

EVERYONE DOING WHAT EVERYONE ELSE IS DOING

[for large ensemble]

Each player individually selects a set of different objects, materials, or means of producing sounds, one from each of a set of agreed distinct categories (e.g. pillows, cellophane, whistling etc.). There should be at least ten categories. Players should agree the method for making sound in each category. Sounds must be relatively uniform and able to be sustained or repeated rapidly to create the impression of continuity.

Players proceed by repeatedly:

1. making a continuous sound in the same category as a sound somebody else is making.
2. monitoring actions of the other players, constantly determining the number of people who are making the same sound.
3. stopping immediately when either a) too many players are making this sound, or b) a state of equilibrium is apparent.

Where possible, select a different sound each time.

If nobody is playing, anyone may start by making a sound.

The piece ends after an agreed duration.

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