

# we do what you say and say what to do (2014)

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at least six players, each with a group of assistants  
duration is variable

*we do what you say and say what to do* comprises a set of instructions in different categories which are spoken by players and groups of assistants during the performance and which govern the actions made by the players. It is part of the group of connected pieces *things to do*.

## preparation

Each player needs a group of c.2-4 assistants.

Agree the performance duration.

As a group, determine how many actions you will each have in the listed categories. Determine how many instruction words are required (e.g. for 'noise', if the group chooses to use 13 noises, then instruction words 'noise 1, noise 2, ... noise 13' are required, and so on). Not all the categories or instruction words need to be used. Determine the maximum number of instruction words needed in each category and prepare a list for each player.

The list of instruction words should be given to each of the assistants.

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

## performance

There are two parallel sequences of instructions: the players give instructions to each other and the assistants give instructions to their respective players.

Players and assistants independently speak the instruction words at a level audible to the other players and audience, but not so loud as to cover any sounds made by the players. The instruction words may be spoken in any order, with any spacing in time, and may be repeated as required.

All players respond to any instructions given by other players that they can hear by realizing the defined actions as soon as possible after they are spoken.

Each player additionally responds to the instructions spoken by their own assistants by realizing the defined actions as soon as possible after they are spoken.

## 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.

## recording

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

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

## pitch

any pitches may be used  
each pitch must be different  
duration of each pitch 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.