

PLAYER 1

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in collaboration with Steven Schick and Young Doo Jung

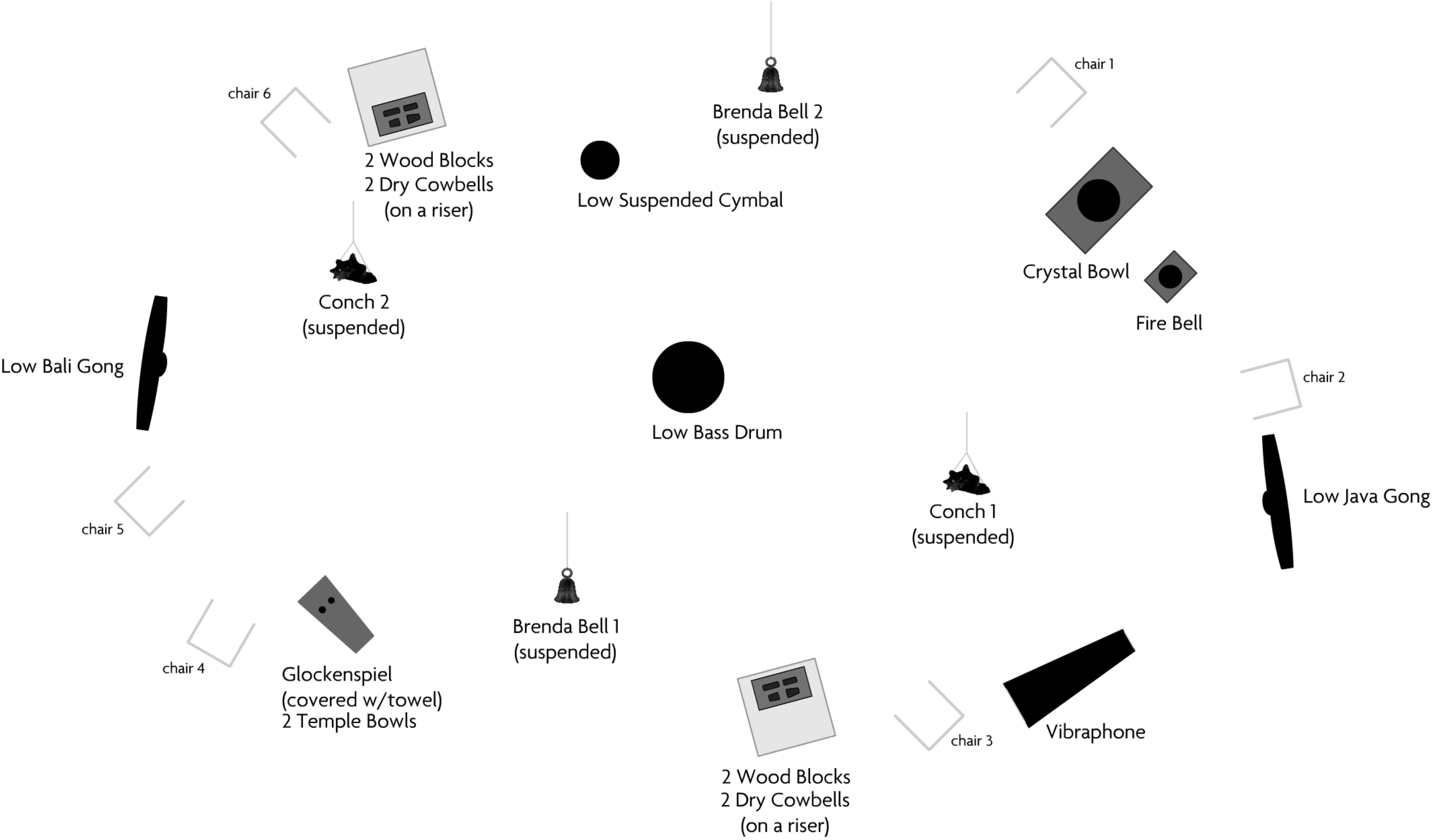
ARCHIPELAGO

music-theater for six percussionists

2025

to Steven Schick

STAGE MAP



PERFORMANCE NOTES

At the core of *Archipelago* lie two musical experiences bordering on meditation: listening to one sound at a time and to the incessant alternation of two sounds. The pulse is not regular but is based on the intuitive perception of one sound having expressed itself before the next speaks. The piece invokes something akin to the alternation of day and night—constant and predictable, yet no single day or night is the same for us.

Archipelago is a work of music-theater. The physical presence and all movement are as integral as the sounds produced. As such, even walking and sitting play essential roles in the piece.

Walk calmly and lightly, but with focus. Imagine yourself walking to buy ice cream in a suit—casually yet elegantly.

The pace of walking should be slow but natural, as if you were passing a candle you do not wish to extinguish.

Face forward with simple awareness of where you are going, rather than what is under your feet.

Relax your face, lips, and mouth, stopping just short of a smile.

Sit comfortably but attentively. Listen and/or watch what is happening on the stage. You can follow the actions of the other performers or close your eyes to listen to them. Stay calmly focused.

The piece is to be performed from memory.

VIDEO SCORE

<https://vimeo.com/1069829241/dc64cd4060?ts=0&share=copy>

PLAYER 1

PLAYER 2

PLAYER 3

PLAYER 4

PLAYER 5

PLAYER 6













SUMMARY OF SCENES

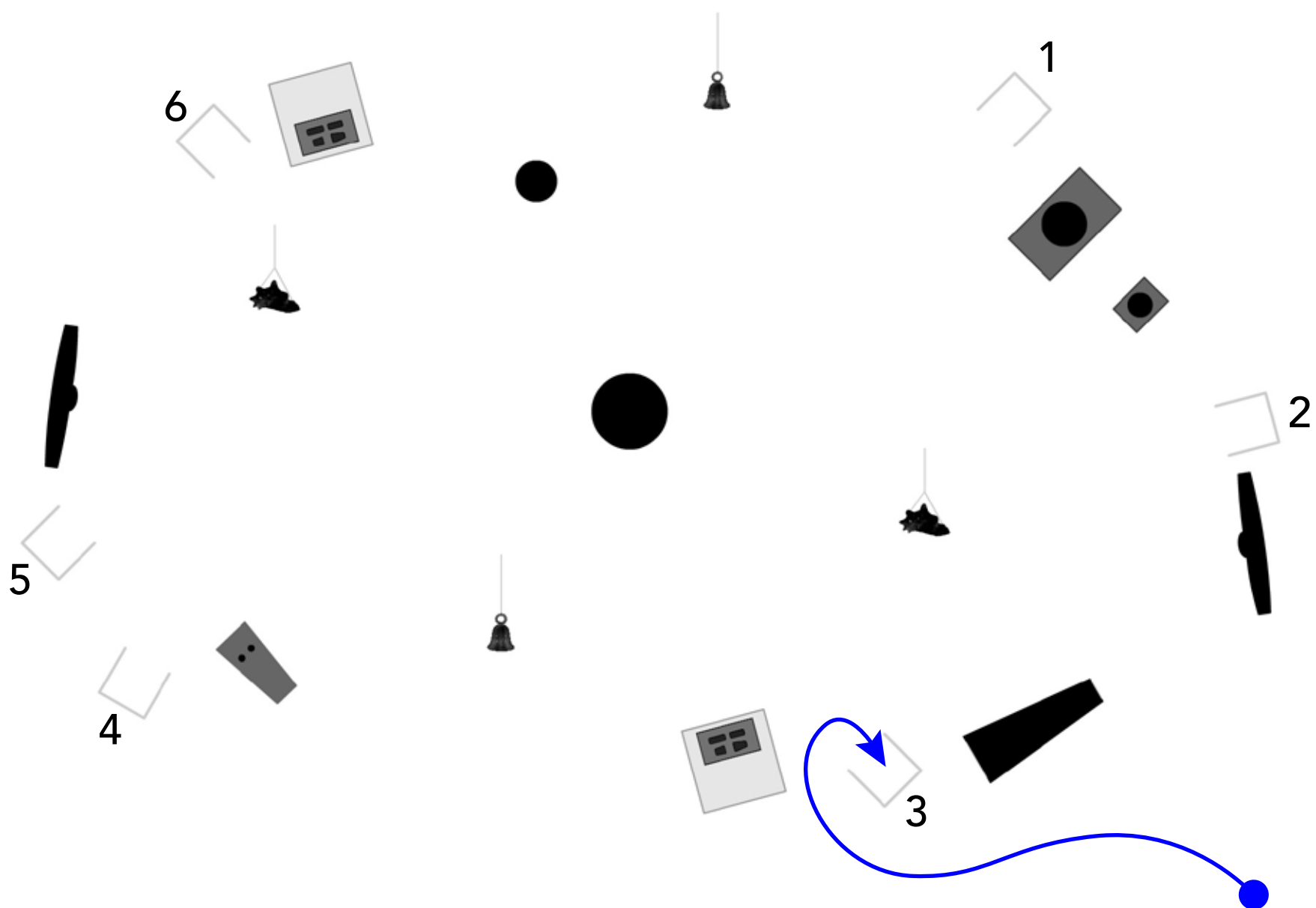
SCENES	WHO	WHAT	WHEN
Entrance	everyone	walk to assigned chairs and sit down	a few seconds delay between each other (in order: 2, 3, 1, 4, 5, 6)
I	1 6	scratching wood blocks & cowbells	wait for light up to walk, play ~3 minutes, wait for lights down to walk again
II	3	fire bell and crystal bowl (~20 alternations)	wait for light up to walk, play ~3 minutes, wait for 4 & 6 to walk again
III	4 6	superball on bass drum and tapping on wood blocks & cowbells	wait for light up to walk, play ~3 minutes, wait for lights down to walk again
IV	2 5	Bali and Java gongs (~20 alternations)	walk in darkness, play ~3 minutes, walk again when finished
V	1 2 3. 4 5 6	3 & 6 on vibraphone (8 measures), gradually adding: 2 tapping and scratching wood blocks & cowbells, 4 superball on bass drum, 6 tremolos on cymbal, 5 on Bali gong (~3 minutes)	walk when 3 & 5 finished, play, wait for light down to walk again
VI	2 5	walking with Brenda bells	after arriving, follow the timing in the score for ~2 min 30 sec, walk again when finished
VIIa	1 6	superball on bass drum and tremolos on cymbal	walk when 2 & 5 start walking again, wait for light up to start playing for ~3 minutes conches will join you after 2 minutes
VIIb	4 5 (1 6)	conches joining the preceding by playing 3 alternations	walk ~2 minutes and play, walk when finished
VIII	3	glockenspiel and temple bowls	walk during the thrird alternations of conches, play after they finish, for ~3 minutes, wait for light down to walk again
IX	1	bass drum	wait for light up to walk, play ~3 minutes and keep standing
Exit	everyone	coming together at the center, bowing and exiting	wait for the lights up to walk

PLAYER 1

ENTRANCE

WALK

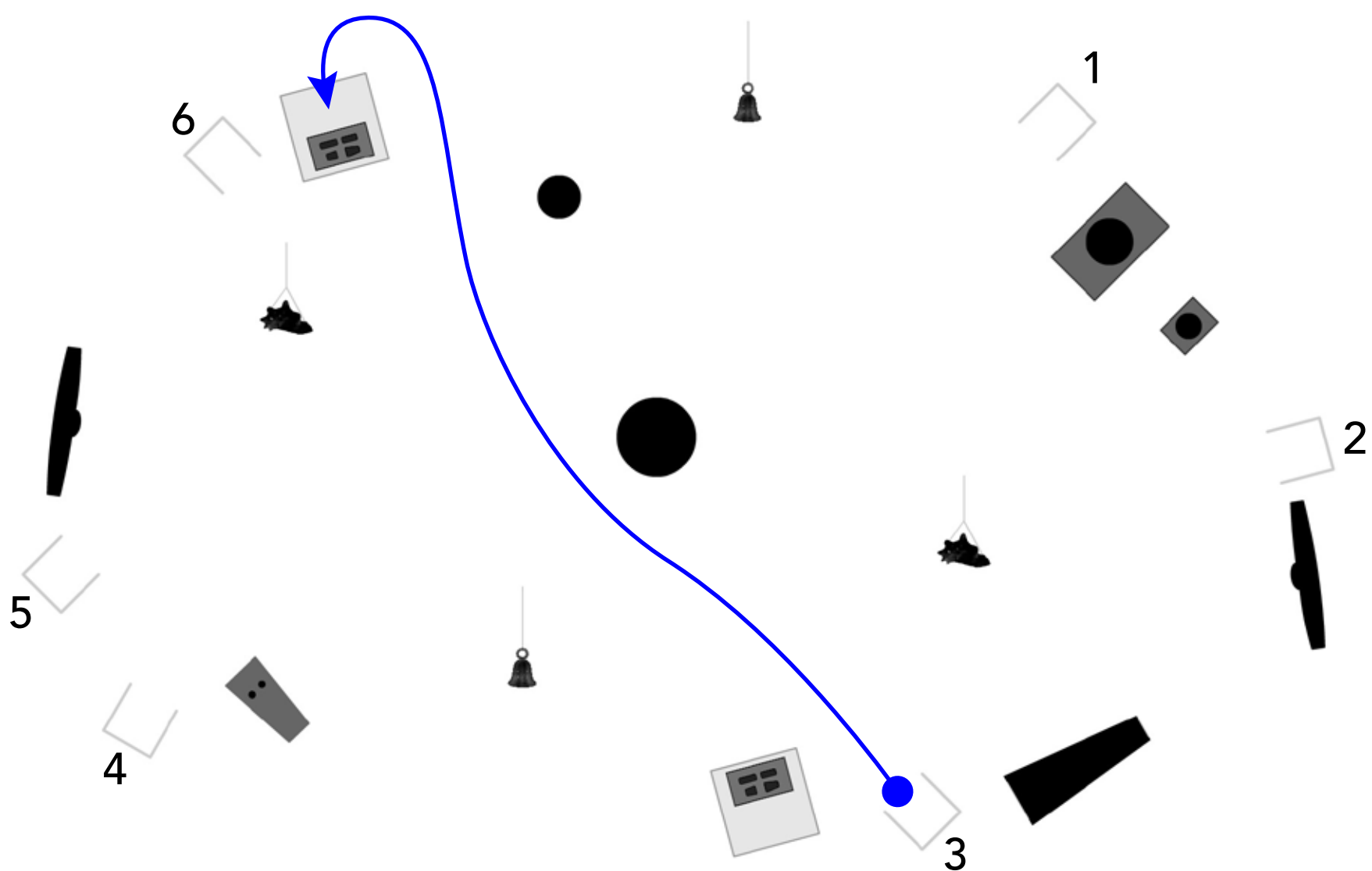
- Enter third. Leave 3-4 seconds time between you and the previous person. Walk to Chair #3 and sit down.
- After everyone is seated, the lights will fade down.



SCENE I

WALK

- Wait for the lights on wood blocks & cowbells to fade up.
- Walk accross the stage, passing Player 6 on your left, to the riser with wood blocks & cowbells.

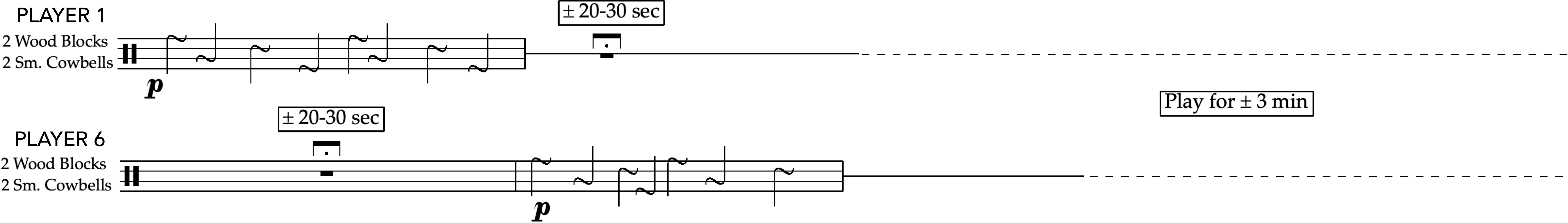


PLAYER 1

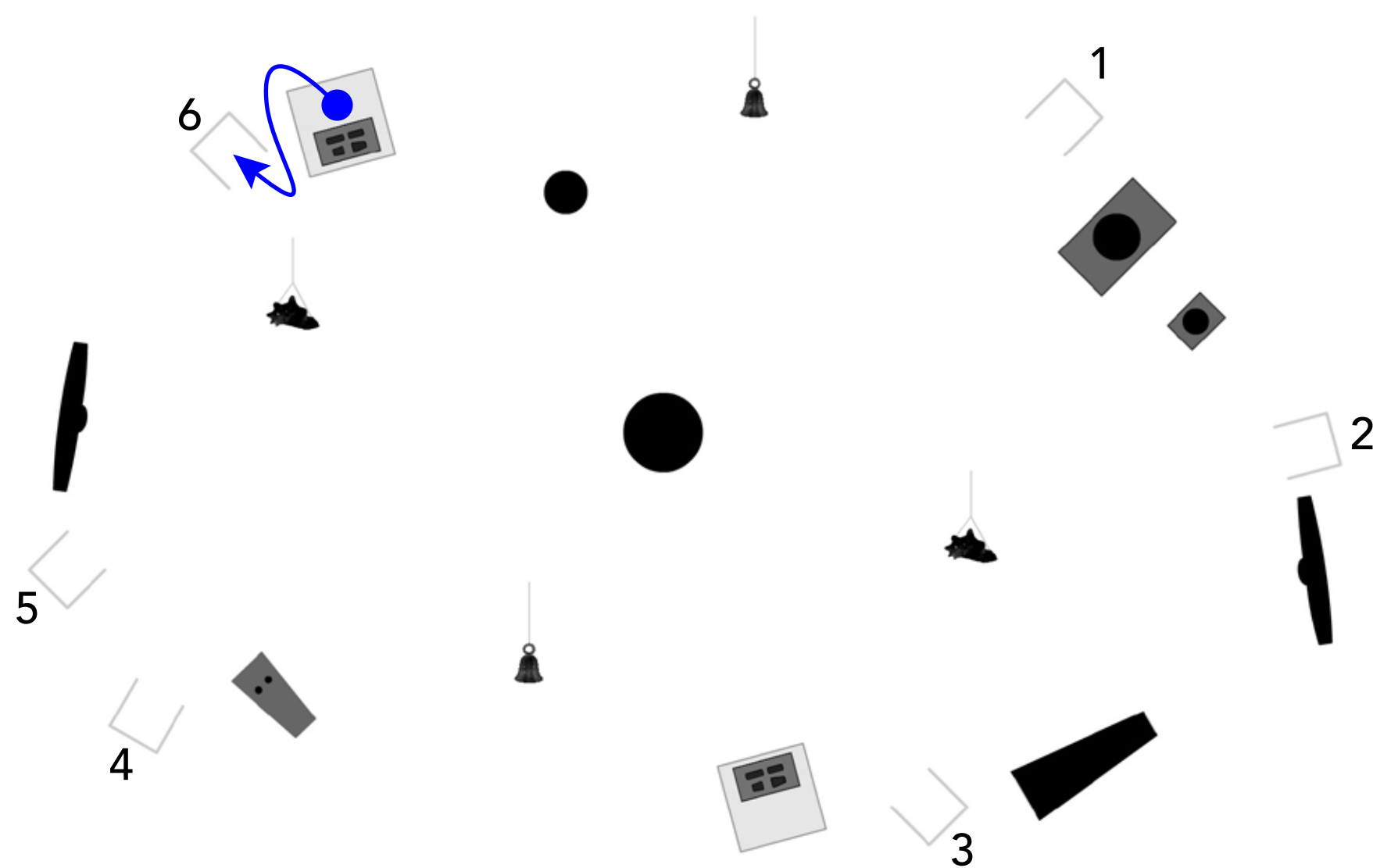
SCENE I

PLAY

- You are the first to start.
- In alternation with Player 6, improvise 20-30 sec phrases of scratching with nails and rest. Avoid thinking in regular pulse.
- Always alternate within pairs of wood blocks and cowbells.
- Like in a calm conversation, listen to what the other player has to say and engage with the next phrase when you feel ready.
- Some overlap is welcome and should happen smoothly.
- Decide freely if your phrase is a friendly "interruption", "affirmation", "answer", "question" or "assertion".
- The section should be ~3 minutes long.



- When finished, wait for the lights to come down, then walk to Chair 6.
- Watch all actions on the stage until SCENE V



SCENE II (fire bell and crystal bowl)

SCENE III (bass drum and wood blocks & cowbells)

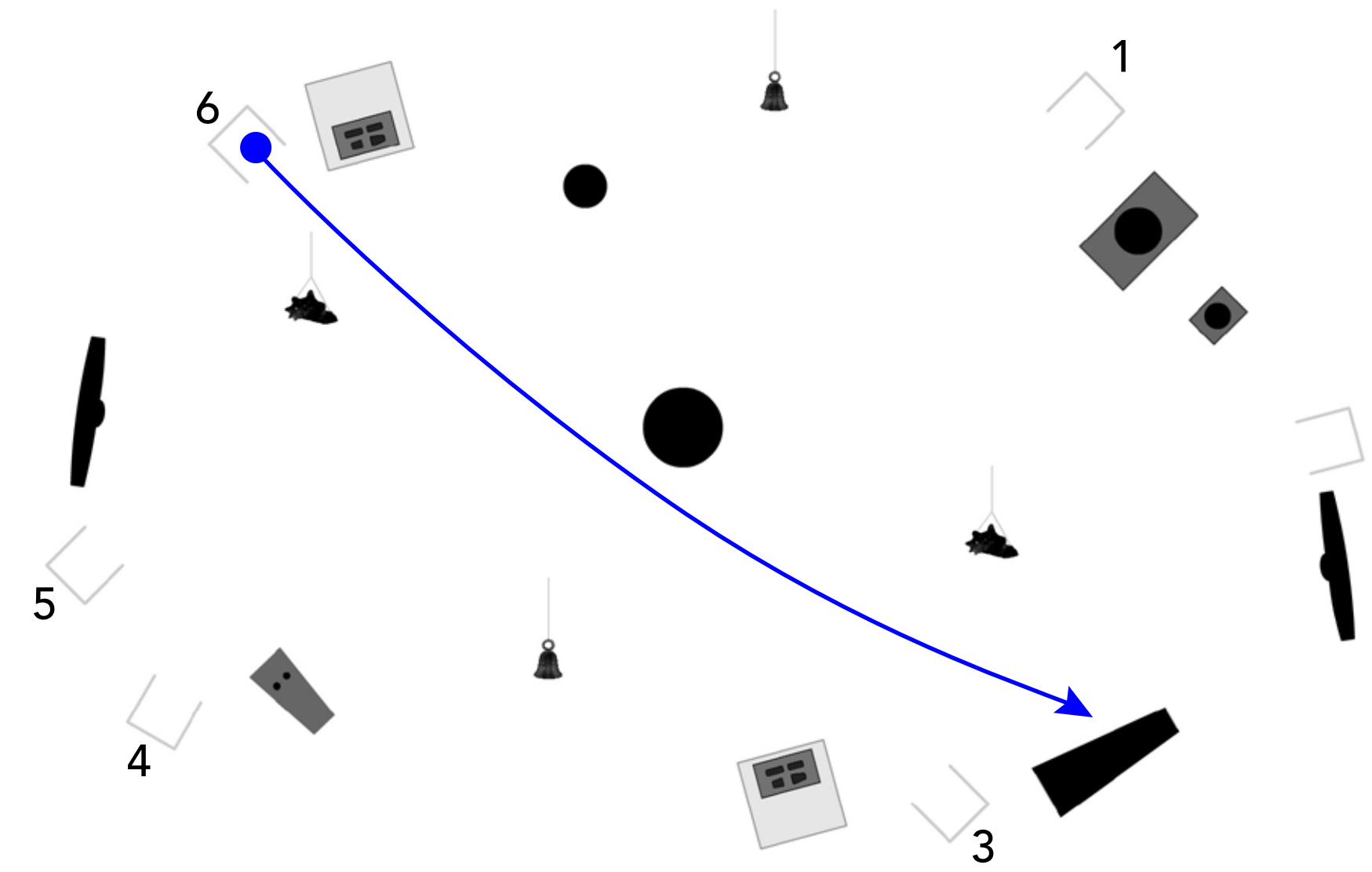
SCENE IV (Bali and Java gongs)

PLAYER 1

SCENE V

WALK

- Walk to the “other” side of the vibraphone.



PLAY

- Play with Player 3 the given sequence 8 times in shared, intuitive, rather than regular pulse.
- Synchronize the bowing with each other.
- You will be gradually joined by four others playing wood blocks & cowbells, bass drum, cymbal, and Bali gong.
- Stop without ritardando.

~40

bowed

PLAYER 3

Vibraphone

p < > *simile*

bowed

PLAYER 1

p < > *simile*

Wood Blocks & Cowbells

Player 2

Bass Drum w/Superball

Player 4

Cymbal

Player 6

Bali Gong

Player 5

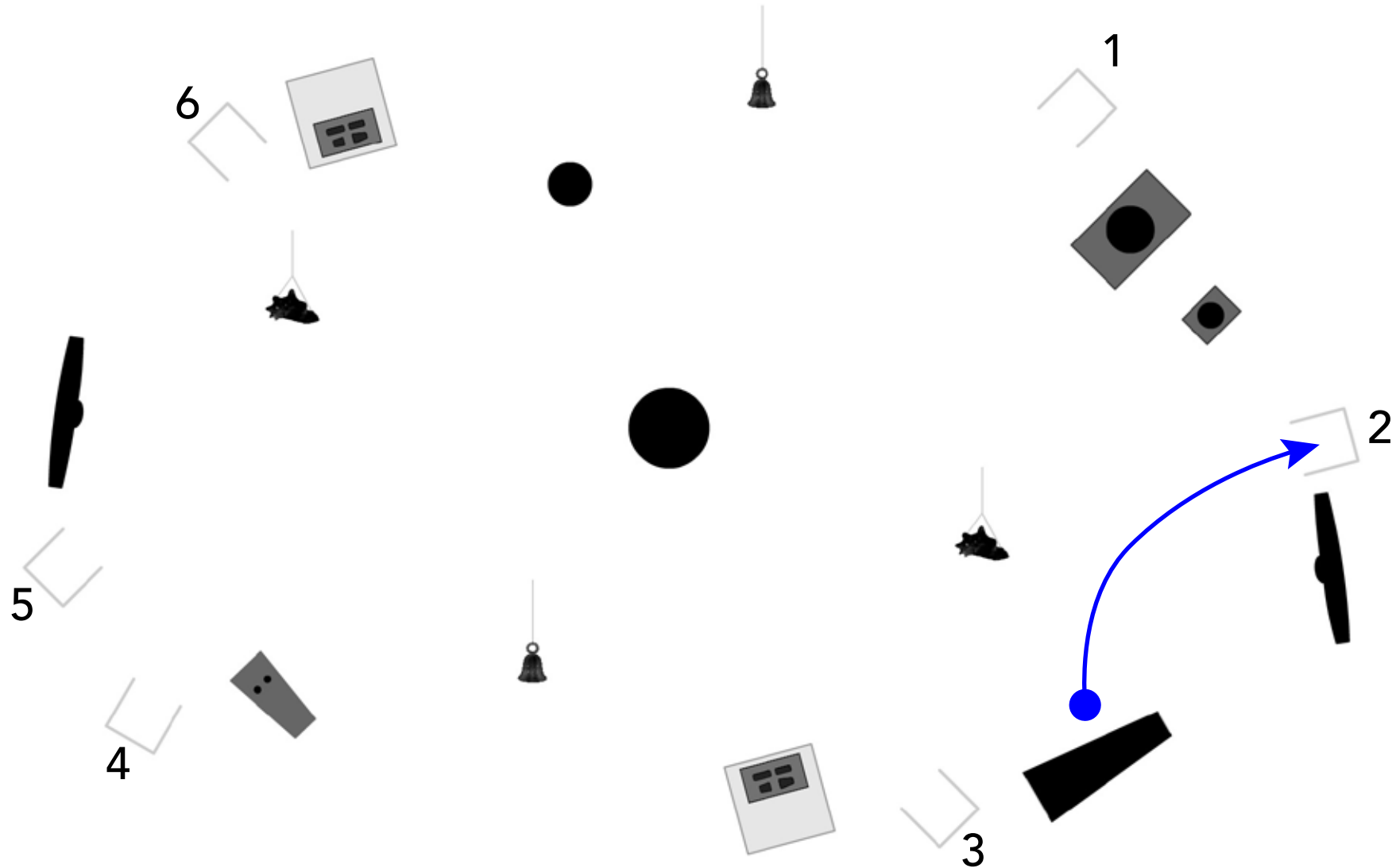
Play 8 times for ± 3 min

PLAYER 1

SCENE VI

WALK

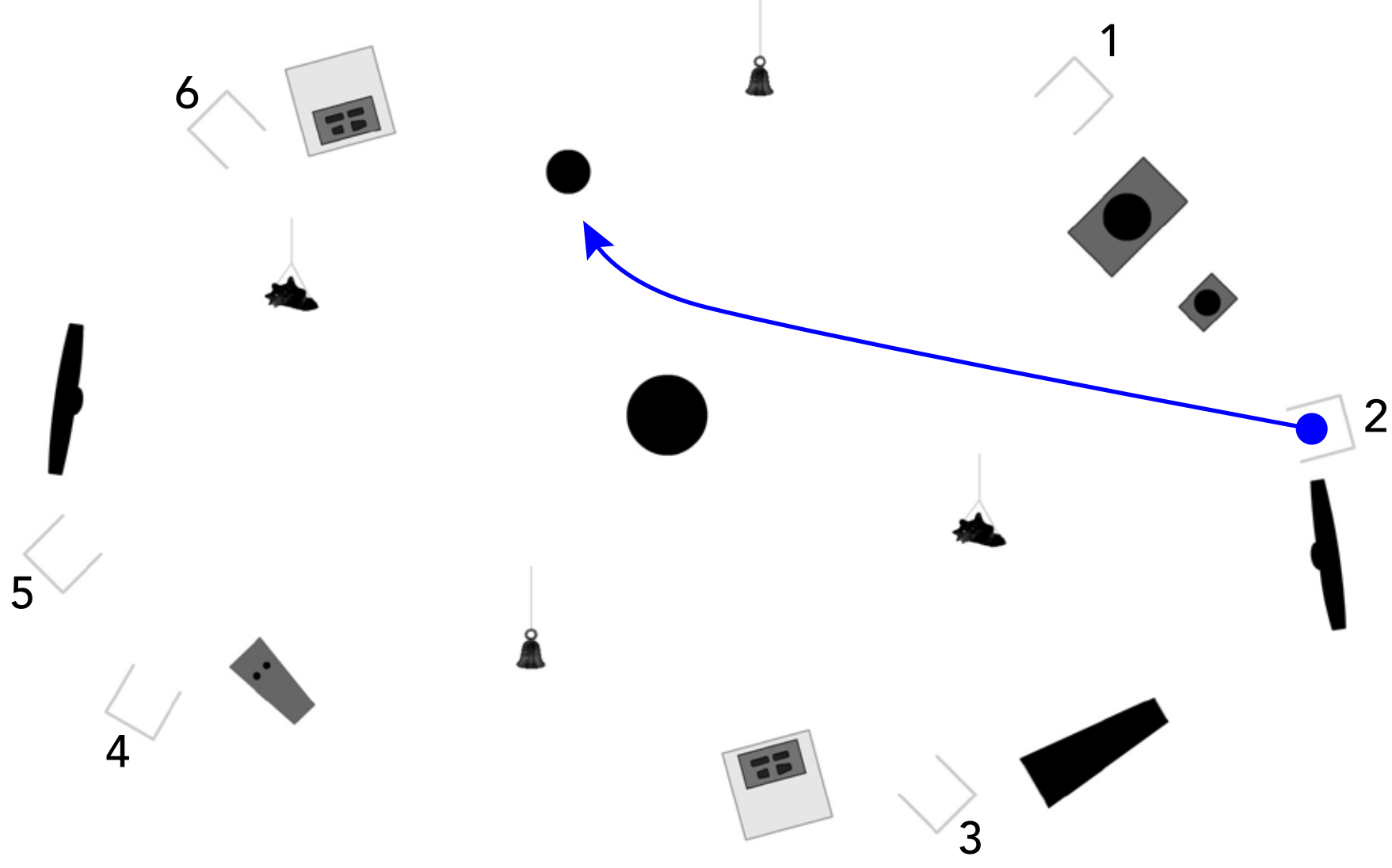
- Wait for the lights to fade out.
- Walk to Chair 2.



SCENE VIIA

WALK

- Walk to the cymbal.



PLAY

- Play without perceptible attack for ~3 min, alternating irregular dynamic swells with Player 6.
- Each crescendo and diminuendo can vary from 6 to 15 sec.
- During the last minute you will be joined by two alternating chonches. Keep playing till 10 sec after they finish their alternation of three notes each.

PLAYER 1

Cymbal

soft mallets

PLAYER 6

Bass Drum

superball glissandi

Play for ± 3 min

SCENE VIIIB

Conch 1

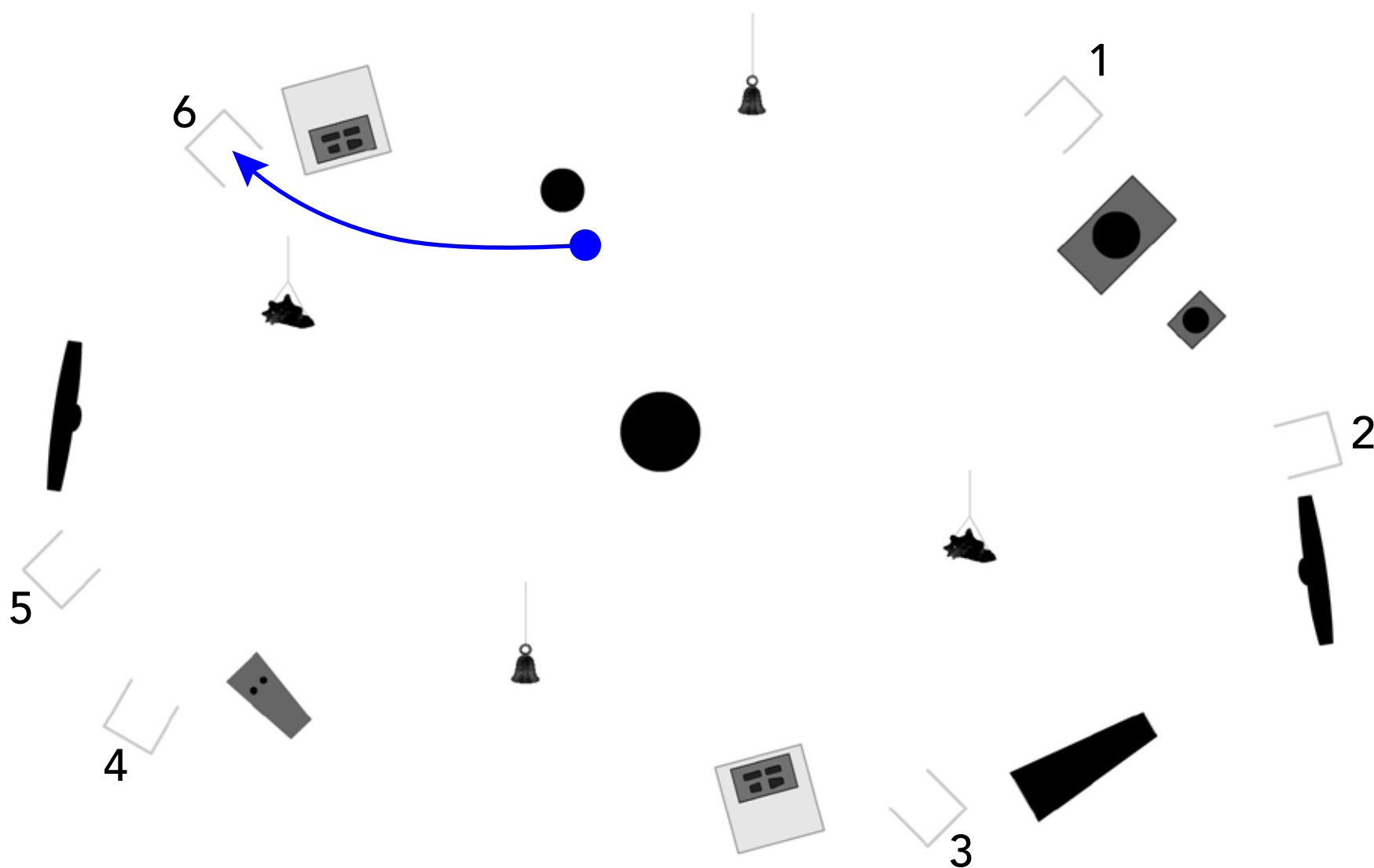
Conch 2

PLAYER 1

WALK

SCENE VIII

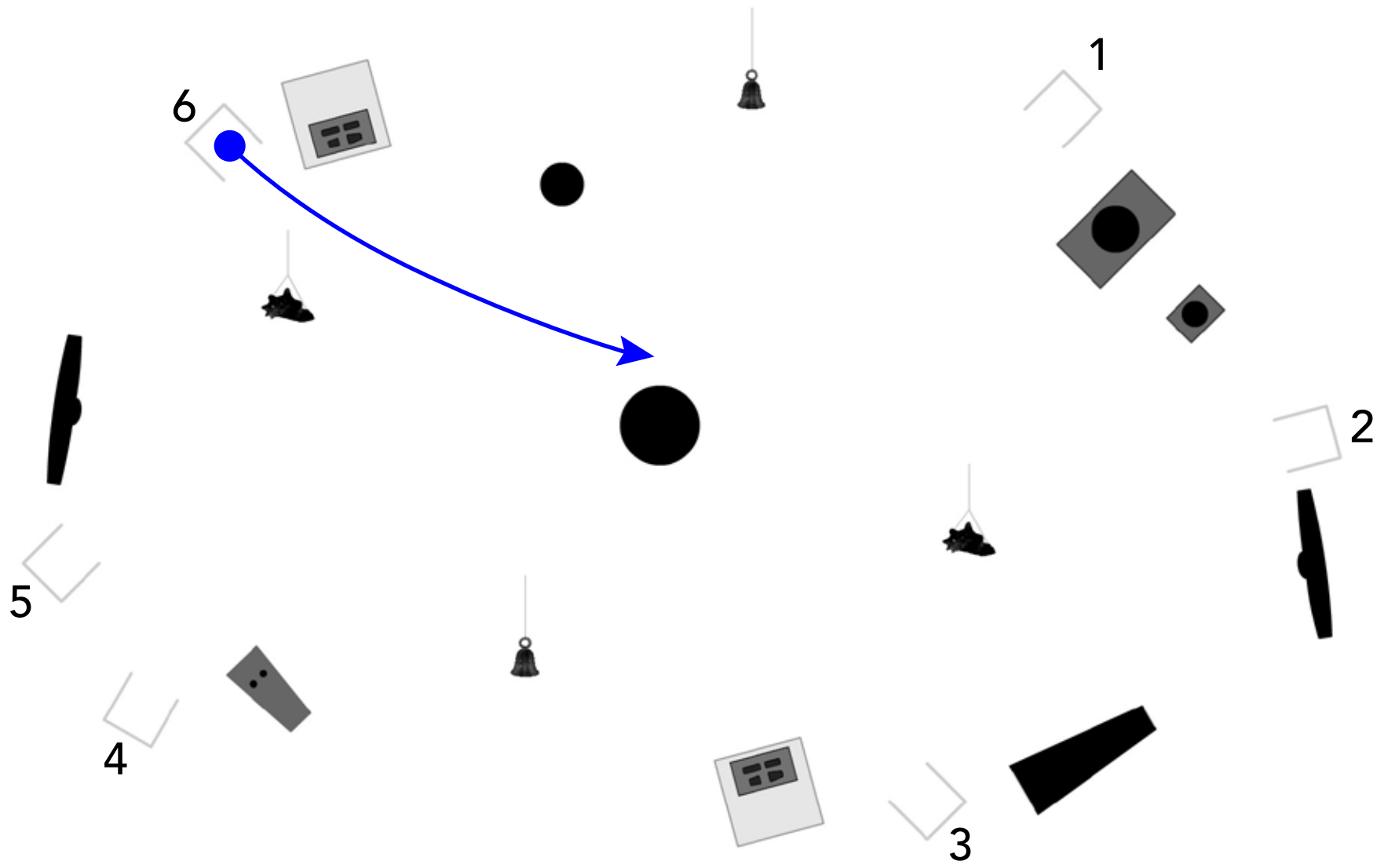
- Listen to the glockenspiel & temple bowls for at least 15 seconds or until Players 4 & 5 have hung their conches.
- Walk to Chair 6 and sit down.
- Listen attentively.



SCENE IX

WALK


- Wait for the lights to go up.
- Walk to the bass drum.



PLAY

- Play one soft but sonorous note at a time for ~5 minutes or for as long as it feels right.
- Stop without ritardando or diminuendo and wait motionless for the light to go down.

with 2 soft mallets

Bass Drum  $\pm 4''$ $\pm 4''$ $\pm 4''$ $\pm 4''$

p

Play for 5 min or more

EXIT

- After lights go up, wait for others to join you, bow and exit.