Score for Hearing Voices: Tone/Vocable/Word/Phrase/Phrase/Word/Vocable/Tone
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Materials:
1 hyper-directional speaker
1 recording device with looping capabilities (laptop, sampler, tape loop, etc.)
Capability of powering the recording device and the hyper-directional speaker
Large outdoor area, ideally with natural features (trees, rocks, hills, canyon)
8 players minimum
1 recording assistant* (optional)

Preparation:
Microphone to recording device outputting to hyper-directional speaker
Situate the recording/speaker configuration in a visible clearing at the site

Performance:
One person (Player 1) begins while all other players disperse themselves over a vast area.
Player 1 moves to the clearing where the speaker is located.
Player 1 creates a **tone** event, vocally.
This tone is recorded and immediately played back looping.
Player 1 then picks up the speaker, which emits the tone, and aims it towards the other players. When each of the other players hears the tone (and only upon hearing it), they repeat it exactly as they hear it.

When Player 1 feels that they have activated the responding group with repeating sounds (perhaps the group is producing sounds independent of the speaker), they will aim the speaker for a time towards one of the players, selecting them from the rest.
When one player feels that they are selected, they will walk towards Player 1.
The selected person is now Player 2.
Player 1 returns to the group.

Player 2 situates themselves at the clearing where the speaker is located.
Player 2 sings a one-syllable **vocable**, (short in duration or melismatic).
This vocable is recorded, and immediately played back looping.
Player 2 then picks up the speaker, which emits the vocable, and aims it towards the other players. When each of the other players hears the vocable (and only upon hearing it), they repeat it exactly as they hear it.

When Player 2 feels that they have activated the responding group with repeating sounds, they will aim the speaker for a time towards one of the other players, selecting them from the rest.
When one player feels that they are selected, they will walk towards Player 2.
The selected person is now Player 3.
Player 2 returns to the group.

Player 3 situates themselves at the clearing where the speaker is located.
Player 3 voices a **word** (one or more syllables).
This vocable is recorded, and immediately played back looping.
Player 3 then picks up the speaker, which emits the word, and aims it towards the other players. When each of the other players hears the word (and only upon hearing it), they repeat it exactly as they hear it.

When Player 3 feels that they have activated the responding group with repeating sounds, they will aim the speaker for a time towards one of the other players, selecting them from the rest.
When one player feels that they are selected, they will walk towards Player 3.
The selected person is now Player 4.
Player 3 returns to the group.

Player 4 situates themselves at the clearing where the speaker is located.
Player 4 musically vocalizes a **phrase**.
This phrase is recorded, and immediately played back looping.
Player 4 then picks up the speaker, which emits the word, and aims it towards the other players. When each of the other players hears the phrase (and only upon hearing it), they repeat it exactly as they hear it.

When Player 4 feels that they have activated the responding group with repeating phrases, they will aim the speaker for a time towards one of the other players, selecting them from the rest.
When one player feels that they are selected, they will walk towards Player 4.
The selected person is now Player 5.
Player 4 returns to the group.

Player 5 musically vocalizes a phrase. They repeat all directions of Player 4.

Player 6 voices a word. They repeat all directions of Player 3.

Player 7 sings a vocable. They repeat all directions of Player 2.

Player 8 emits a tone and aims the speaker towards the other players who repeat the tone exactly when they hear it and only when they hear it.
After activating the group, Player 8 then decides either to end the action by turning off the speaker or to repeat the score in total, beginning by selecting a new player who will produce a new tone.

* Recording Assistant will facilitate ease of transition between performers. This assistant records all content and activates looping, as well as manage any mobile powering unit. The Recording Assistant is not a performer.