

something happens then
something else happens
then all sorts of other
things happen

/ James Saunders

/ 2025

something happens then something else happens then all sorts of other things happen is a modular composition which uses a series of states that present a wide range of different types of activity. The players cue states at will, responding to the new prompts as quickly as possible. Occasionally more than one state may be active, requiring players to decide how best to proceed when there is too much to do. The piece explores how we make decisions in groups, especially in work-focused situations where task overload and impossible time constraints force us to develop strategies to cope. The title comes from a line in Diane Settterfield's novel *Once upon a river* (2018)

at least 4 players

duration: variable (ideally at least 10 minutes)

DIAPHONIQUE

Commissioned by soundinitiative with funds provided by Diaphonique. First performed by soundinitiative and Collectif Fabrica at CRR93, Aubervilliers, Paris on 11 April 2025.

SETUP

RESOURCES

Each player needs their own setup, with sufficient resources to undertake the actions specified in the states used in the performance. As a general guide, this is likely to include:

- pitched instrument
- recording and playback device with built in or local amplification (not a PA)
- paper (multiple types and sizes)
- pencil
- printed texts
- collection of everyday objects, some of which are an identical set (e.g. lots of different objects and 17 clothes pegs), or can be combined to build other objects
- devices that can be turned on and off

Some states require specific materials (e.g. harmonicas, metronomes) which are noted in the explanations below.

If any of the states requiring audio or video playback are used, then a system for this is needed. These states should be audible/visible to all players and the audience, so a PA and video projection are the best options. The projection and playback are controlled by a single player, who may be part of the ensemble or operate separately. The audio and video files for these states are provided in the accompanying folder. Any cueing method is fine, but it should be setup in a way that allows quick access. It is not necessary for more than one audio or video file to be able to be played back simultaneously (i.e. only one projector is needed), but this can be explored if equipment is available.

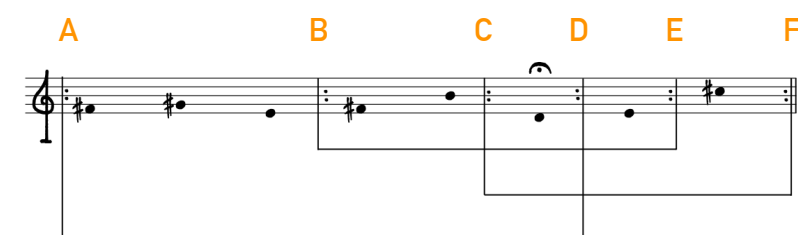
PREPARATION

In advance of a performance, the group needs to decide which states are available to use. This can be determined in any way, but there needs to be agreement among the group. There should be enough states selected to provide sufficient possibilities for change and variety, although more focused realisations are also possible. Once the selection of states has been decided, players should assemble the required resources to complete the requisite actions.

The text below is in two parts: a descriptive title and explanation of each of the states, and a summary score with just the numbers and titles, along with any other notation needed. The first part is used for preparing the performance and understanding what to do in each state, while the second part is used in performance as a score to aid recognition of the states. If not all the states are used in a performance, simply cross them out. It is also possible to add further annotations as needed to aid recollection.

NOTATION

Some of the stave-based states use a nested repeat notation as below. This creates a continuously looping set of routes through the material. In the example below, available loops are A-D, B-D, B-E, C-D, C-E, and C-F, as well as playing directly through with no repeats.



PERFORMANCE INSTRUCTIONS

The piece involves players cueing a state by calling out its number, followed by all players undertaking the actions required by that state.

Any player may cue a state, and states can be cued at any time.

To cue a state change, players say 'state x', where x is the name of the state (e.g. 'state 37'). Do not call out the descriptive title, only state and number.

When a state is cued, all players respond as quickly as possible to the change. In general, always try to switch to the new state.

When a state is active, players complete the actions it specifies until a new state is cued. As a player is about to cue a state, it is best for that player to be ready to start it immediately as this helps other players switch quickly.

The previously active state(s) may continue after a new state is cued, unless the instructions indicate that it should stop once a new state is cued. Any continuing states can stop at any point, for example when they come to a natural end or synchronised with a subsequent cue. It is therefore possible for multiple states to be active at any one time, although priority should always be given to the last state cued. Players may try to keep many states active in this way once they have been cued, but only if they can complete the current state with adequate focus.

In general, players act independently or in parallel, although there are some states which require more dependent interaction with others.

For states requiring audio or video playback, only one player (or assistant) should cue these files. This player is referred to as the player with the AV setup in the instructions. The whole group, including this player, respond to the sources as with other states. In the description for these states, [audio] or [video] playback is noted so that the point of reference is clear.

The piece begins by one player cueing a state. The piece ends after an approximately agreed duration by one player saying 'end'.

Any language(s) may be used in the performance, although priority should be given to a language most likely to be understood by the audience and players.

In general, try to act as naturally as you can. Try not to exaggerate actions for dramatic effect. Just do the tasks in a straightforward way.

Do the best you can.

STATE INSTRUCTIONS

state_001 unique short sounds

lots of very short sounds
every sound should be different to the others played by you and the group
try to play when nobody else is playing
do it quickly, without too much thought

state_002 play along to the music [audio]

play along to the music
you can choose any part of the track to follow
try to play in time and follow it as accurately as you can
the audio is controlled by player with the AV setup
a different track may be used each time this state is cued

state_003 chords

anyone can call out the name of a chord
call out multiple chords to construct sequences
everyone plays the chord, or a pitch it contains, or an arpeggiated distribution
play as soon as possible after the chord is cued
don't extend the chord too much: play it once then wait for the next cue

state_004 bells

any kind of bells
play the bells, trying to keep a continuous sound across the group
at the moment I am learning to ring church bells, but they are probably impractical for this state
it also reminds me of the Swiss alps, where we like to go on holiday

state_005 build a tower

use a set of identical objects
stack the objects on top of each other to form a tower
if the tower falls over, rebuild it
if you run out of objects, just wait
might be best to think carefully in advance about the objects you use

state_006 devices on or off

a collection of devices that can be turned on and off
when on they should be able to work continuously without any further attention
they could make sound and/or move in some way
when this state is cued, any inactive devices may be turned on (from none to all)
when this state is cued, any active devices may be turned off (from none to all)
any devices that are on when a new state is called remain on, and can only be turned off when this state is active again

state_007 manipulate object

hold an object or material in your hands
manipulate it constantly so that it makes a continuous but possibly unstable sound
it is likely this will be fairly quiet

state_008 very quiet unstable drone

sustain a very quiet unstable sound as continuously as possible
accept that it might break up uncontrollably
try to let it sit on the border of sounding and not sounding where you have limited control
embrace the unpredictability

state_009 list 32 things in a category

whoever cues the state also chooses the category
list 32 things in the category by saying them out loud
no repetitions if possible, either of your own things or those of other players
but that might be difficult for some categories

state_010 whirly tubes

circle the whirly tube around your head
try to keep the sound as continuous as possible
vary the pace as preferred to produce different pitches
take a break if your arm hurts

state_011 white noise (or something like it)

play any white noise, or something like it
try to keep the sound as continuous and unchanging as possible

state_012 descending scale

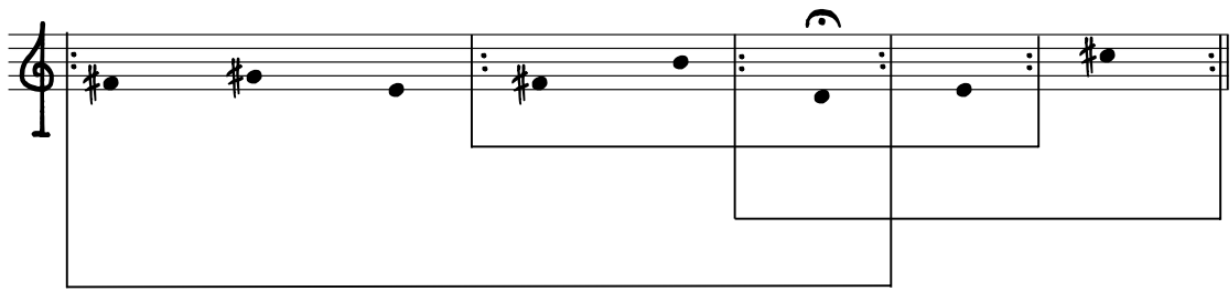
play a descending scale which you agree in advance as a group
it can be at any speed and with any articulation
you could do it in an individual way or blend with the group

state_013 stand or sit

you can either stand up or sit down
change at any point, perhaps in response to what others do
everyone does this independently: just stand up or sit down when you want
you could definitely do this while another state is active

state_014 slowly and lyrically

play slowly and lyrically, independently of others (although you might like to follow them occasionally)
when you get to the fermata, wait for at least one other person to arrive there before continuing



state_015 traffic lights [video]

in the video score, choose a single type of light (red, amber, green, green arrow)
make a sustained sound when the chosen light is lit
if there is more than one traffic light, choose which one you will use
the video is controlled by player with the AV setup
a different video may be used each time this state is cued

state_016 a long sound

play a long sound
it should be as static as possible, no variation at all
it just sits there as if it is frozen

state_017 holding up signs

in advance prepare a set of signs that can be held up for the audience to read
each sign should have a single word on it
hold the signs like a deck of cards and bring the active card to the front
independently hold up one sign at a time for long enough so it can be read by the audience, or much longer
any language is fine

state_018 bouncing

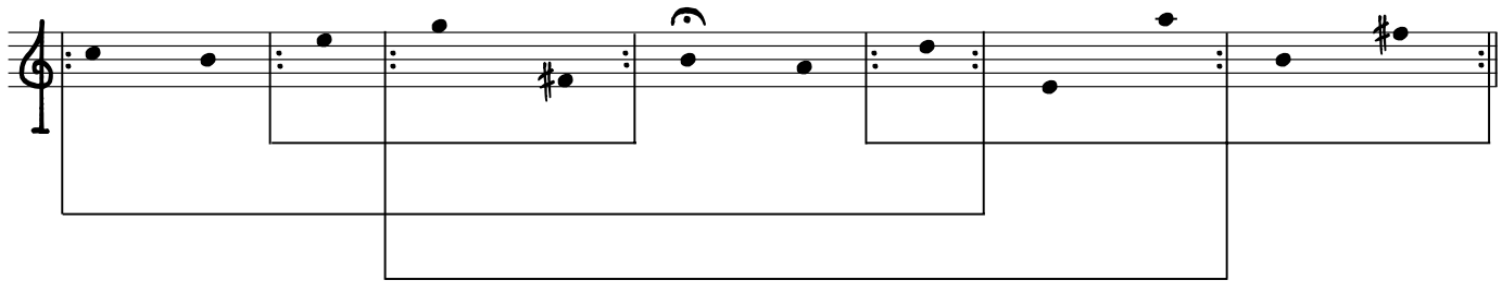
use an object that bounces when dropped onto any kind of surface
repeatedly bounce the object by dropping it onto the surface
it is probably a good idea to do this in a controlled area to avoid it bouncing away

state_019 traffic [video]

in the video score, choose a vehicle
when your chosen vehicle passes a fixed point (a tree, a lamppost etc.) or another vehicle, make a short sound
choose a new vehicle each time your previous vehicle leaves the shot
the video is controlled by player with the AV setup
a different video may be used each time this state is cued

state_020 as fast as possible, and occasionally stopping

play as fast as possible, but occasionally stop and then continue
keep moving through the repeats or just stay in one area for a while
when you get to the fermata, wait for at least one other person to arrive there before continuing



state_021 wait

just sit still and wait for a bit
don't make any sounds deliberately, and don't move anything
active sounds may continue while you are waiting, so you can listen to those perhaps
just wait patiently until someone gives another cue
have a rest

state_022 copying text

take any existing text and write out a section of it by hand using pencil/pen and paper

state_023 quiet whistling

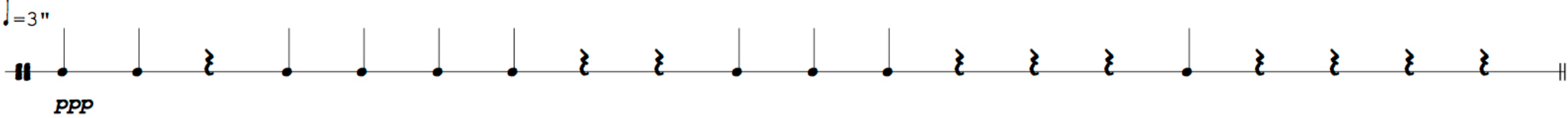
whistle a sustained pitch as quietly as possible
no patterns or melodies, just a single pitch
if you are not able to whistle (I only worked it out fairly recently), then any kind of resulting air noise is fine
give it a go though at least

state_024 push object across a surface

choose any object
push the object from one side of a surface to the other in a straight line as slowly as possible
try to do this continuously without stopping if you can
this is one of my favourite ways to make sounds

state_025 low ringing pulse

any low pitch or sound
let ring, as resonant as possible
start anywhere and repeat as needed



state_026 tear paper into long strips

use a very large piece of paper
tear the sheet of paper into as many long strips as possible, one at a time
personally I think this is best when done very slowly, but any speed is fine

state_027 build the object

use something that takes the form of a kit, perhaps with instructions
starting with the component parts, then build the specified object
if you are interrupted, continue from where you left off when cued again
do not worry too much if it is not fully built, frustrating though that might be

state_028 harmonicas

breathe in and out at a natural pace through the harmonica
generally the same tuning, or a group of closely related tunings
do no try to co-ordinate, but accept any entrainment that occurs

state_029 sing

one player plays a reference pitch or chord
other players sing the pitch or a pitch from the chord
anyone can play the reference pitch or chord
play multiple reference pitches to construct melodies

state_030 Couperin

as a group, play the piece as best you can
play the pitches that are within your range where possible
try to maintain the general patterning, but it is fine if the synchronization drifts a little
it still amazes me that these pieces were written in the 1650s

state_031 swapping

swap at least one of your objects with the same number belonging to another player
you choose what to swap, but you might like to bear in mind their wishes too (it's only polite)
but really, it's your choice

state_032 play until everyone is playing

any sustained sound
join in one by one and hold your sound until everyone is playing, and then stop
repeat this process any number of times

state_033 birds [audio]

listen quietly to the audio recording of birdsong
it is very relaxing I hope
the audio is controlled by player with the AV setup
a different track may be used each time this state is cued

state_034 metronomes

start a metronome or a device that functions in the same way
each player's tempo should be different
you can stop and start the metronomes and change the tempo at any point
when a new state is cued, the metronomes can continue for a while if you like

state_035 something melodic

play something melodic as a group, but do not plan it in advance
nothing well known
you can individually start and stop as needed, but try to keep the group melody going
try to all play the same melody, responding to changes of direction as best you can

state_036 copy player

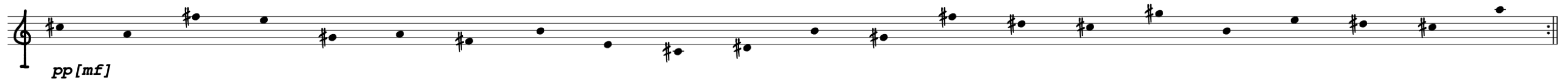
- when cueing the state, give the name of the person to copy (e.g. "state 000, Winnie")
- the chosen player may do anything
- all other players copy the chosen player
- while the state is active, anyone may give the name of another player, or themselves, to copy

state_037 freight train [video]

- in the video score, containers indicate a sound, and gaps between containers indicate silence
- use the left edge of the frame as the point of reference
- make a sustained sound when a container is passing this point
- do not make a sound when a gap is passing this point
- the video is controlled by player with the AV setup
- a different video may be used each time this state is cued

state_038 additive sequence

build sequences, adding one pitch at a time (1, 12, 123, 1234...etc)
start at the beginning and get as far as you can



state_039 ascending scale

play an ascending scale which you agree in advance as a group
it can be at any speed and with any articulation
you could do it in an individual way or blend with the group

state_040 make and/or play back a recording

use any kind of recording device
when making a recording, record what is audible at the time
when playing back a recording, chose any of the recordings made during the performance and play it back
use local amplification, ideally directly from the device
use this state to start recording or playback
you may stop the recording or playback at any point, even when a different state is active

state_041 drop objects

a collection of objects, ideally that are not breakable
drop each object on the floor one by one
if you run out of objects, just wait
you might need to pick them up at some point if you need them for another state

state_042 dancing! dancing!

dance in a way you feel comfortable
it could be anything from full on, moving around the room to just a minimal movement sitting down, whichever you prefer
I really don't like dancing, but apparently some people do

state_043 arrange objects in a line

arrange the available objects in a line based on your own classification
it doesn't matter what the classification is, but choose a process that makes sense for you, and possibly to anyone watching

state_044 listen to the music

somebody may play some music from a device
everybody else stops what they are doing and listens to it
pick something you like, or that you think others might like

state_045 read out selected words

take any existing text and read aloud every seventh word
pace the delivery as if you were reading the full text to yourself, reading the words aloud at the appropriate point
omit any repeated words
alternatively, adopt another process for selecting non-contiguous words (every fourth word, a number process, at random etc.)

state_046 play the pitches [audio]

follow the random pitch sequence playback
you can play it in any octave
if you miss a pitch either don't worry about it and move on, or keep trying until you get it right (either is fine)

state_047 cross out letters

choose a letter
in any printed text, cross out every instance of that letter with a pencil or pen

state_048 have a chat

have a chat with one or more other players
you can talk about anything that comes to mind
just talk at a normal volume and don't try to make it audible to an audience
please try not to act; you're not a film extra

state_049 paper throwing

set up a wastepaper bin in a location central to all the players
repeatedly screw up pieces of paper into a ball and try to throw them into the bin
change state as soon as someone succeeds in throwing the paper into the bin
do not change state until someone manages this
it might take a while, but if necessary you can cheat a bit

state_050 place objects in the box

put all the objects in the box
when all the objects are in the box, just wait

state_051 countdown

starting at any number, count down or up as a group until you reach zero
a higher starting number may result in a longer sequence
anyone may shout out a number which is either one higher or lower than the previous number (e.g. if the last number was '22', then another player may shout out '21' or '23')
you may not shout out more than one number in sequence
you must wait for another player to shout a number before shouting another number yourself
if the state changes before completion, either continue while completing other current states, or restart from the same place if the state is cued again
this state can be used as a way to time the performance, with the piece ending at zero

state_052 triangles

everyone play triangles in more or less the same way
let this emerge from your collective action
it may change over time

state_053 reinforced ambience

listen to the ambient sounds of the space, or the environment if outside
double or imitate any sounds that you notice using the sonic resources available to you
let the ambient sounds have priority and don't feel you need to make constant sounds individually or as a group

state_054 sine tones

play a static sine tone (quietly)
each time this state is cued, play a different frequency

state_055 toys

choose a toy that means something to you or a member of your family
play with it
involve others if you would like to
I seem to have a history of borrowing my children's toys to use in pieces (I mostly remember to ask them first)

state_056 Debussy

as a group, play the piece as best you can
play the pitches that are within your range where possible
or find another way to join in

state_057 eating and/or drinking

eat and/or drink something of your choice
do be aware of the dietary preferences of those around you and avoid any foods likely to cause allergy problems
if the state is cued more than once then either continue eating/drinking previous items, or start something new
if you run out of food/drink, just sit and wait or ask if you can share somebody else's

state_058 fast repeated pitches

play repeated pitches as fast as possible but without using techniques that facilitate this
so no flutter tongue, tremolo, rolls etc.
just single sounds articulated as quickly as possible to the point where it is uneven and hard to control
choose a starting pitch and occasionally change to a different pitch
take breaks as needed as this might be a little stressful after a while

1^{ère} Arabesque

CLAUDE DEBUSSY

Andantino con moto

PIANO

p

Rit. . . . a Tempo

pp

poco a poco cresc.

Stringendo . . . Rit. . .

sempre cresc.

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state_001 unique short sounds

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state_003 chords

state_004 bells

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state_012 descending scale

state_013 stand or sit

state_014 slowly and lyrically [score]

state_015 traffic lights [video]

state_016 a long sound

state_017 holding up signs

state_018 bouncing

state_019 traffic [video]

state_020 as fast as possible/stopping [score]

state_021 wait

state_022 copying text

state_023 quiet whistling

state_024 push object across a surface

state_025 low ringing pulse [score]

state_026 tear paper into long strips

state_027 build the object

state_028 harmonicas

state_029 sing

state_030 Couperin [score]

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state_051 countdown

state_052 triangles

state_053 reinforced ambience

state_054 sine tones

state_055 toys

state_056 Debussy [score]

state_057 eating and/or drinking

state_058 fast repeated pitches

state_014 slowly and lyrically

Musical notation for state_014, featuring a treble clef and a key signature of one sharp (F#). The melody consists of five measures: F#4, A4, B4, C5, and D5. The first measure is marked with a repeat sign. The second measure is marked with a repeat sign and a fermata. The third measure is marked with a repeat sign. The fourth measure is marked with a repeat sign. The fifth measure is marked with a repeat sign. The notation includes a fermata over the final note (D5) and a repeat sign at the end of the staff.

state_020 as fast as possible, and occasionally stopping

Musical notation for state_020, featuring a treble clef and a key signature of one sharp (F#). The melody consists of seven measures: F#4, A4, B4, C5, D5, E5, and F#5. The first measure is marked with a repeat sign. The second measure is marked with a repeat sign. The third measure is marked with a repeat sign. The fourth measure is marked with a repeat sign. The fifth measure is marked with a repeat sign. The sixth measure is marked with a repeat sign. The seventh measure is marked with a repeat sign. The notation includes a fermata over the final note (F#5) and a repeat sign at the end of the staff.

state_025 low ringing pulse

Musical notation for state_025, featuring a treble clef and a key signature of one sharp (F#). The notation includes a tempo marking of 3" and a dynamic marking of *ppp*. The melody consists of a series of notes and rests: F#4, A4, B4, C5, D5, E5, F#5, G5, A5, B5, C6, D6, E6, F#6, G6, A6, B6, C7, D7, E7, F#7, G7, A7, B7, C8, D8, E8, F#8, G8, A8, B8, C9, D9, E9, F#9, G9, A9, B9, C10, D10, E10, F#10, G10, A10, B10, C11, D11, E11, F#11, G11, A11, B11, C12, D12, E12, F#12, G12, A12, B12, C13, D13, E13, F#13, G13, A13, B13, C14, D14, E14, F#14, G14, A14, B14, C15, D15, E15, F#15, G15, A15, B15, C16, D16, E16, F#16, G16, A16, B16, C17, D17, E17, F#17, G17, A17, B17, C18, D18, E18, F#18, G18, A18, B18, C19, D19, E19, F#19, G19, A19, B19, C20, D20, E20, F#20, G20, A20, B20, C21, D21, E21, F#21, G21, A21, B21, C22, D22, E22, F#22, G22, A22, B22, C23, D23, E23, F#23, G23, A23, B23, C24, D24, E24, F#24, G24, A24, B24, C25, D25, E25, F#25, G25, A25, B25, C26, D26, E26, F#26, G26, A26, B26, C27, D27, E27, F#27, G27, A27, B27, C28, D28, E28, F#28, G28, A28, B28, C29, D29, E29, F#29, G29, A29, B29, C30, D30, E30, F#30, G30, A30, B30, C31, D31, E31, F#31, G31, A31, B31, C32, D32, E32, F#32, G32, A32, B32, C33, D33, E33, F#33, G33, A33, B33, C34, D34, E34, F#34, G34, A34, B34, C35, D35, E35, F#35, G35, A35, B35, C36, D36, E36, F#36, G36, A36, B36, C37, D37, E37, F#37, G37, A37, B37, C38, D38, E38, F#38, G38, A38, B38, C39, D39, E39, F#39, G39, A39, B39, C40, D40, E40, F#40, G40, A40, B40, C41, D41, E41, F#41, G41, A41, B41, C42, D42, E42, F#42, G42, A42, B42, C43, D43, E43, F#43, G43, A43, B43, C44, D44, E44, F#44, G44, A44, B44, C45, D45, E45, F#45, G45, A45, B45, C46, D46, E46, F#46, G46, A46, B46, C47, D47, E47, F#47, G47, A47, B47, C48, D48, E48, F#48, G48, A48, B48, C49, D49, E49, F#49, G49, A49, B49, C50, D50, E50, F#50, G50, A50, B50, C51, D51, E51, F#51, G51, A51, B51, C52, D52, E52, F#52, G52, A52, B52, C53, D53, E53, F#53, G53, A53, B53, C54, D54, E54, F#54, G54, A54, B54, C55, D55, E55, F#55, G55, A55, B55, C56, D56, E56, F#56, G56, A56, B56, C57, D57, E57, F#57, G57, A57, B57, C58, D58, E58, F#58, G58, A58, B58, C59, D59, E59, F#59, G59, A59, B59, C60, D60, E60, F#60, G60, A60, B60, C61, D61, E61, F#61, G61, A61, B61, C62, D62, E62, F#62, G62, A62, B62, C63, D63, E63, F#63, G63, A63, B63, C64, D64, E64, F#64, G64, A64, B64, C65, D65, E65, F#65, G65, A65, B65, C66, D66, E66, F#66, G66, A66, B66, C67, D67, E67, F#67, G67, A67, B67, C68, D68, E68, F#68, G68, A68, B68, C69, D69, E69, F#69, G69, A69, B69, C70, D70, E70, F#70, G70, A70, B70, C71, D71, E71, F#71, G71, A71, B71, C72, D72, E72, F#72, G72, A72, B72, C73, D73, E73, F#73, G73, A73, B73, C74, D74, E74, F#74, G74, A74, B74, C75, D75, E75, F#75, G75, A75, B75, C76, D76, E76, F#76, G76, A76, B76, C77, D77, E77, F#77, G77, A77, B77, C78, D78, E78, F#78, G78, A78, B78, C79, D79, E79, F#79, G79, A79, B79, C80, D80, E80, F#80, G80, A80, B80, C81, D81, E81, F#81, G81, A81, B81, C82, D82, E82, F#82, G82, A82, B82, C83, D83, E83, F#83, G83, A83, B83, C84, D84, E84, F#84, G84, A84, B84, C85, D85, E85, F#85, G85, A85, B85, C86, D86, E86, F#86, G86, A86, B86, C87, D87, 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3
Prélude

1^{ère} Arabesque

CLAUDE DEBUSSY

Andantino con moto

PIANO

p

Rit. . . . a Tempo

pp

poco a poco cresc.

Stringendo Rit. . .

sempre cresc.