POSITIONS IN THE SEQUENCE CORRECTLY RECALLED / JAMES SAUNDERS (2014)

POSITIONS IN THE SEQUENCE CORRECTLY RECALLED draws on research into the way we construct and learn sequences in response to changing environmental stimuli. Rather than responding to a sequence of triggers to generate a sequence (event 1 triggers event 2, event 2 triggers event 3 etc.), research suggests that actors have plans for behaviour based on predisposition. In this piece, players construct sequences of events from a limited choice of available material, altering such sequences by addition and subtraction of material, as well as through error and individual choice.

POSITIONS IN THE SEQUENCE CORRECTLY RECALLED was commissioned by asamisimasa and first performed at hcmf// on 25 November 2014.

at least three players duration is variable

preparation

Each player needs resources sufficient to make up to 32 different sounds, and may use any instruments, sound-producing objects, devices or sound processing equipment (digital, analogue, or acoustic). Sounds may be made by a single source or multiple sources. Sounds may be of any duration but each must be consistent and uniform throughout.

Sounds are represented on the score pages by their respective numbers. All sounds with the same number must be related in some way. If pages are selected that do not use all 32 sounds then only the sounds required are necessary to prepare.

Each player selects a single score page to fill the performance duration. More than one player may use each page if necessary. Where longer durations are required, pages may be joined through numbers common to the last line of one page and the first line of the other, in the manner described below.

performance instructions

A realisation involves a series of phases initiated by one or more performers. Each phase comprises a sequence of the specified sounds from a line in the score in a particular order. The number of phases in each realisation is free.

The first phase begins with at least one player making any one sound from the first line of their first page. Sounds may be made sequentially and/or synchronously with sounds made by other players. The configuration of sounds must be remembered by each player as well as they can. The relationship between sounds in each phase is established intuitively by players individually choosing when to make the sounds and with no prior agreement or planning.

The second phase repeats the sounds made in the first phase in the same configuration as closely as possible. Players may each add one additional sound from their first line. New sounds must be placed so as to maintain the order of sounds specified by the first line of the score page.

Subsequent phases continue in the same manner, with each player adding up to one of the remaining sounds in their first lines, until at least one player has completed the sequence stated in his/her first line. In the following phase, any such players stop playing all sounds except the sound common to the following line. In subsequent phases, a new sequence is developed using the following line. The new sounds are interleaved with the other players' sounds, starting with the common sound, in the same manner.

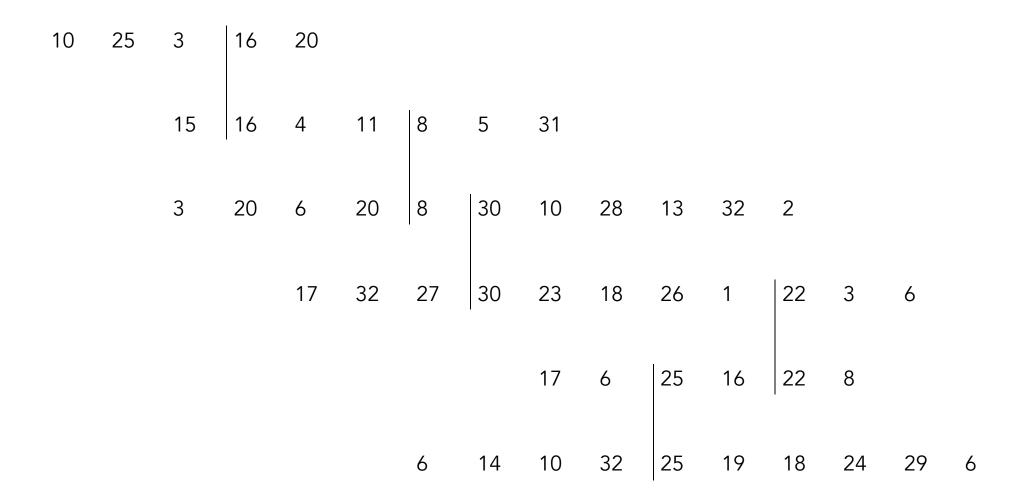
Occasionally, a player may deliberately anticipate or delay an established sound. Any such sounds remain shifted until the line is complete.

At any point, players may individually interrupt their current sequence and repeat a previously complete sequence. Having done so, the player may continue in the normal manner from this point, or jump to any other established sequence. Other players may or may not take this as a signal to repeat their equivalent sequence.

Players continue to work through the lines on their score page in this way. The piece concludes when each player completes their final score line.

		1	14	25	11	6	26	30	27	10	14			
		29	14	17	25	12	22	18						
25	17	29 29	6	1	9	7	32	10	16	12	21			
								10	14	23	7			
			27	13	9	13	5	28	6	23				
						26	19	28	15	15	29	20	30	20

18	24	10	27	7	21	14	21	32	16	14					
			5	9	17	6	21	19							
28	22	7													
		24	11	3	20	26	13	31							
					20	29	30	6	21	15	27	27	23	3	1
			28	7	13	29	10	23	28	11	28	16			

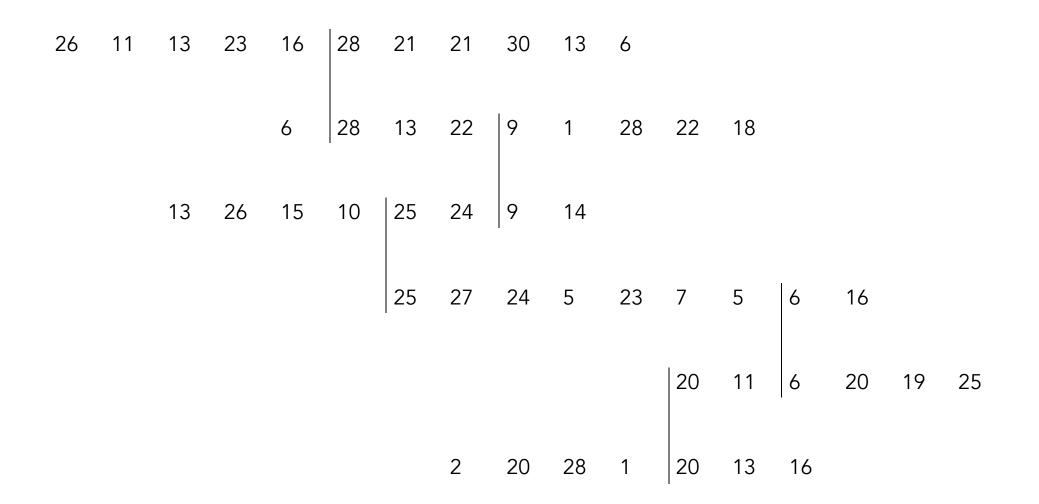


18	13	5	6	27	8	3	9	29	25			
			16	12	32	12	9	17	17	11		
				4	24	20	21	3	20 28	11	3	
		19	7	27	20	32	27	24	12	30	4	16
					17	21	14	13	8	30	17	

				24	24	23	29	5	4	28	11			
							29	4	9	9	4	17	11	14
				30	10	22	6	4	19	32	11	5	20	20
6	8	23	1	26	13	23	22	23	19					
						2	24				6	13		
					29	8	28	10	1	28				

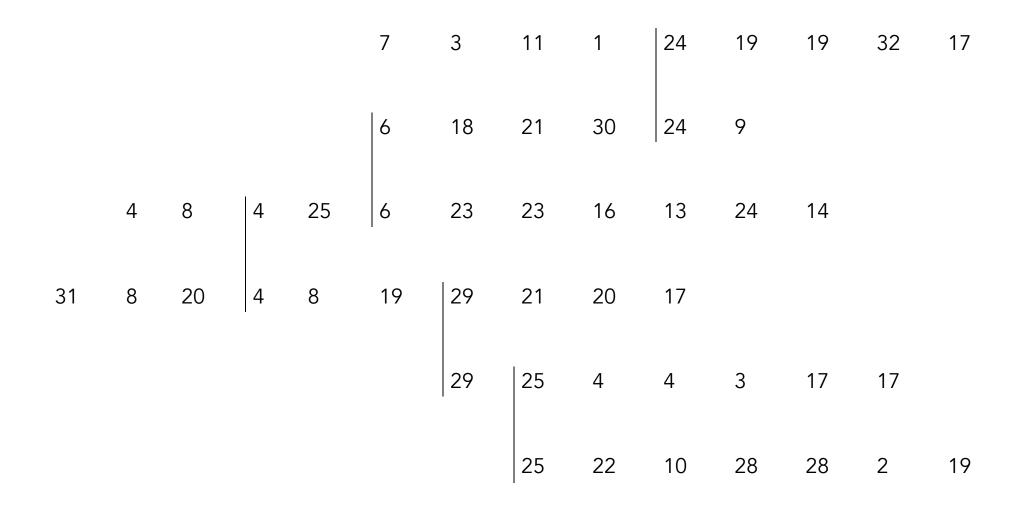
	5	10	21	19										
						10	2	17	2	7	13	9	6	
14	15	32	26	27	15	27	8	17	30	11				
					6	17	28	1	30	17	2			
		16	28	30	6	30	15	25	8					
								25	19	19	18	25	30	13

						25	17	32	14	1	28
			22	4	14	7					
16	2	32	27	26	27	8	11	21			
	23	14	28	26	18	9	19	29	4	7	
		29									
6	12	5	11	4	29	28	10	30			









27	3	28	9	26	14	17	32	8	14	10						
				26	30	2	6	19	28	20	16	15	24	6		
							25	Б	22	20	10	1	21	10	1	17
							23	J	32	20	10	I	Ζ1	10	I	17
					17	19	25	13	31							
						19	9	25	32	31	4	6				
			17	25	16	5	9	5								



