

PLAYER 5

Jarosław Kapuściński

in collaboration with Steven Schick and Young Doo Jung

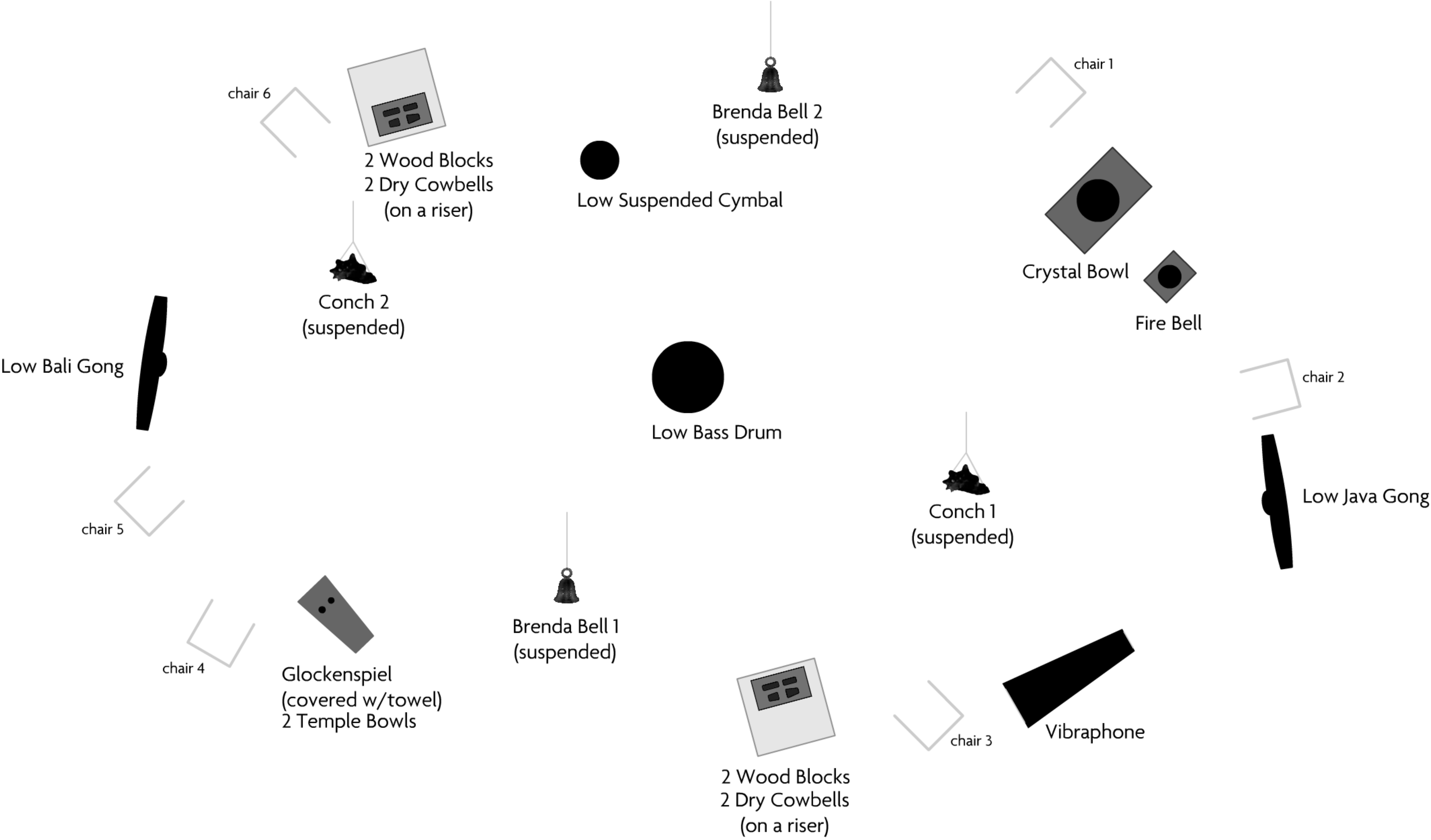
ARCHIPELAGO

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

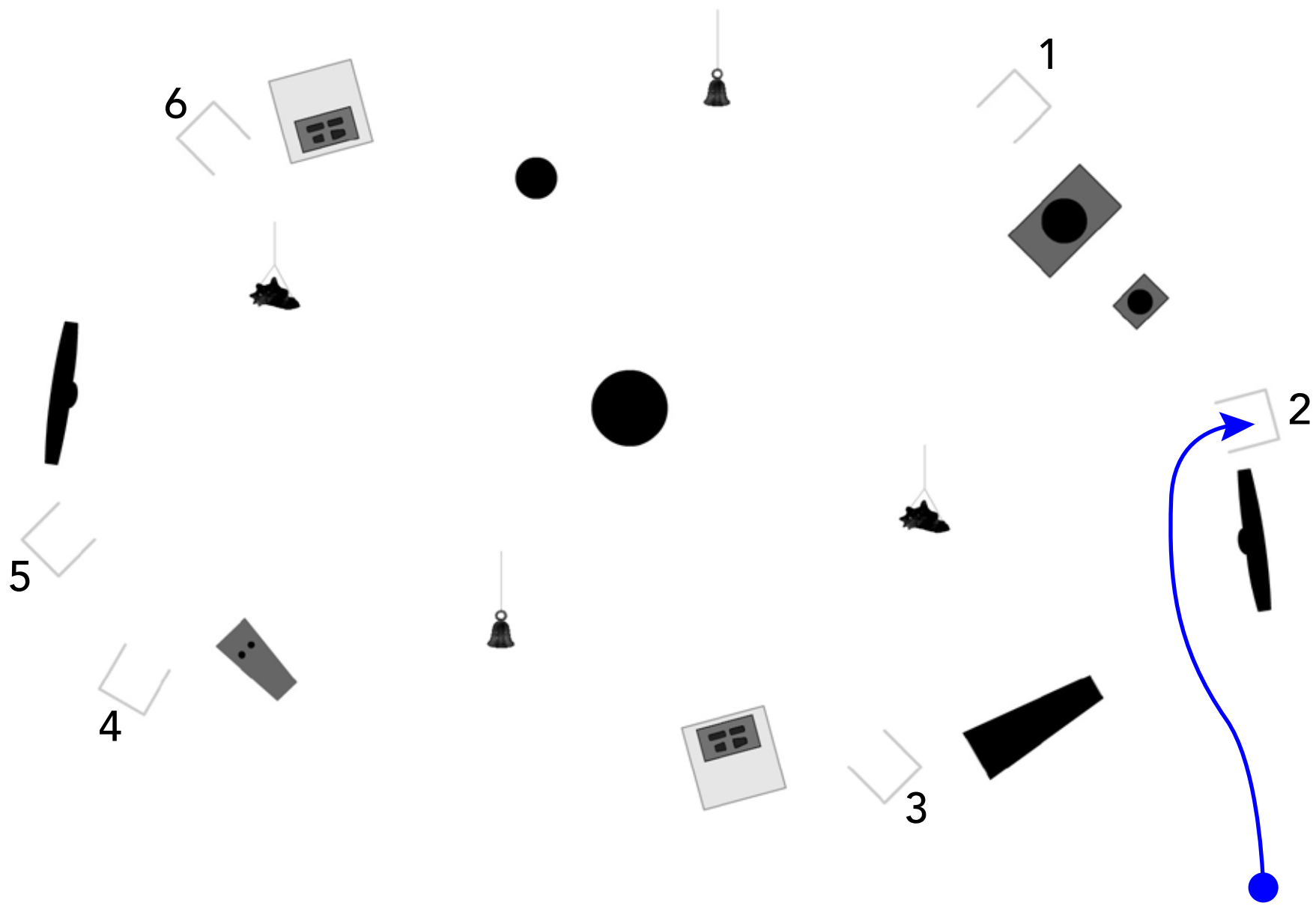
SCENES	WHO	WHAT	WHEN
Entrance	everyone	walk to assigned chairs and sit down	a few seconds delay between each other (in order: 2, 3, 1, 4, 5, 6)
I	1 6	scratching wood blocks & cowbells	wait for light up to walk, play ~3 minutes, wait for lights down to walk again
II	3	fire bell and crystal bowl (~20 alternations)	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 fifth. Leave 3-4 seconds time between you and the previous person. Walk to Chair #2 and sit down.
- After everyone is seated, the lights will fade down.



- Watch all actions on the stage until SCENE IV.

SCENE I (wood blocks & cowbells)

SCENE II (fire bell and crystal bowl)

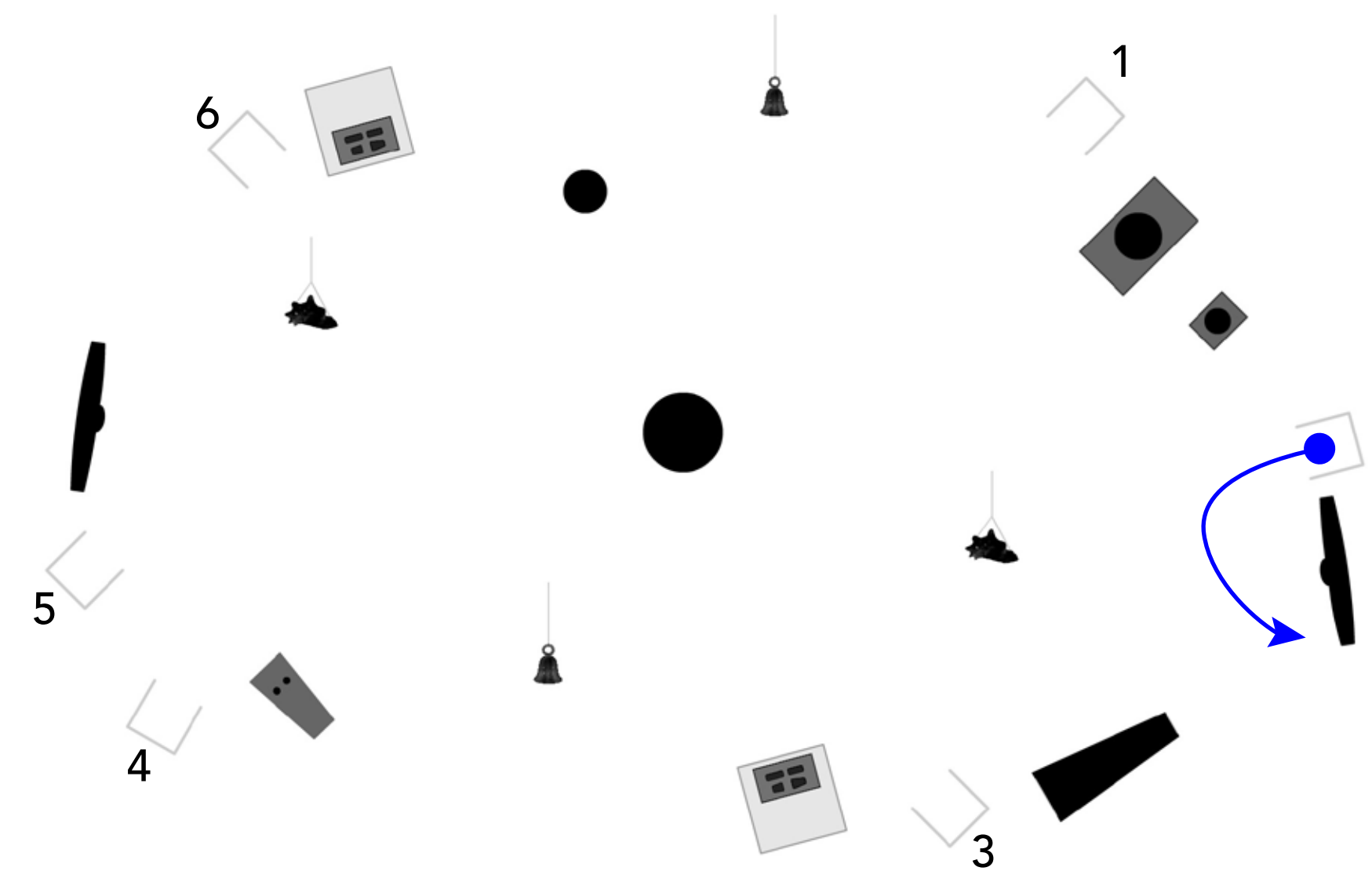
SCENE III (bass drum and wood blocks & cowbells)

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SCENE IV

WALK

- Wait for lights to fade out on the performers from SCENE III.
- Walk to the Java gong and wait for Player 2 to arrive at Bali gong.



PLAY

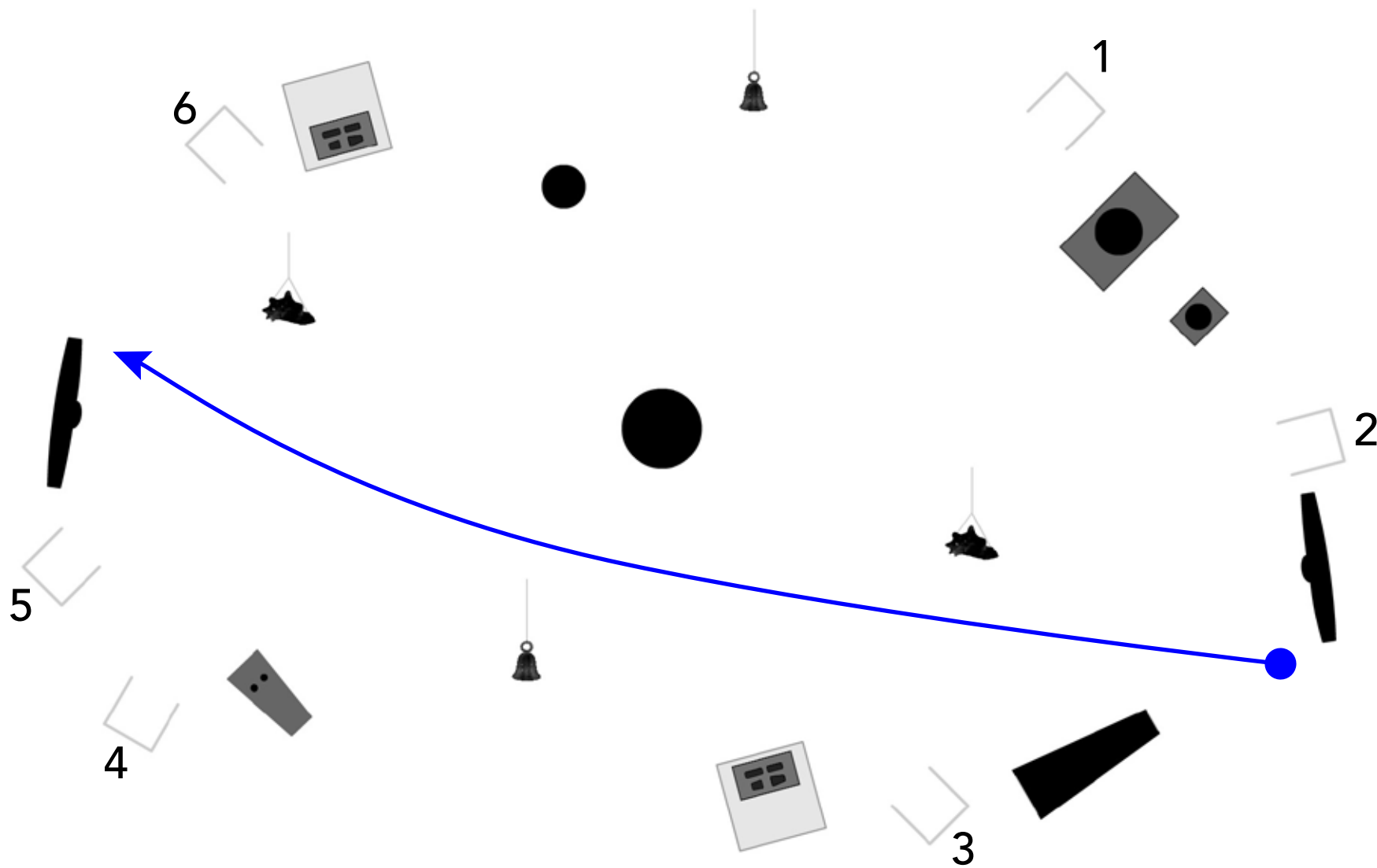
- Start playing and then respond to each other in ~20 alternations.
- Play each note as if it was a complete phrase. Avoid thinking in regular pulse. Like in a calm conversation, listen to what the other note has to say and engage with the next note when you feel ready. Decide freely if your note is an “answer”, “question” or “assertion”.
- End without a ritardando.
- Once you both stop, wait for the sound to fade completely before proceeding to walk.

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SCENE V

WALK

– Walk to the Bali gong.



PLAY

- Wait for the vibraphone duo to play for about ~2 min 30 sec or 6 measures of 4 bowed notes.
- Play the gong three times in intuitive timing over the remaining 30 sec of the section.

Vibraphone
Players 1 & 3

$\text{♩} \approx 40$
bowed

Wood Blocks & Cowbells
Player 2

$\text{♩} \approx 40$
 p $\text{p} < > \text{simile}$
Led.

Bass Drum w/Superball
Player 4

Cymbal
Player 6

Bali Gong
Player 5

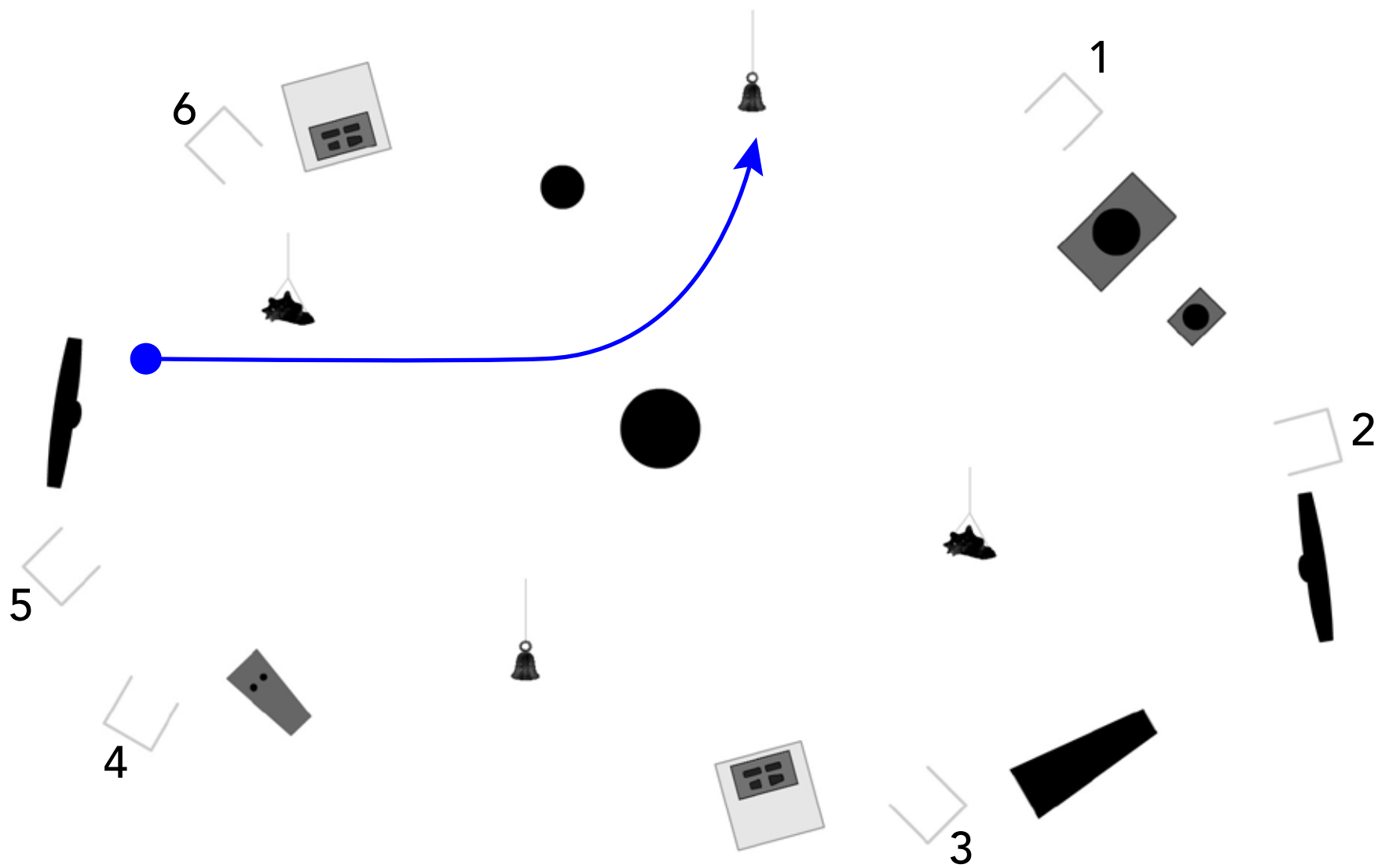
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SCENE VI

WALK

- Wait for the lights to fade out.
- Walk to the hanging bell, take it silently off the hook and hold comfortably in front of you.
- Take out the torch light from your pocket and point at the bell.



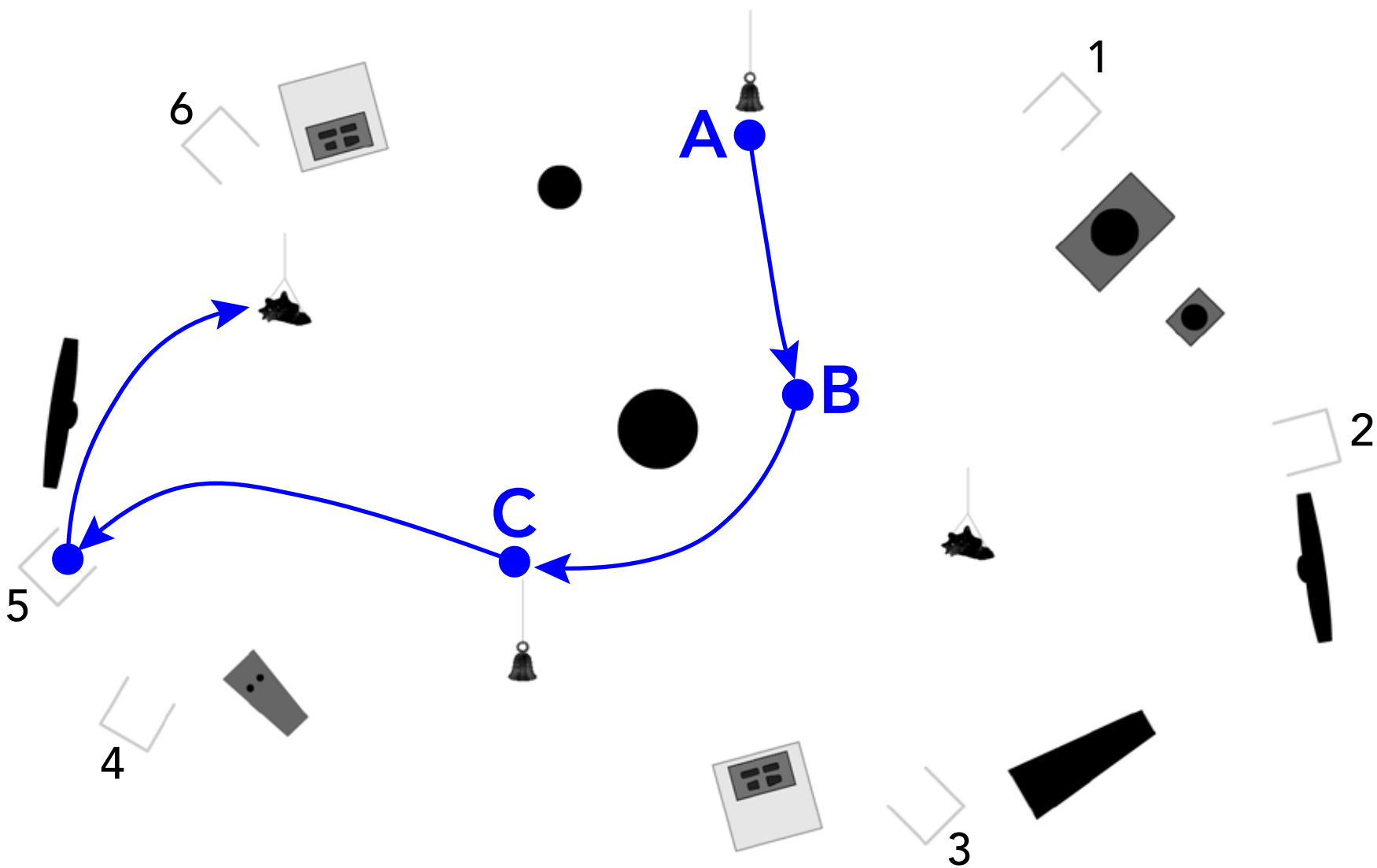
PLAY

- Play the bell alternating with Player 2, overlapping slightly or with short rests between the two of you.
- Individual phrases of ringing can vary in length with preference for 3-5 sec long.

Brenda Bells
Player 2

Brenda Bells
Player 5

- Play for ~2 ½ minutes on the following trajectory and timeline:
 1. standing at A ≈ 30 sec
 2. walking to B ≈ 25 sec
 3. standing at B ≈ 45 sec
 4. walking to C ≈ 25 sec
 5. standing at C ≈ 25 sec



SCENE VIIA

WALK

- Hang the bell back at C.
- Put away the torch light, walk to Chair 5 and sit down.

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SCENE VIIB

WALK and PLAY

- After 1 min 30 sec of bass drum and cymbal playing, walk to the conch near you.
- Take off the conch from the wire, put it to your lips in sync with player 4, and hold for 5 seconds before taking a deep breath and playing it.
- Play a long note three times alternating with the other conch player, all notes separated by rests.
- Hold the conch at your lips even when not playing. Put it down only when SCENE VIIB ends with bass drum and cymbal fading away.

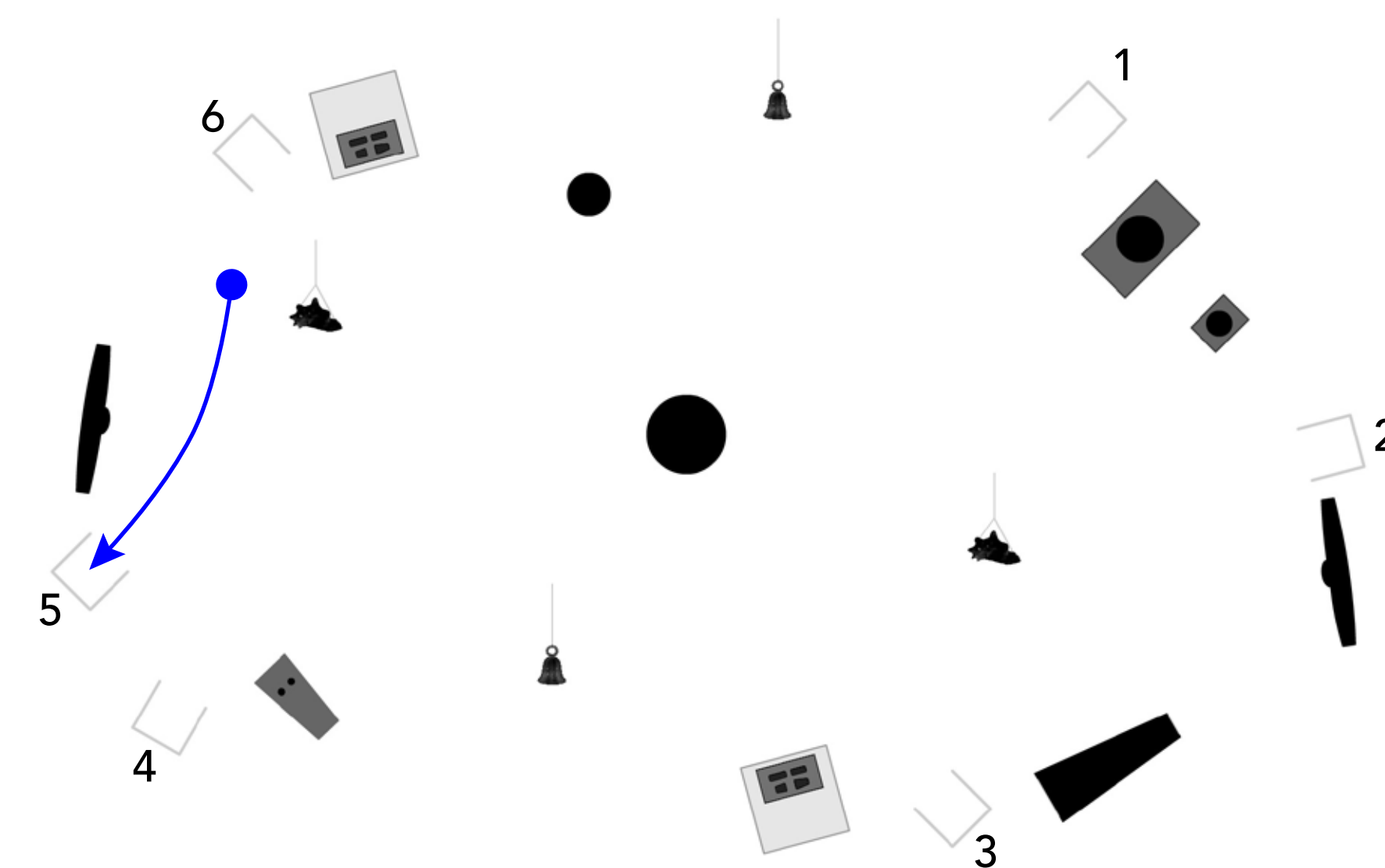
The musical score for Percussion 1 consists of four staves:

- Cymbal:** Features a series of notes with upward-pointing stems, labeled "soft mallets".
- Bass Drum:** Features a series of notes with downward-pointing stems, labeled "superball glissandi".
- Conch 1 (higher):** Features a series of notes with upward-pointing stems, labeled "f" and "simile".
- Conch 2 (lower):** Features a series of notes with downward-pointing stems, labeled "f" and "simile".

SCENE VIII

WALK

- When lights go down, hang back the conch.
- Listen to the glockenspiel & temple bowls for a few seconds till everyone is ready to walk.
- Walk to Chair 5 and sit down.



SCENE IX (bass drum)

EXIT

WALK

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