

PLAYER 3

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in collaboration with Steven Schick and Young Doo Jung

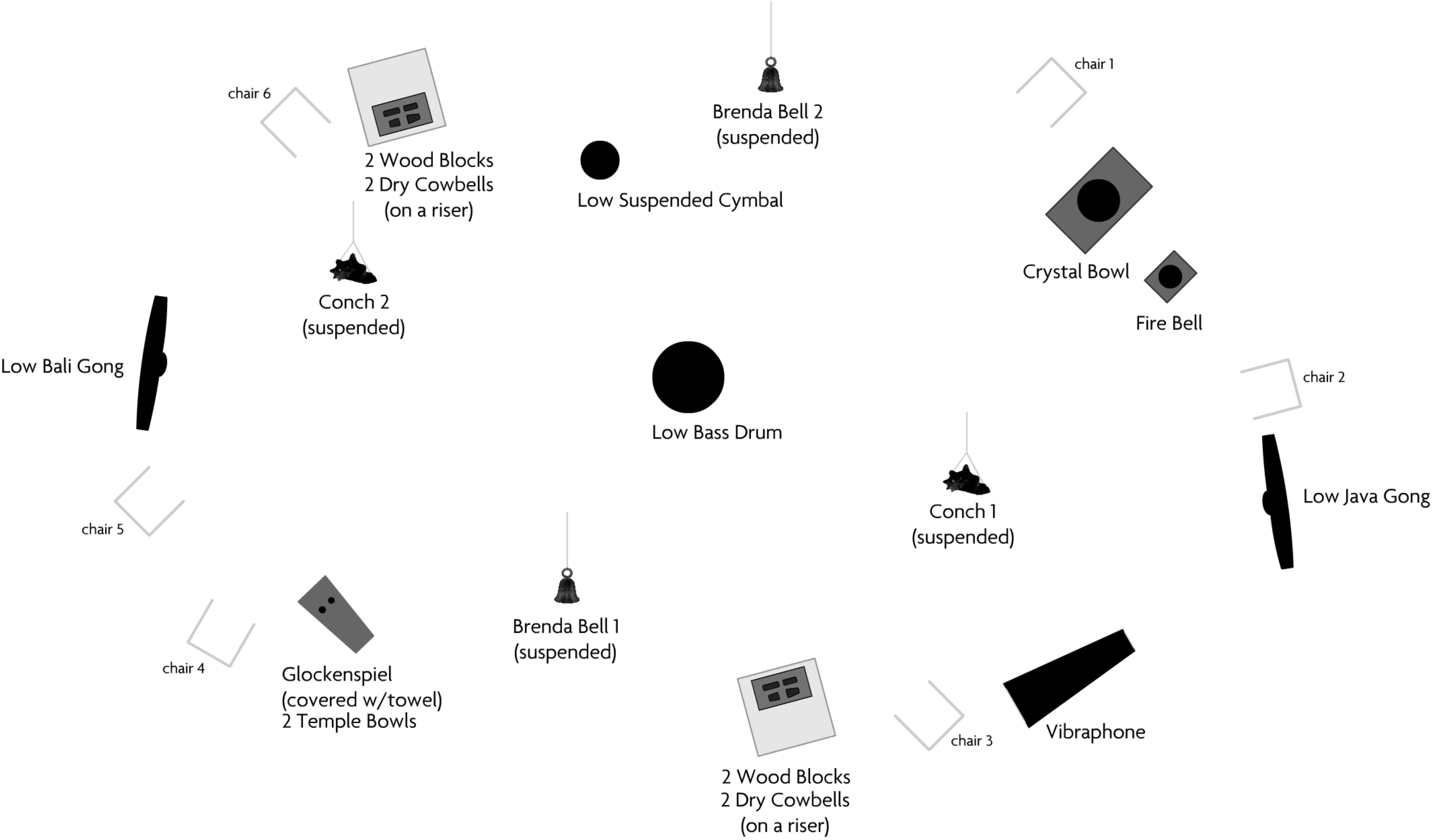
ARCHIPELAGO

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

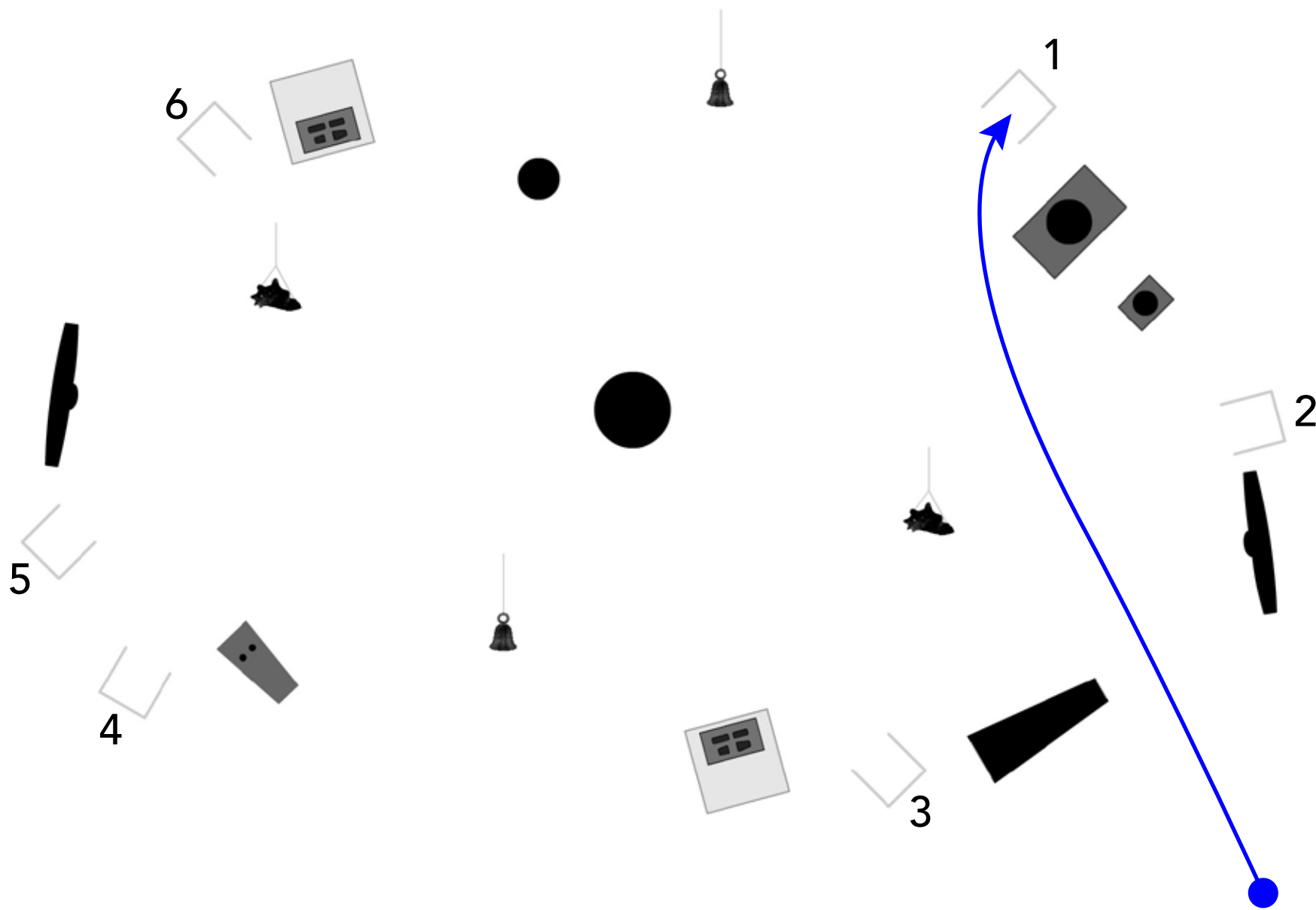
SCENES	WHO	WHAT	WHEN
Entrance	everyone	walk to assigned chairs and sit down	a few seconds delay between each other (in order: 2, 3, 1, 4, 5, 6)
I	1 6	scratching wood blocks & cowbells	wait for light up to walk, play ~3 minutes, wait for lights down to walk again
II	3	fire bell and crystal bowl (~20 alternations)	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

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ENTRANCE

WALK

- Enter second. Leave 3-4 seconds time between you and the previous person. Walk to Chair #1 and sit down.
- After everyone is seated, the lights will fade down.



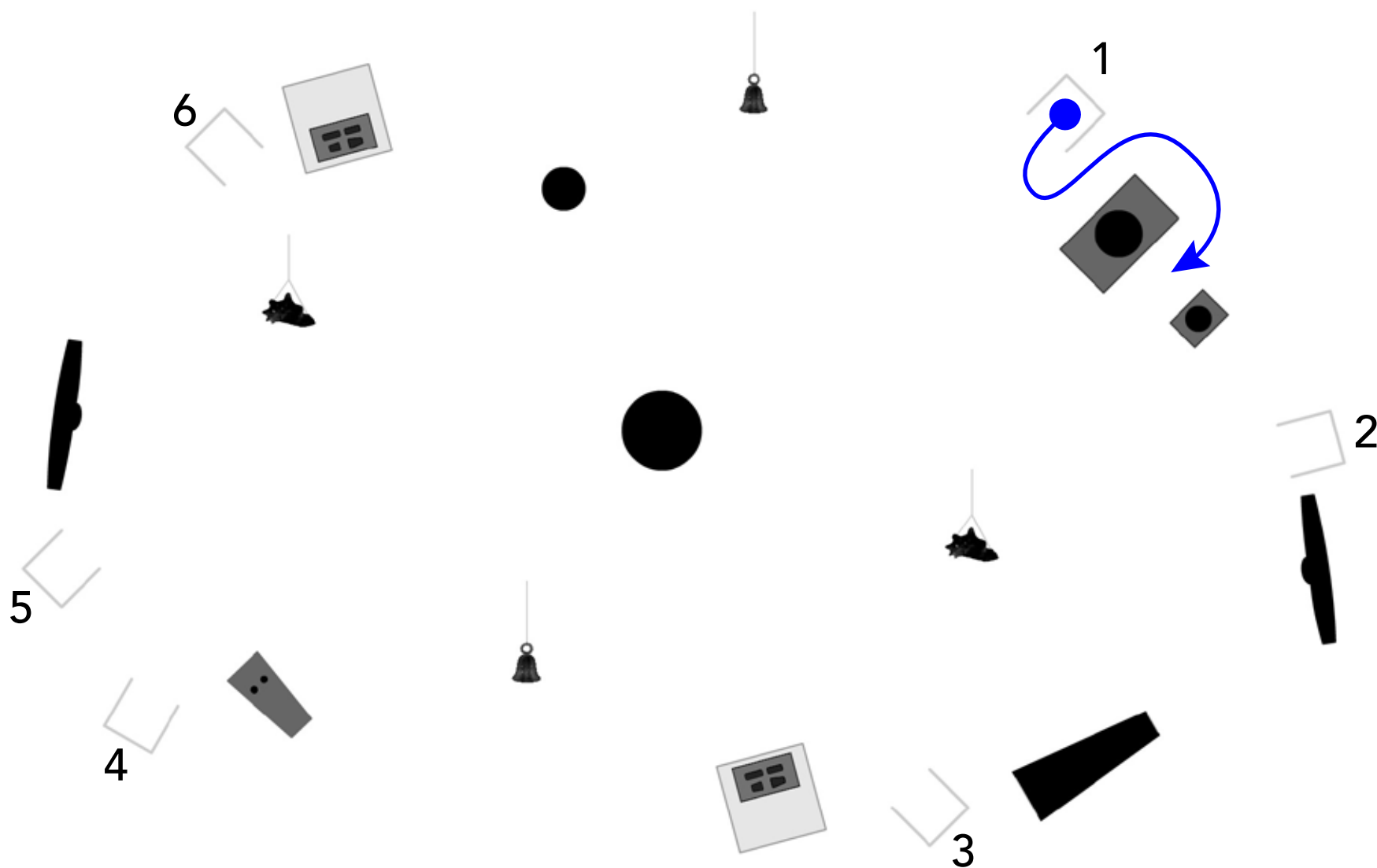
- Watch all actions on the stage until SCENE II.

SCENE I (wood blocks & cowbells)

SCENE II

WALK

- Wait for lights to fade up on your instruments.
- Walk to the fire bell and crystal bowl and stand between them.

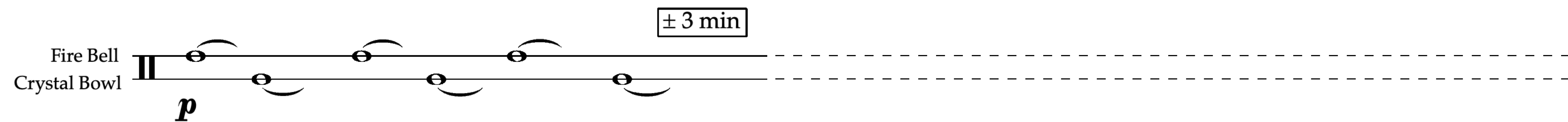


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SCENE II (cont.)

PLAY

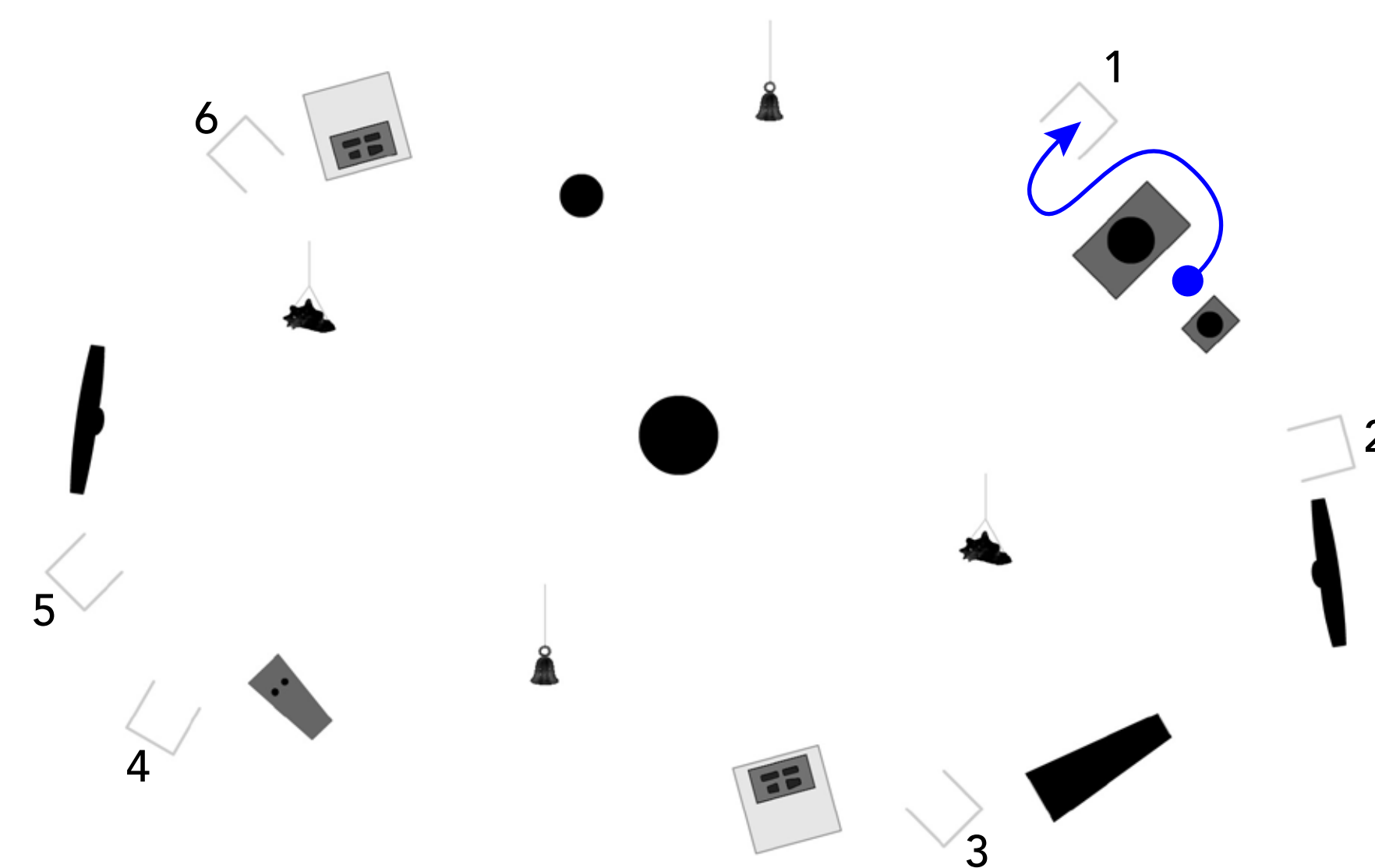
- Play for ~3 min or ~20 alternations between fire bell and crystal bowl.
- Play each note as if it was a complete phrase. Avoid thinking in regular pulse.
- Like in a calm conversation, listen to what the other has to say and engage with the next note when you feel ready. Decide freely if your note is an “answer”, “question” or “assertion”.
- End without a ritardando.



SCENE III

WALK

- Return to Chair 1 and sit down.
- Watch all actions on the stage until SCENE V.



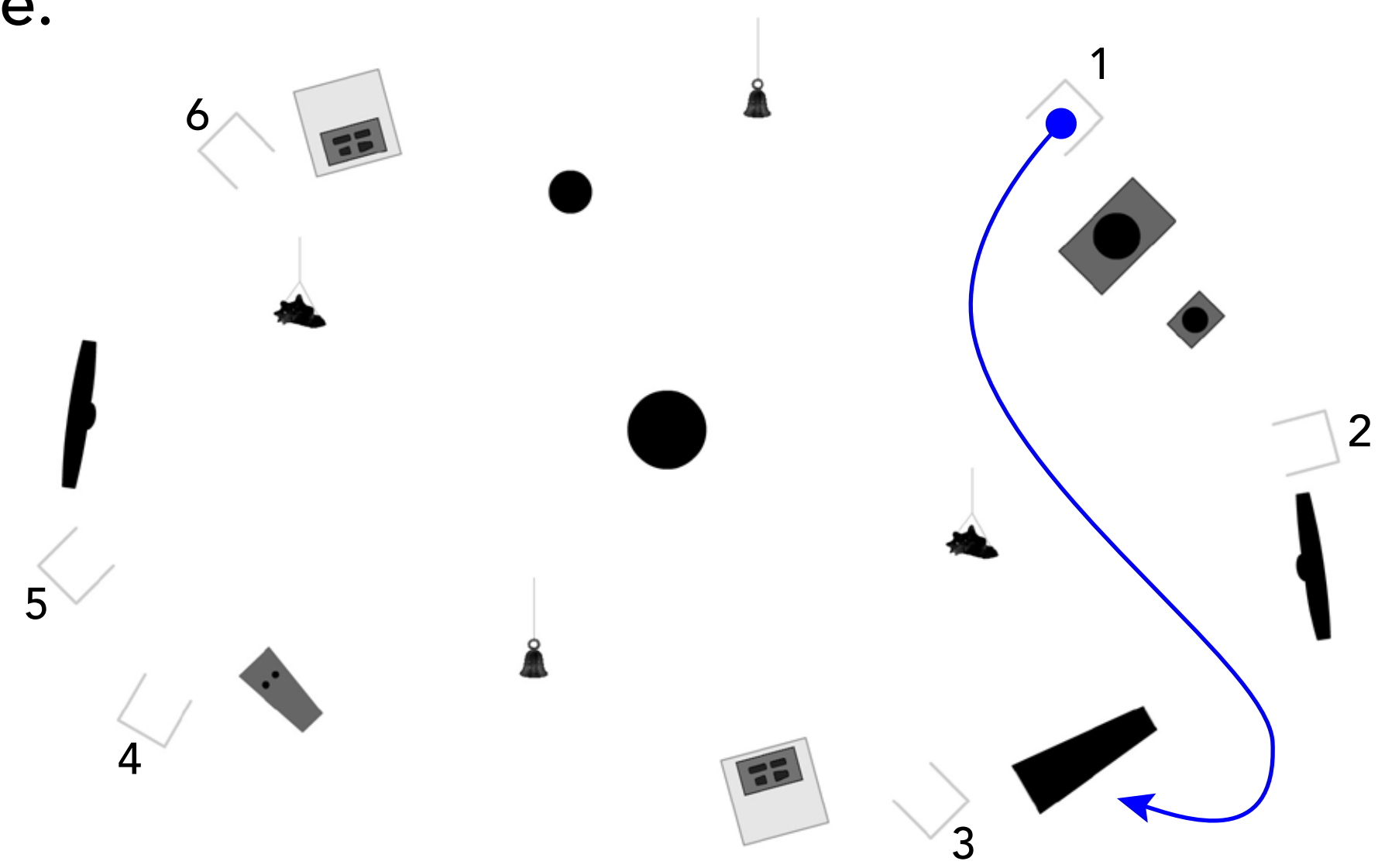
SCENE IV (Bali and Java gongs)

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SCENE V

WALK

– Walk to the vibraphone.



PLAY

- Play with Player 1 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 a ritardando.

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Vibraphone

PLAYER 1

Wood Blocks & Cowbells
Player 2

Bass Drum w/ Superball
Player 4

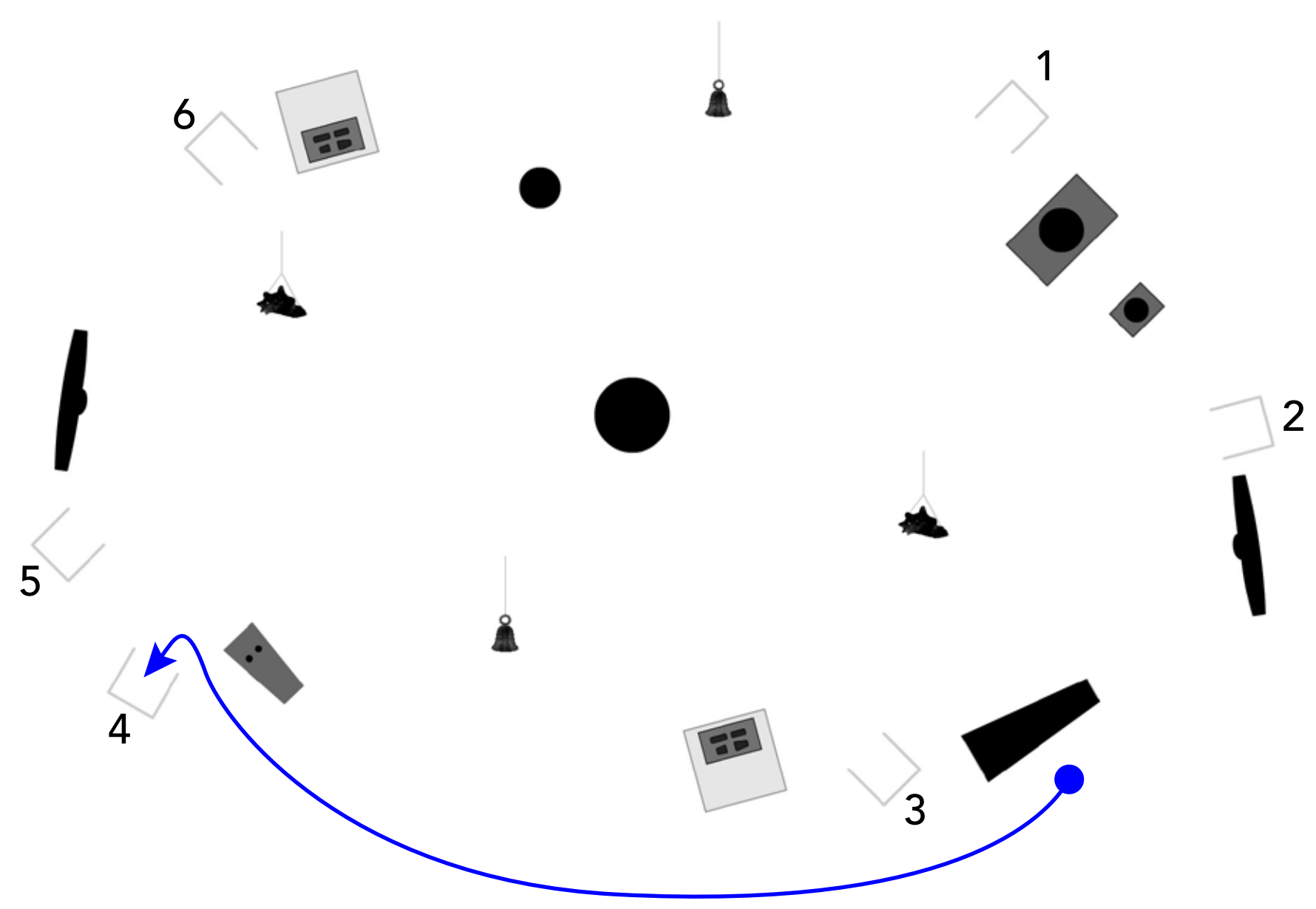
Cymbal
Player 6

Bali Gong
Player 5

SCENE VI

WALK

– Wait for the lights to fade out, walk to Chair 4 and sit down.



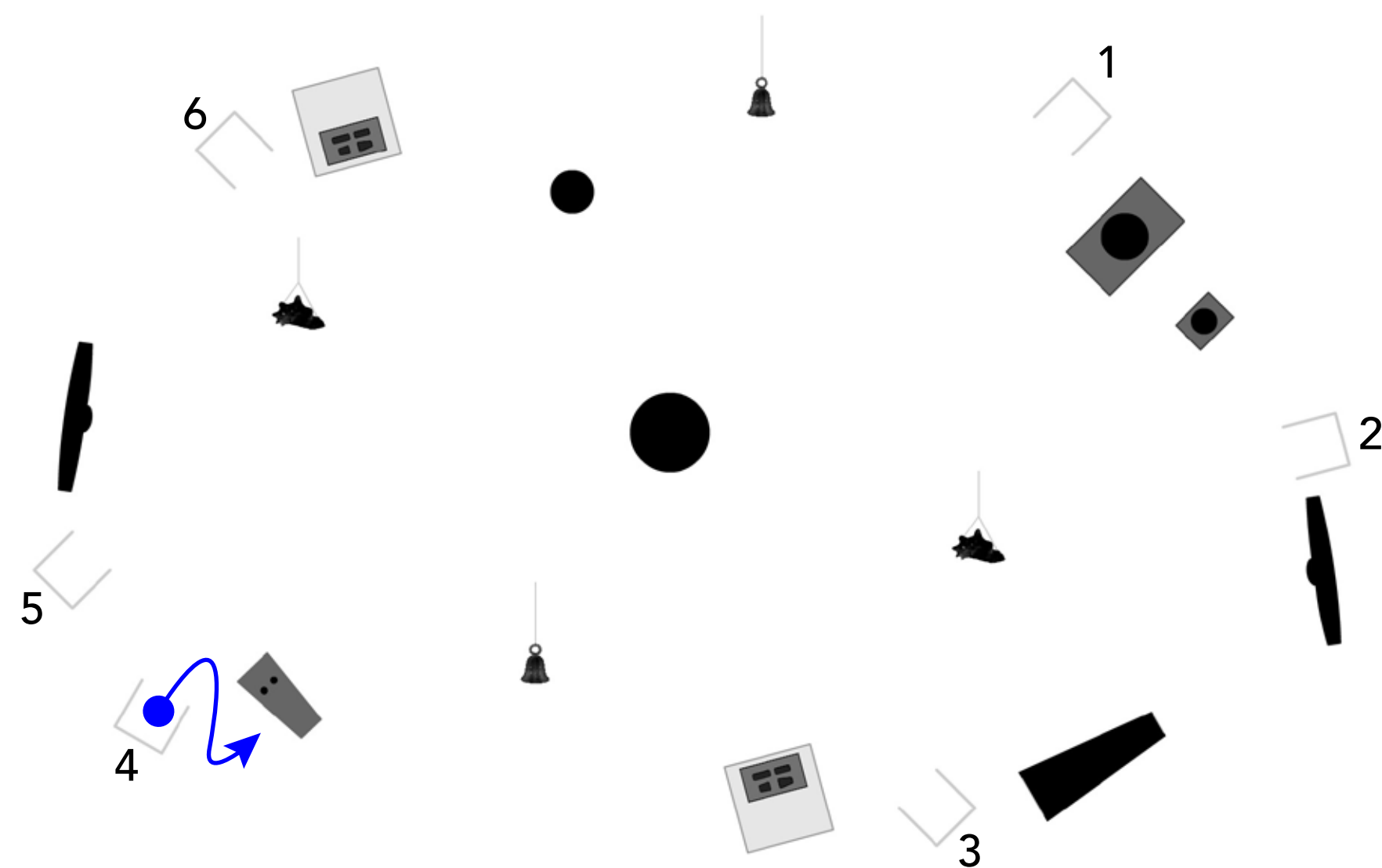
PLAYER 3

SCENE VIIA

- Watch the stage as bass drum and cymbal are played.

SCENE VIIB / VIII

- After 1 min 30 sec two players will enter the stage to pick up and play the conches three long notes each, alternating.
- Wait for the third long note of the first (lower) conch as your cue to walk to the glockenspiel & temple bells.



PLAY

- Start when the second (higher) conch begins to play its third note (~2 min 30 sec into SCENE VII).
- Improvise for ~3 minutes using the notes given below (written as sounding) in irregular rhythm and density of ~4 notes per 4 seconds.
- Always alternate within pairs of the temple bowls and glockenspiel notes.
- The glockenspiel should be covered with a towel.

Glockenspiel

Temple Bowls

p

8va

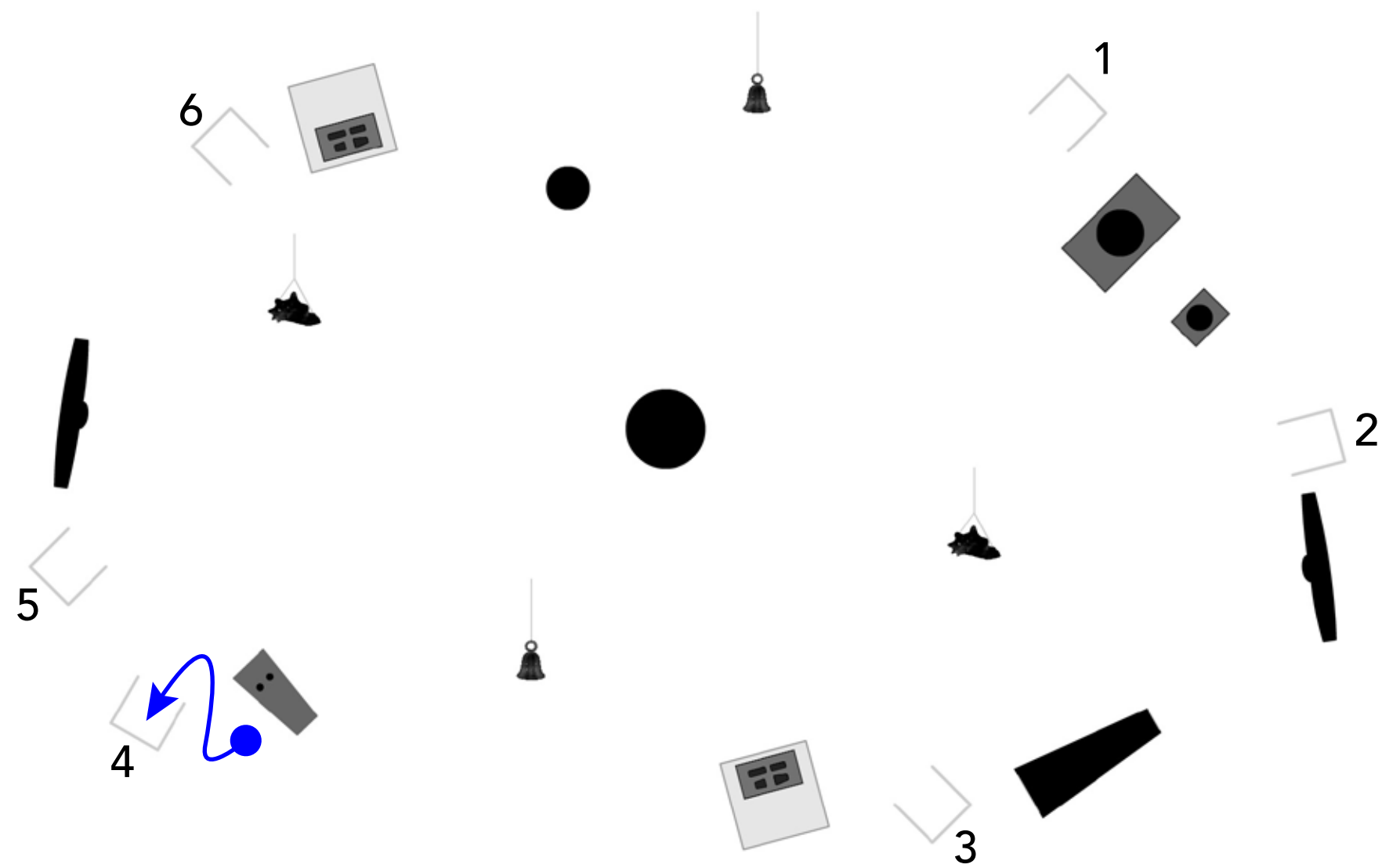
Play for ± 3 min

The musical notation shows two staves. The top staff is for the Glockenspiel, with notes marked with a dashed line and '8va'. The bottom staff is for the Temple Bowls, with notes marked with a 'p' (piano) dynamic. The notes are written in a sequence that alternates between the two staves. A dashed line extends from the end of the notation to the right, where a box indicates 'Play for ± 3 min'.

SCENE IX

WALK

- Wait for Player 1 to start walking.
- Return to Chair 4 and sit down.



EXIT

WALK

- Wait for lights to go up.
- Walk to the center to line up with the others, bow and exit.