

PLAYER 6

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in collaboration with Steven Schick and Young Doo Jung

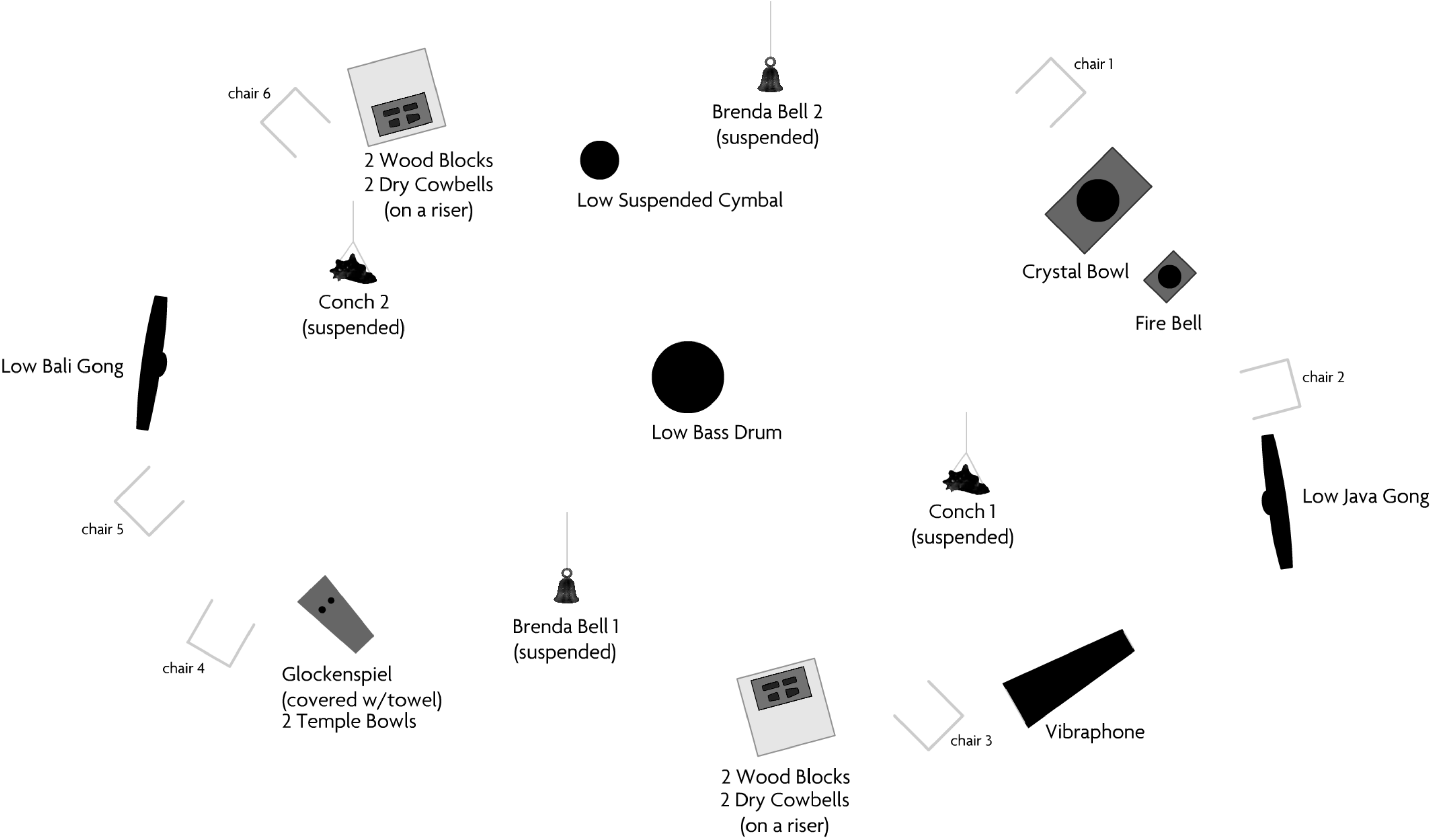
# ARCHIPELAGO

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

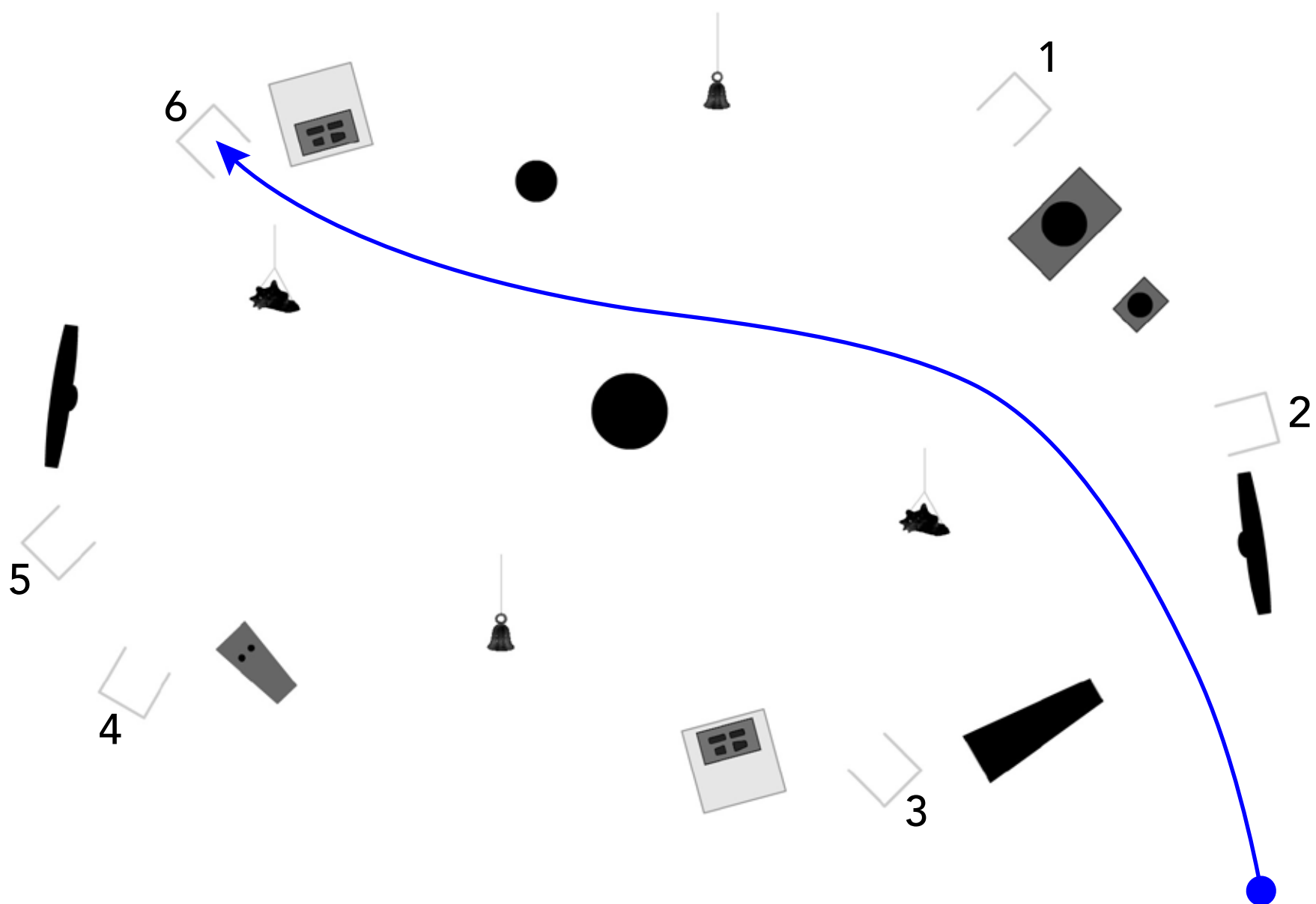
SCENES	WHO	WHAT	WHEN
Entrance	everyone	walk to assigned chairs and sit down	a few seconds delay between each other (in order: 2, 3, 1, 4, 5, 6)
I	1 6	scratching wood blocks & cowbells	wait for light up to walk, play ~3 minutes, wait for lights down to walk again
II	3	fire bell and crystal bowl (~20 alternations)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

## ENTRANCE

## WALK

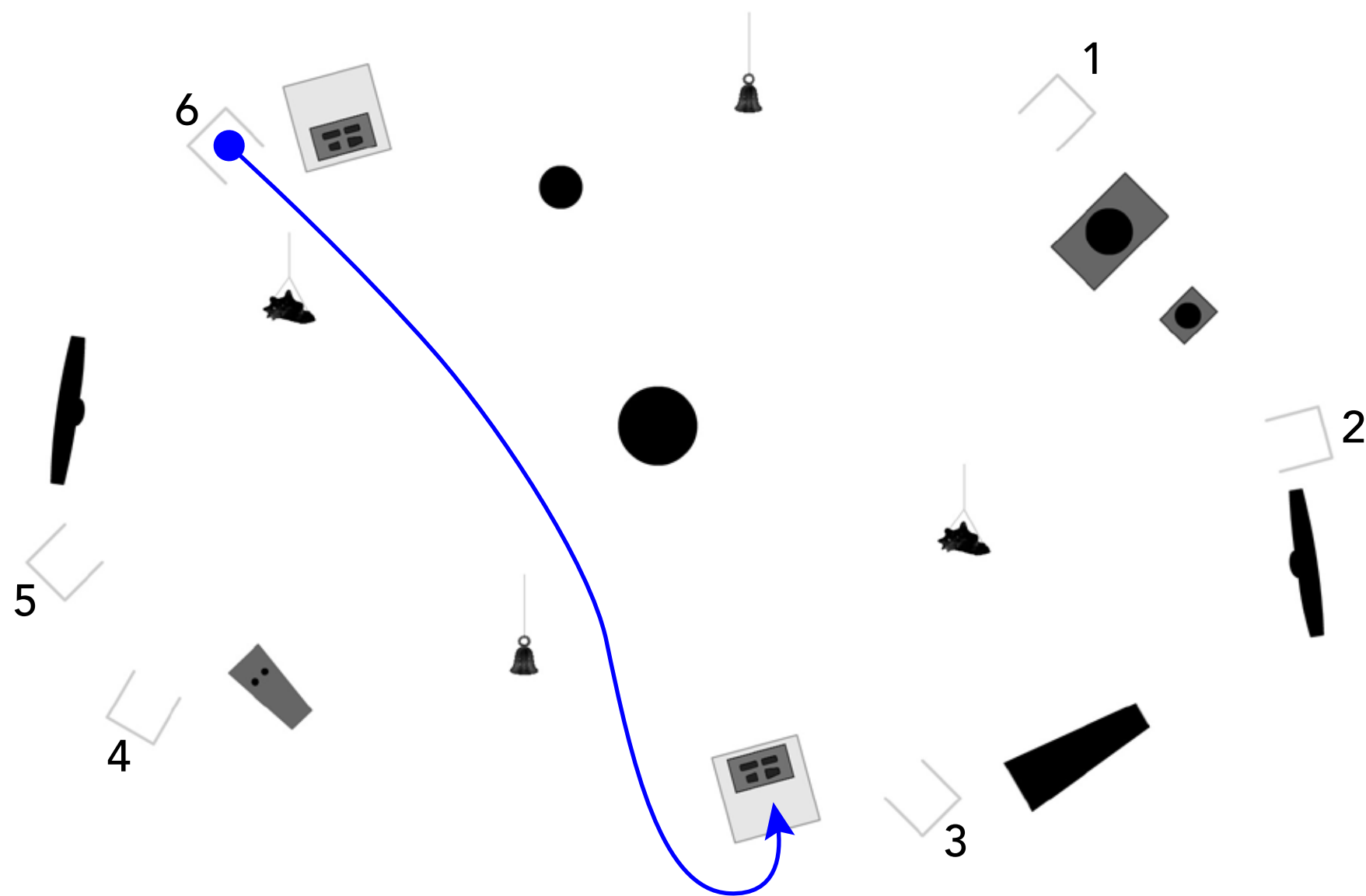
- Enter last. Leave 3-4 seconds time between you and the previous person. Walk to Chair #6 and sit down.
- After everyone is seated, the lights will fade down.



## SCENE I

## WALK

- Wait for the fade up of lights on wood blocks & cowbells.
- Walk accross the stage, passing Player 1 on your left, to the riser with wood blocks & cowbells.



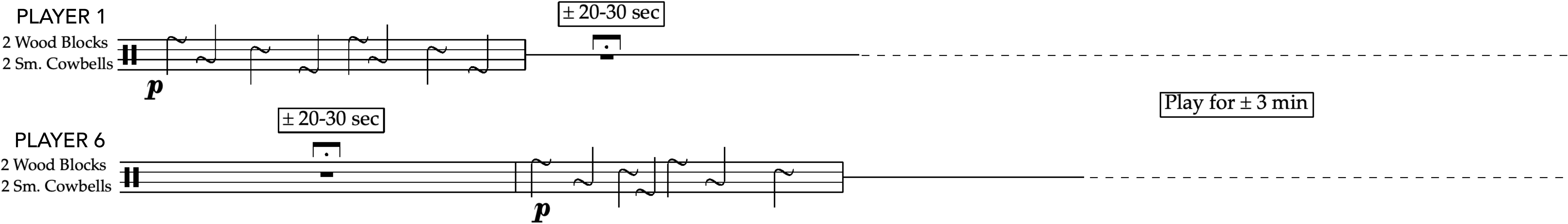


PLAYER 6

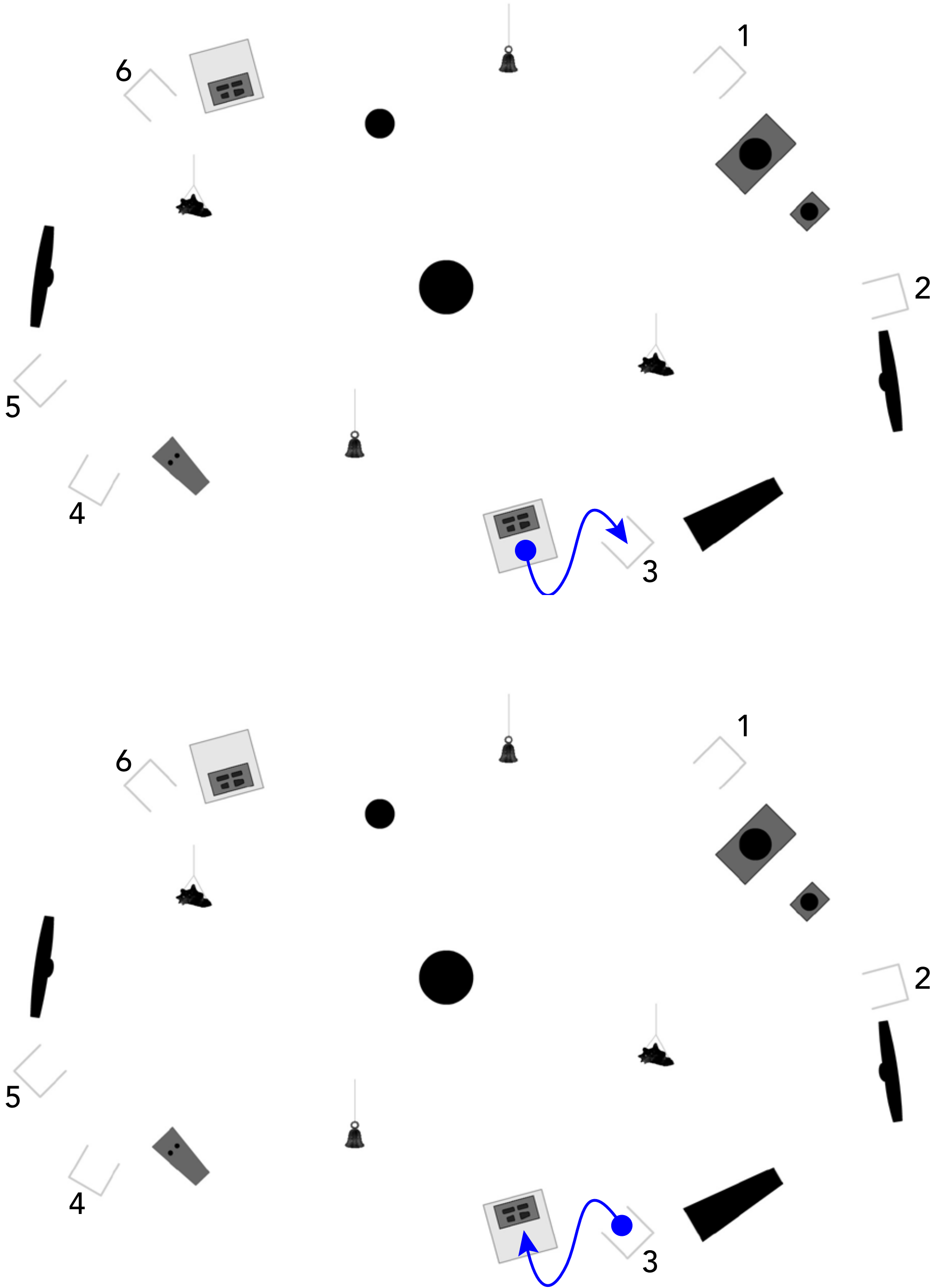
SCENE I (cont.)

PLAY

- Start after Player 1.
- In alternation with Player 1, improvise 20-30 sec phrases of scratching with nails and rests. 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 3.
- Watch all actions on the stage until SCENE III.



SCENE II (fire bell and crystal bowl)

SCENE III

WALK

- Wait for the light to fade up on your instruments.
- Walk back onto the riser with wood blocks and cowbells.

PLAYER 6

SCENE III (cont.)

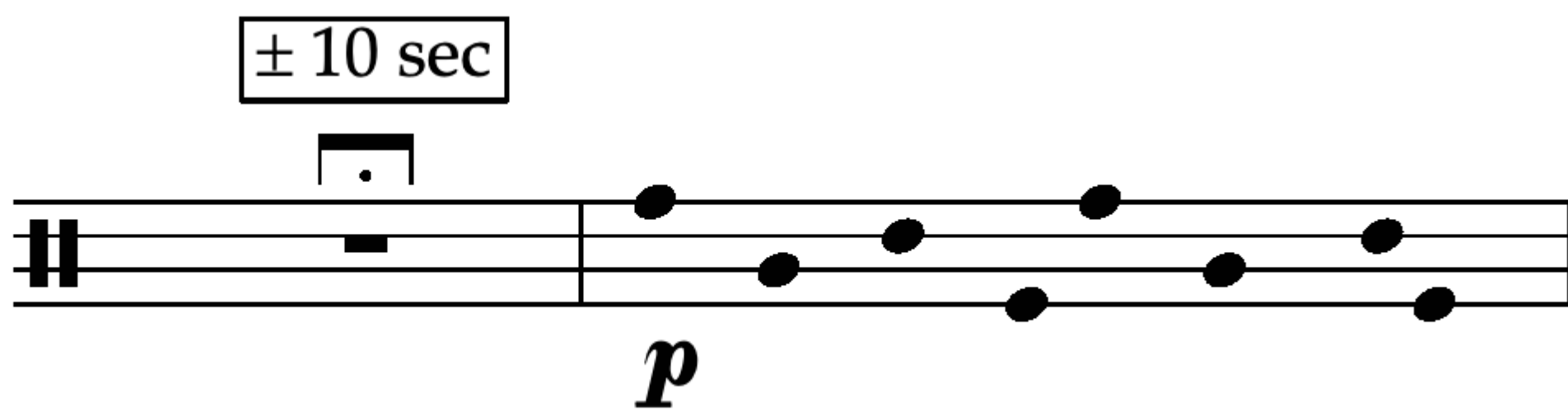
PLAY

- Wait for Player 4 to start playing the bass drum.
- Join after ~10 seconds and improvise for ~3 min imitating the rhythm of rain drops under a tree after the rain.
- Always alternate notes within pairs of wood blocks and cowbells.

PLAYER 6

2 Wood Blocks  
2 Sm. Cowbells

± 10 sec



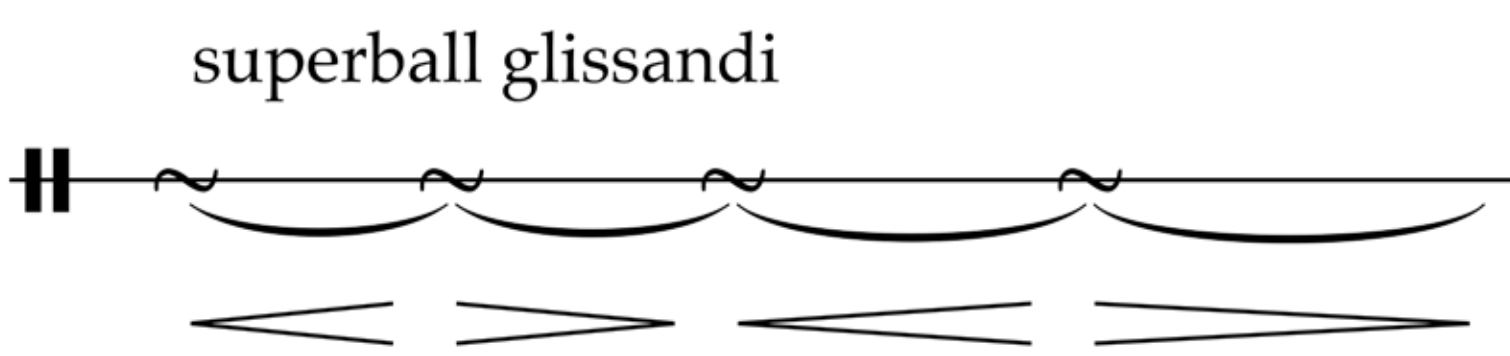
*p*

Play for ± 3 min

PLAYER 4

Bass Drum

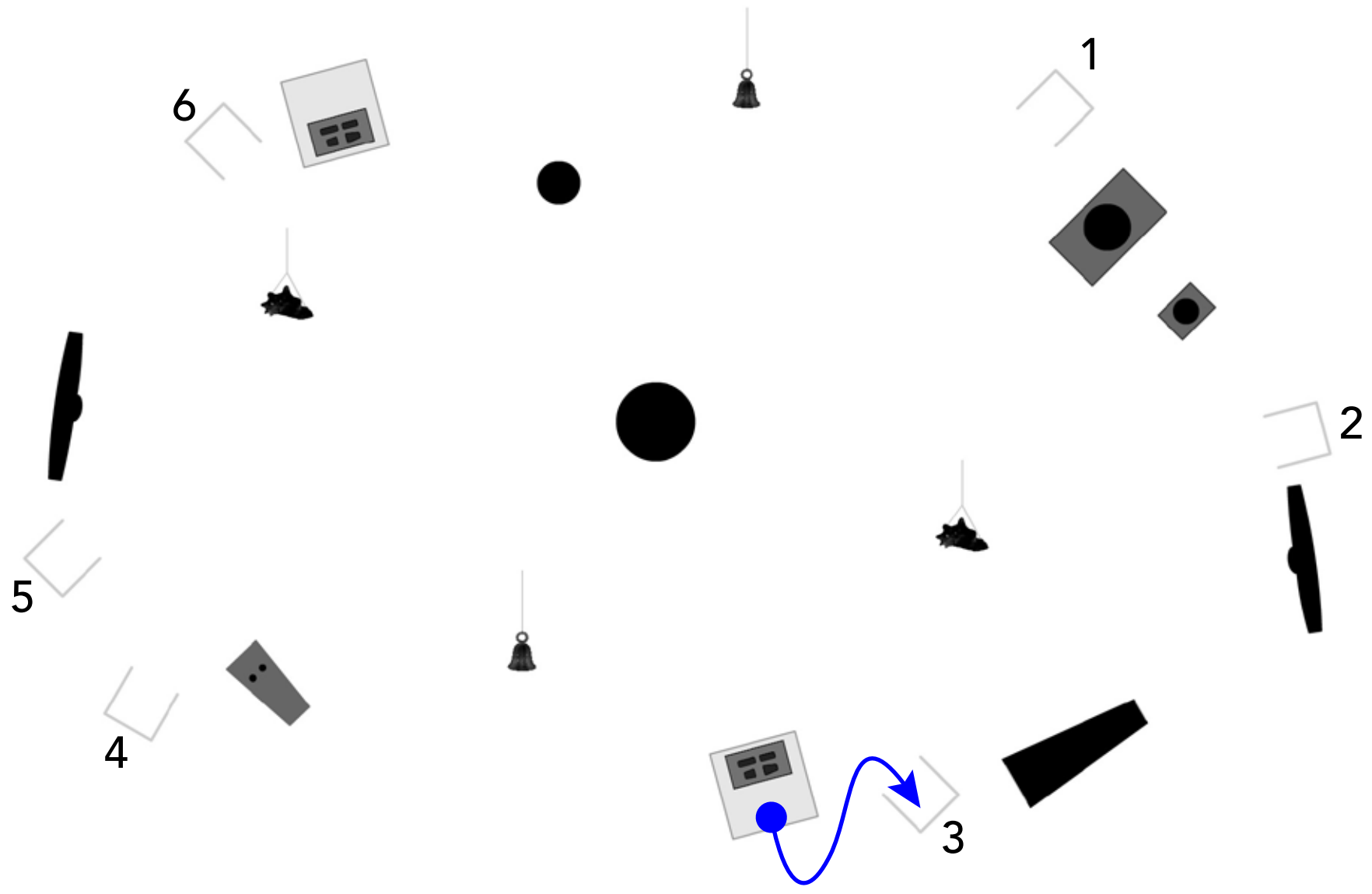
superball glissandi



SCENE IV

WALK

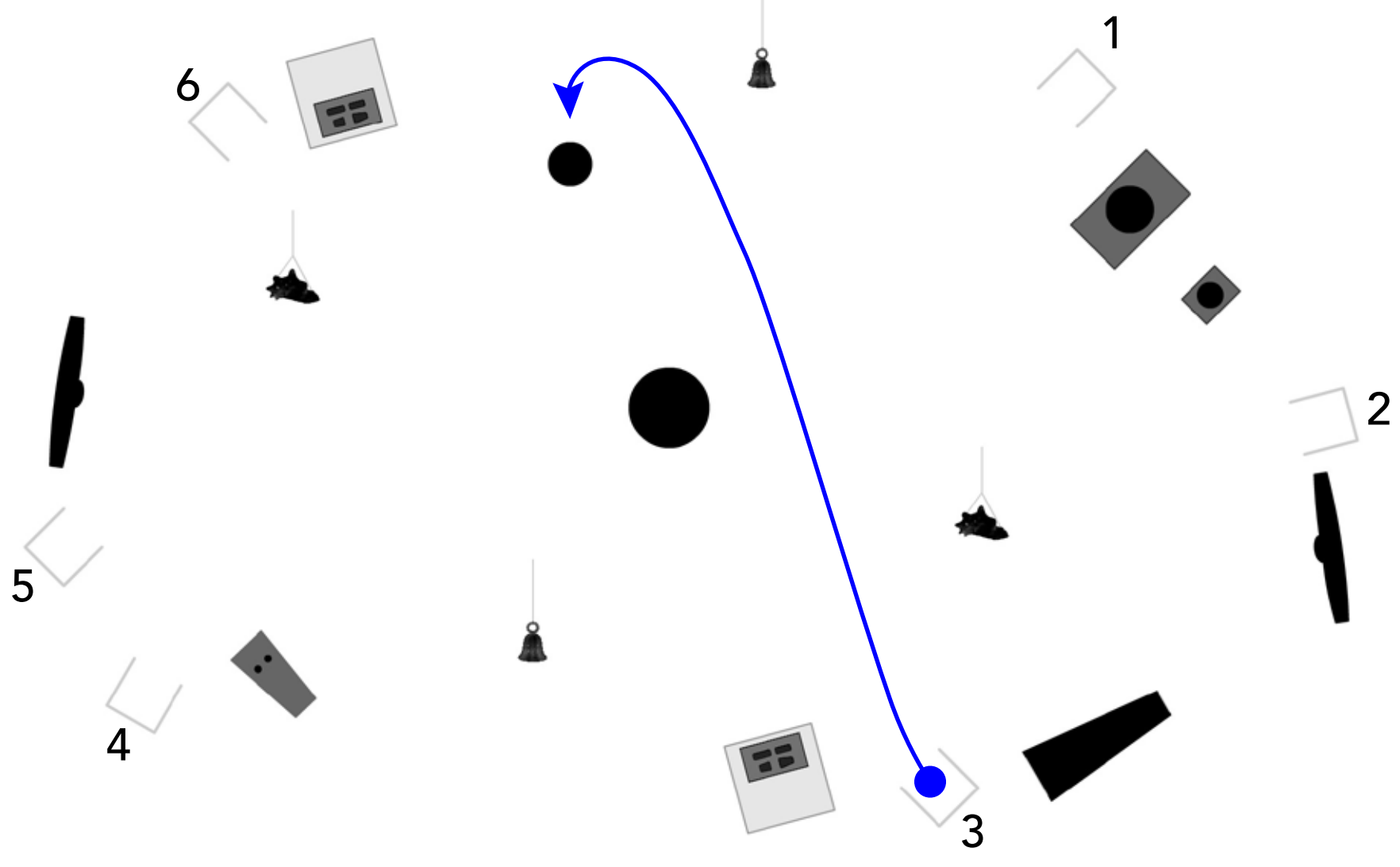
- Wait for the light to fade down.
- Walk back to Chair 3 and sit down.



SCENE V

WALK

- Walk to the cymbal.



## PLAYER 6

## SCENE V (cont.)

## PLAY

- Wait for the vibraphone duo to play ~ four and a half four-note measures of bowed notes or ~1 min 45 sec.
- Improvise slow and very soft swells for ~1 min 15 sec.
- Each crescendo or diminuendo can vary from 6 to 15 sec.

Vibraphone  
 Players 1 & 3  
 40  
 bowed  
 #8  
 #8  
*p* *simile*  
 Ped.

Wood Blocks & Cowbells  
 Player 2

Bass Drum w/Superball  
 Player 4

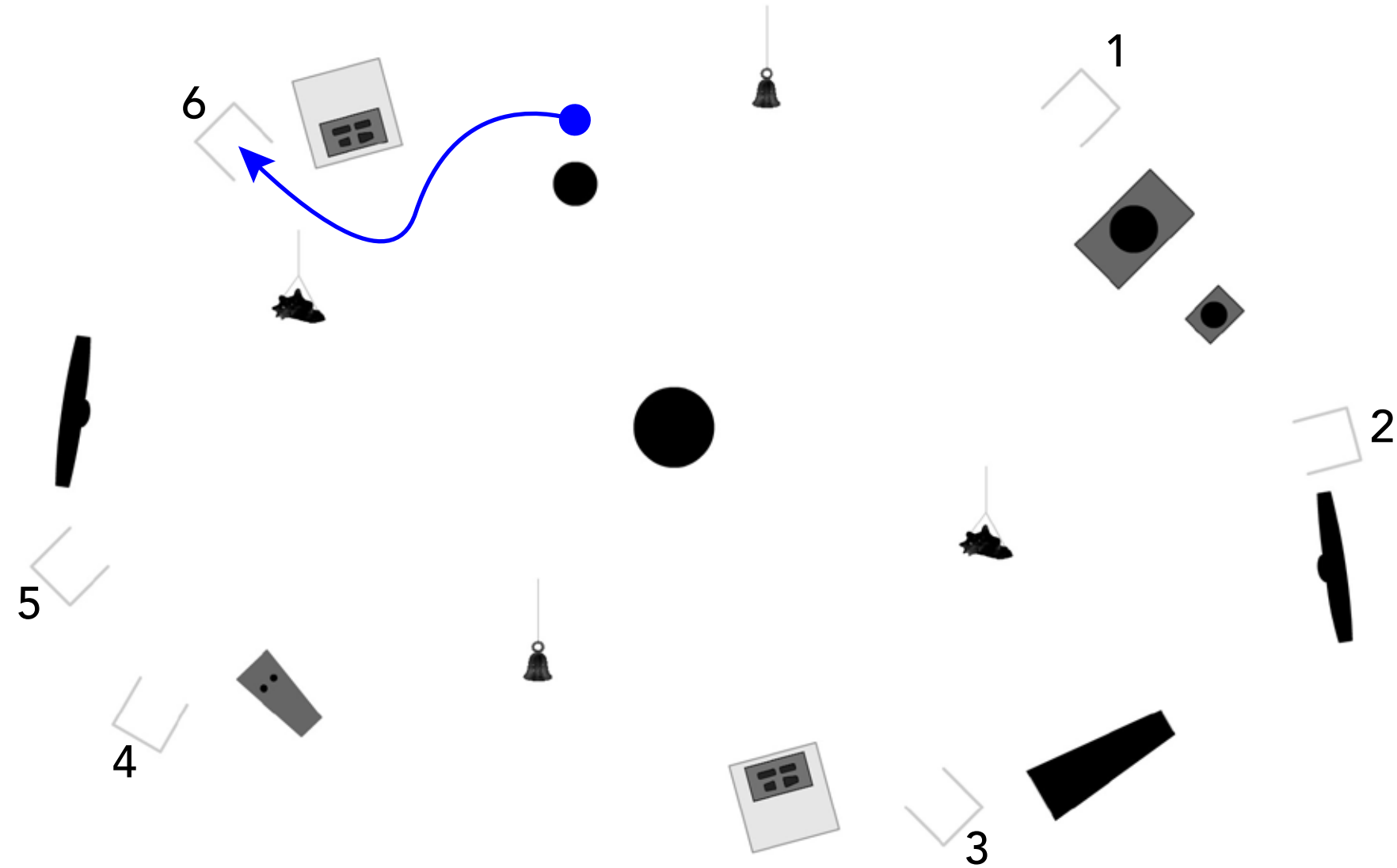
Cymbal  
 Player 6  
 soft mallets  
*pp*

Bali Gong  
 Player 5

## SCENE VI

## WALK

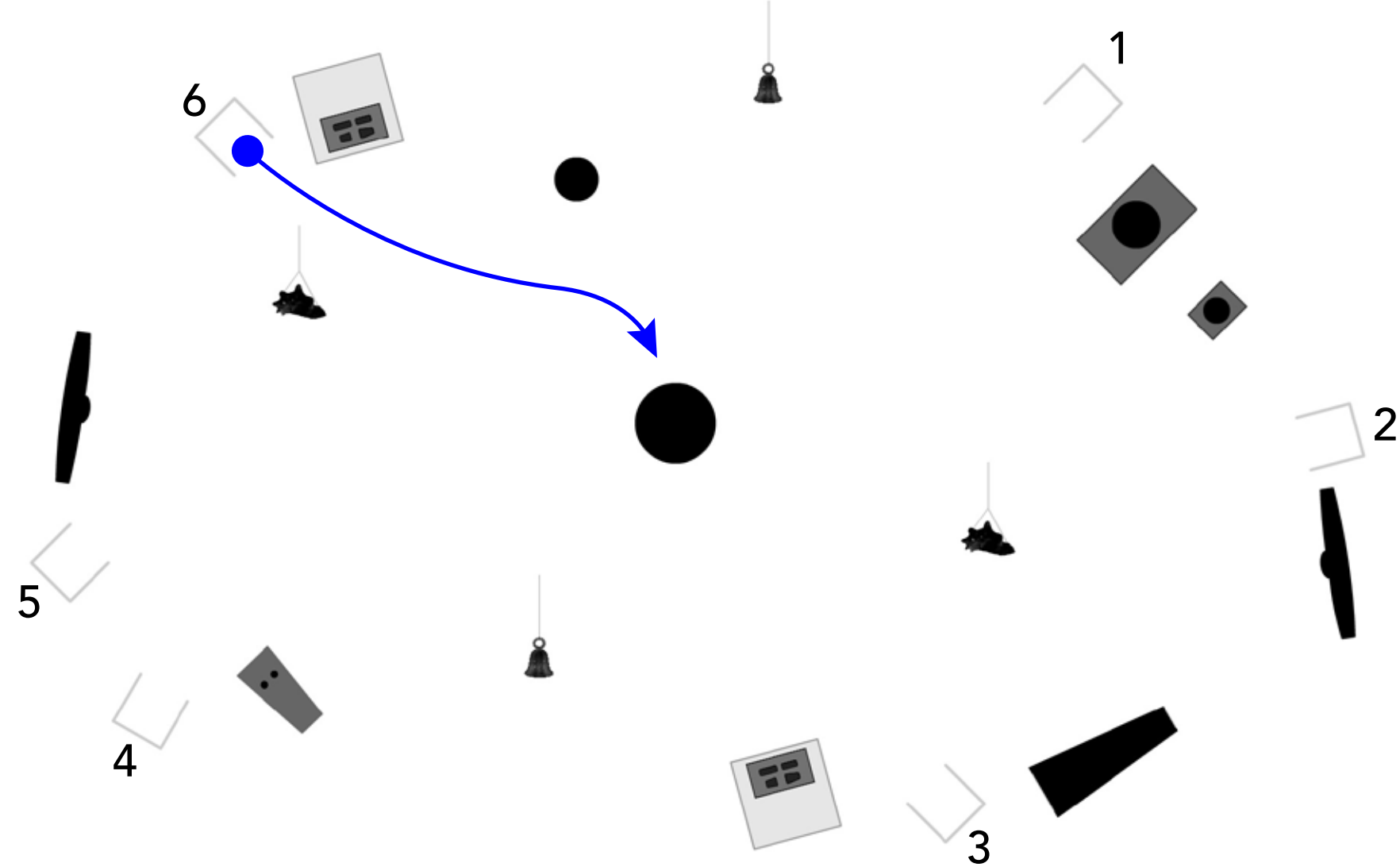
- Wait for the lights to fade out.
- Walk to Chair 6 and sit down.



## SCENE VIIA

## WALK

- Walk to the bass drum.





PLAYER 6

SCENE VIIA (cont.)

PLAY

- Play without perceptible attack for ~3 min, alternating irregular dynamic swells with Player 1.
- 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.

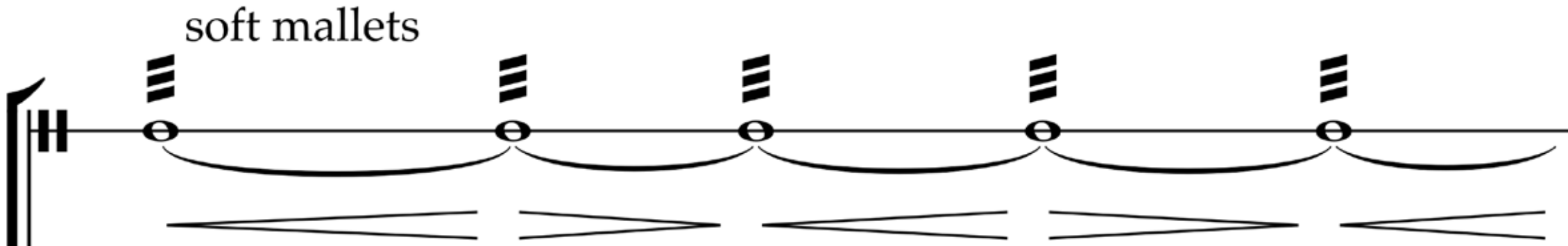
PLAYER 1

Cymbal


PLAYER 6

Bass Drum

soft mallets



superball glissandi



SCENE VIIB

Conch 1

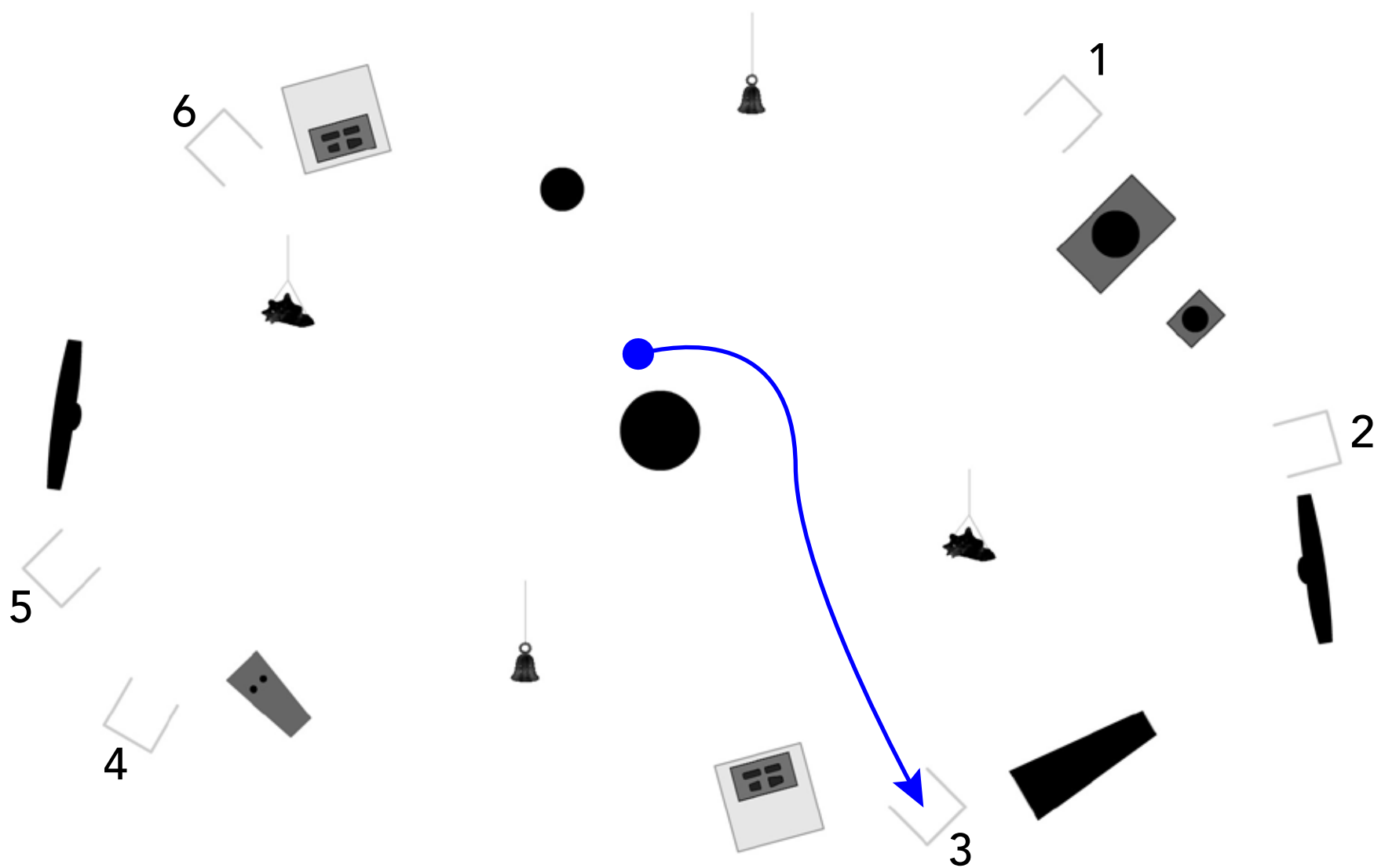
Conch 2

Play for ± 3 min

SCENE VIII

WALK

- Listen to the glockenspiel & temple bowls for at least 15 seconds or until Players 4 & 5 have hung their conches.
- Walk to Chair 3 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.