once before the piece ends, although it may continue beyond this if required.

Do the best you can.