

what you must do, rather than must not do (2012)

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at least two players
duration is variable

what you must do, rather than must not do comprises a set of prerecorded instructions in different categories which are played back during the performance and which govern the actions made by the performers.

preparation

Agree the performance duration.

For each player make a recording of spoken instructions, selected from the categories below, lasting the previously agreed duration. Not all the categories or instruction words need to be used.

The sequence of instruction words to be used in a recording should be prepared in advance and read out whilst making the recording. Any ordering and spacing may be used. Each of the recordings comprises a read sequence of the chosen instruction words, which should be different for each player. A brief example has been provided in the sample recording.

Players should each determine how many instruction words are required (e.g. for 'noise', if the player chooses to use 13 noises, then instruction words 'noise 1, noise 2, ... noise 13' are required, and so on).

Each recording must be made by someone other than the player who will use it. This could be done in a reciprocal way, with each ensemble member recording instructions for another ensemble member. Where possible, each recording in a performance should be recorded by a different person, so that a range of voices are heard.

Each performer requires individual localized playback equipment for their recording (e.g. mp3 player with speakers, mobile phone, computer, tablet etc.), together with the necessary materials to realize their instructions.

Players may use any instruments, sound-producing objects, devices or sound processing equipment (digital, analogue, or acoustic).

performance

All performers start the playback of their recordings together.

Recordings are played back during the performance at a level audible to the audience, but not so loud as to cover any sounds made by the players.

The player responds to the instructions on the recording by realizing the defined actions as soon as possible after they are spoken.

When rehearsing, players may produce secondary scores, perhaps indicating timings or using other forms of notation, as a means of learning their parts. These should not be used in the performance however.

Players follow the instructions on their own recording, but may optionally respond to instructions on recordings of the other players if audible.

noise

any noises may be used
all noises must be as different as possible to each other
duration of each noise is free
noises are sounded using any means following each cue

instruction words: noise 1
 noise 2
 noise 3
 etc.

device

any automated devices may be used
all actions involve turning the device on or off
changes to the device state are made following each cue

instruction words: device 1 on
 device 1 off
 device 2 on
 device 2 off
 device 3 on
 device 3 off
 etc.

pitch

any pitches may be used
each pitch must be different
duration of each pitches is free
pitches are sounded using any means following each cue

instruction words: pitch 1
 pitch 2
 pitch 3
 etc.

process

any digital, analogue or acoustic processing of sounds may be used
all actions involve turning the process on or off
changes to the process state are made following each cue

instruction words: process 1 on
 process 1 off
 process 2 on
 process 2 off
 process 3 on
 process 3 off
 etc.