

PLAYER 4

Jarosław Kapuściński

in collaboration with Steven Schick and Young Doo Jung

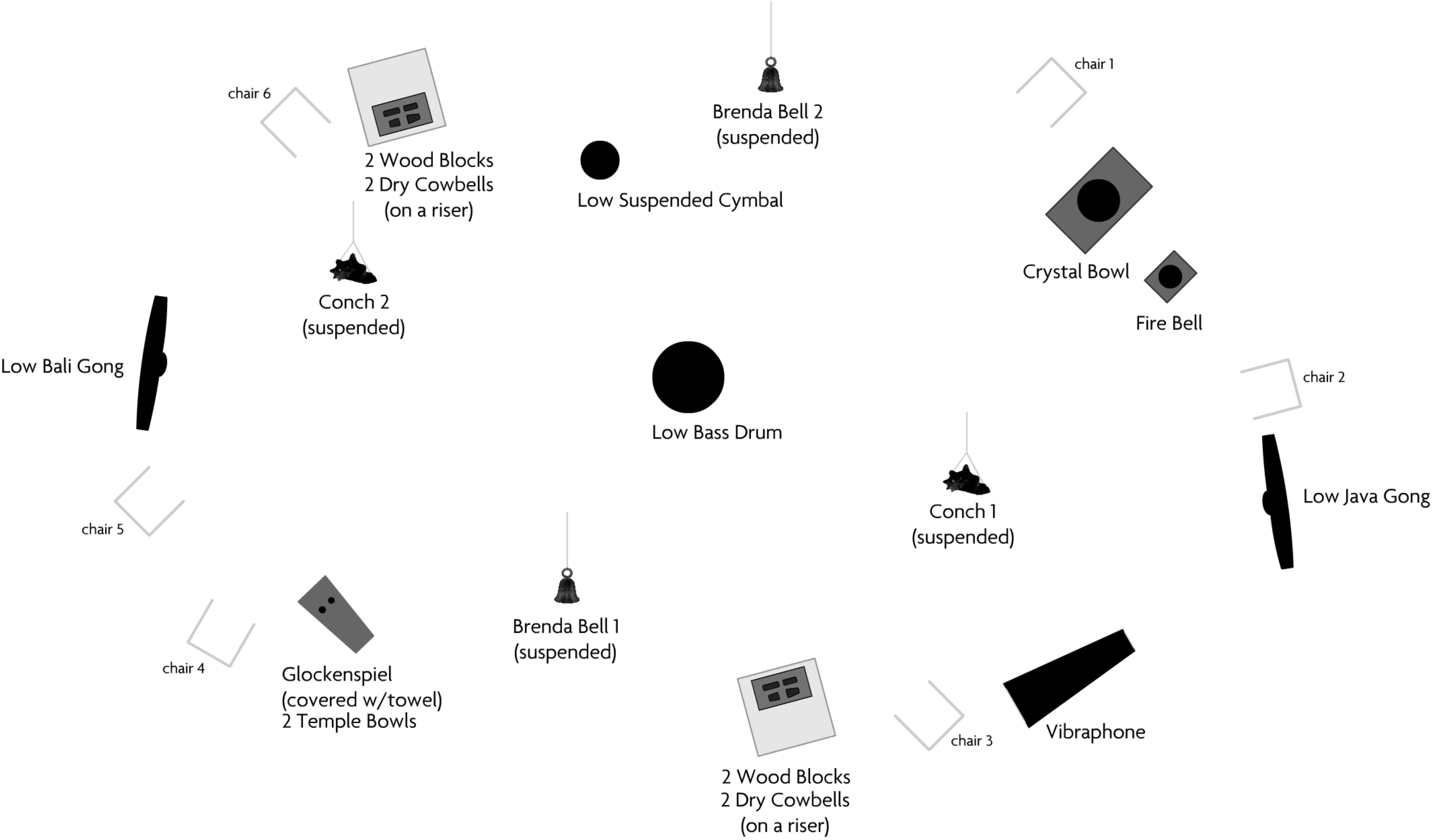
ARCHIPELAGO

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

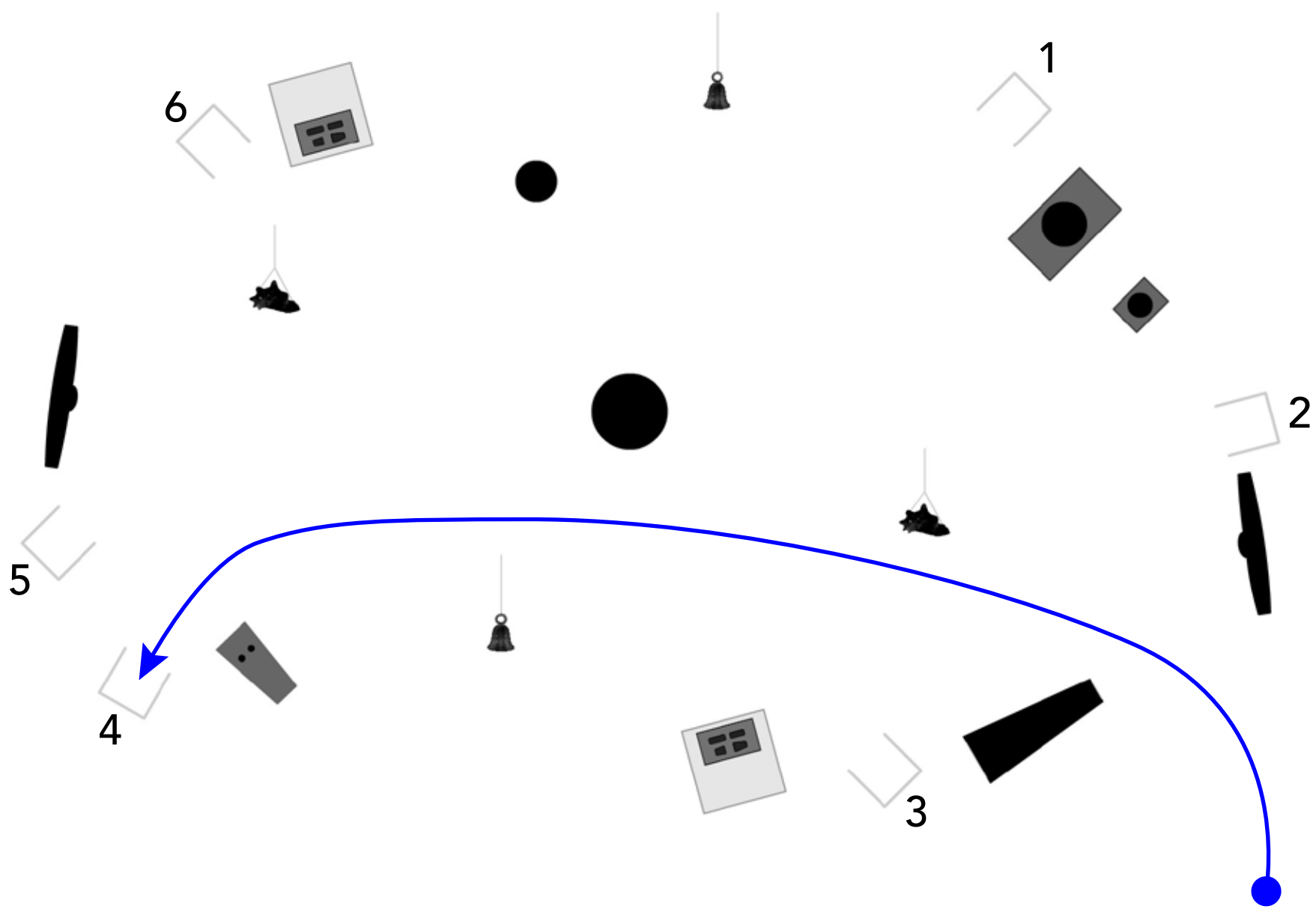
SCENES	WHO	WHAT	WHEN
Entrance	everyone	walk to assigned chairs and sit down	a few seconds delay between each other (in order: 2, 3, 1, 4, 5, 6)
I	1 6	scratching wood blocks & cowbells	wait for light up to walk, play ~3 minutes, wait for lights down to walk again
II	3	fire bell and crystal bowl (~20 alternations)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

PLAYER 4

ENTRANCE

WALK

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



- Watch all actions on the stage until SCENE III.

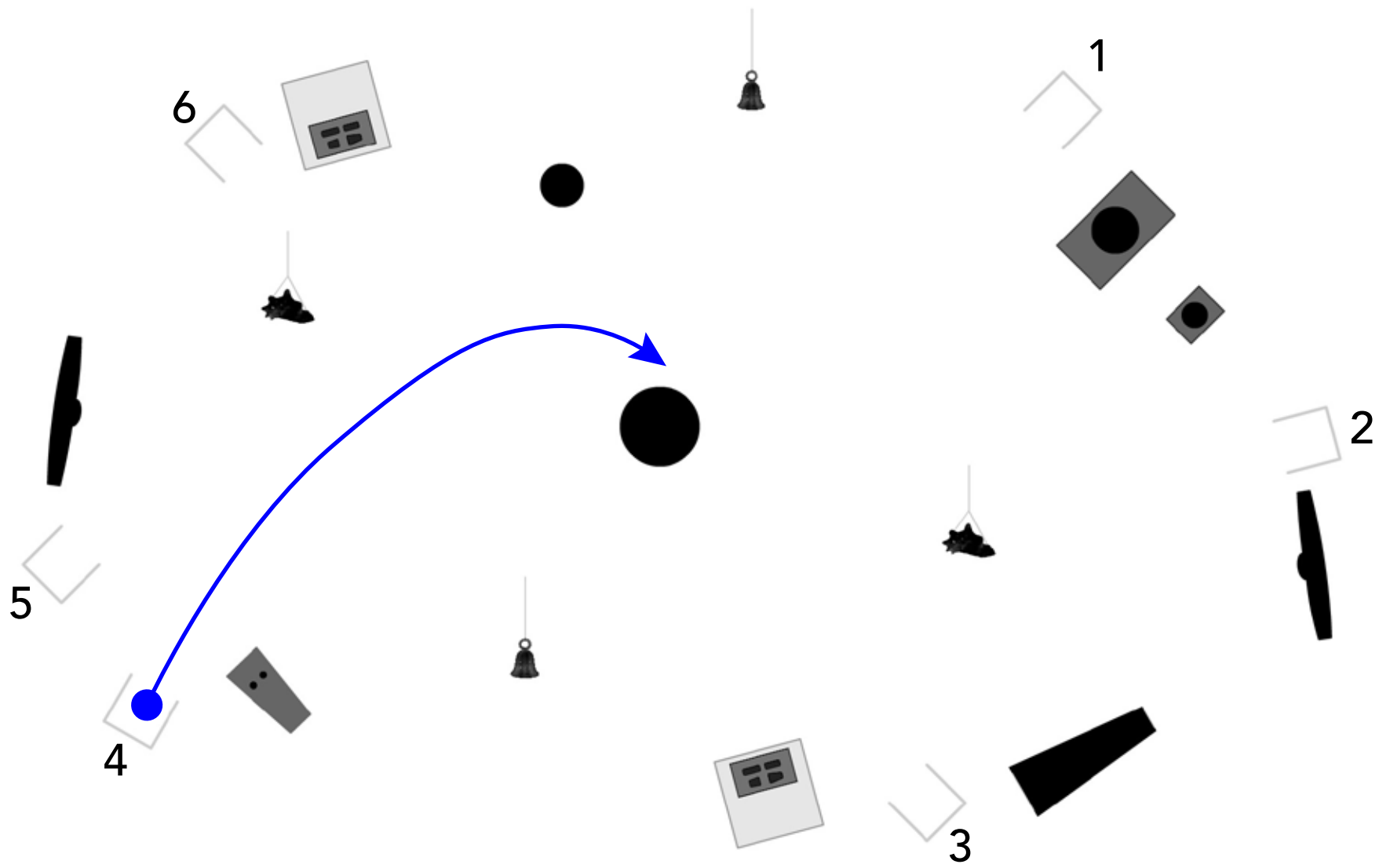
SCENE I (wood blocks & cowbells)

SCENE II (fire bell and crystal bowl)

SCENE III

WALK

- Wait for the light to fade up for your instruments.
- Walk to the bass drum.



PLAYER 4

SCENE III (cont.)

PLAY

- Improvise dynamic swells and pitch moans without perceptible attack for ~3 min.
- Each crescendo and diminuendo can vary from 6 to 15 sec.
- You will be joined by Player 6 tapping on wood blocks and cowbells.

PLAYER 6

2 Wood Blocks
2 Sm. Cowbells

$\pm 10 \text{ sec}$

p

PLAYER 4

Bass Drum

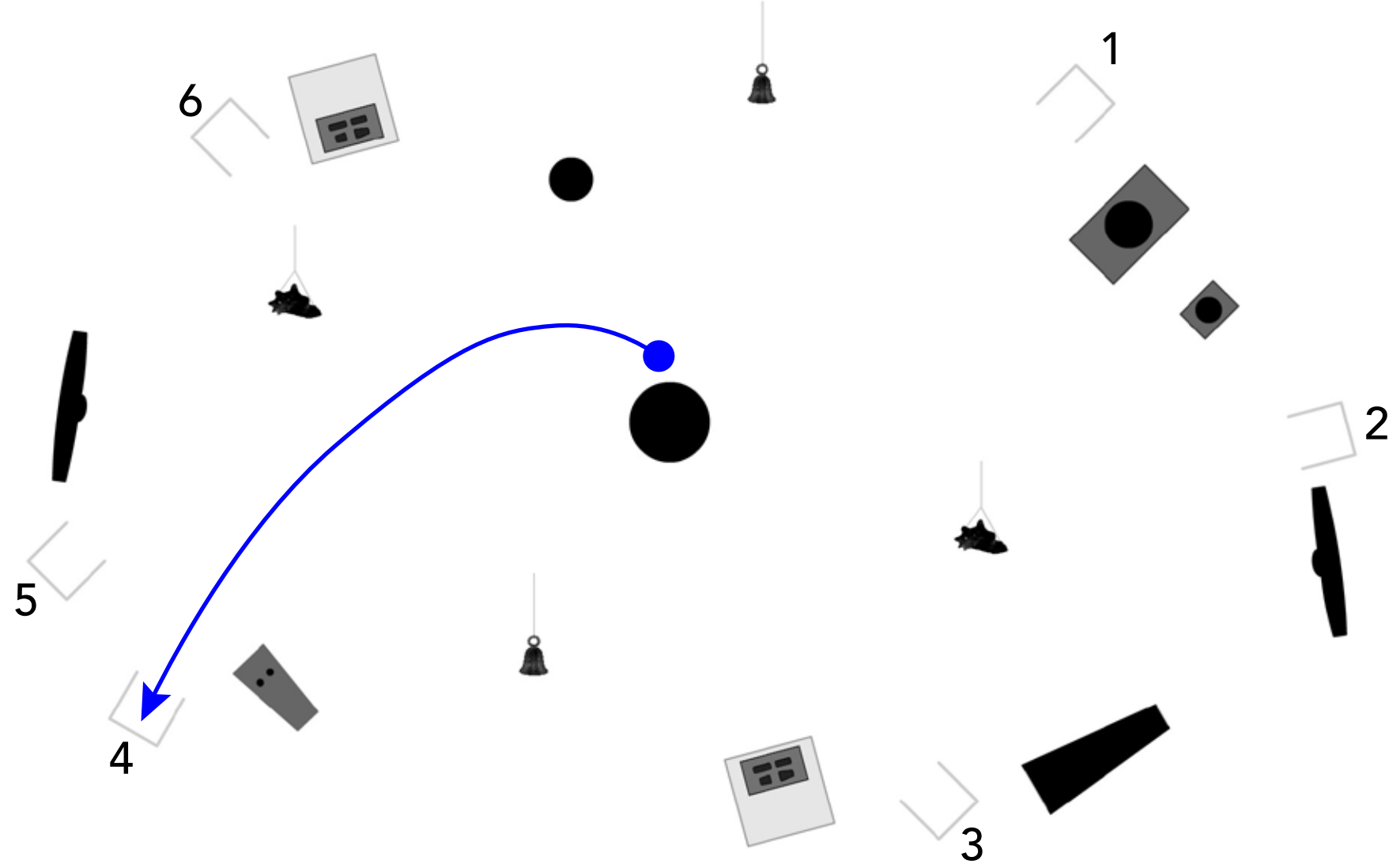
superball glissandi

Play for $\pm 3 \text{ min}$

SCENE IV

WALK

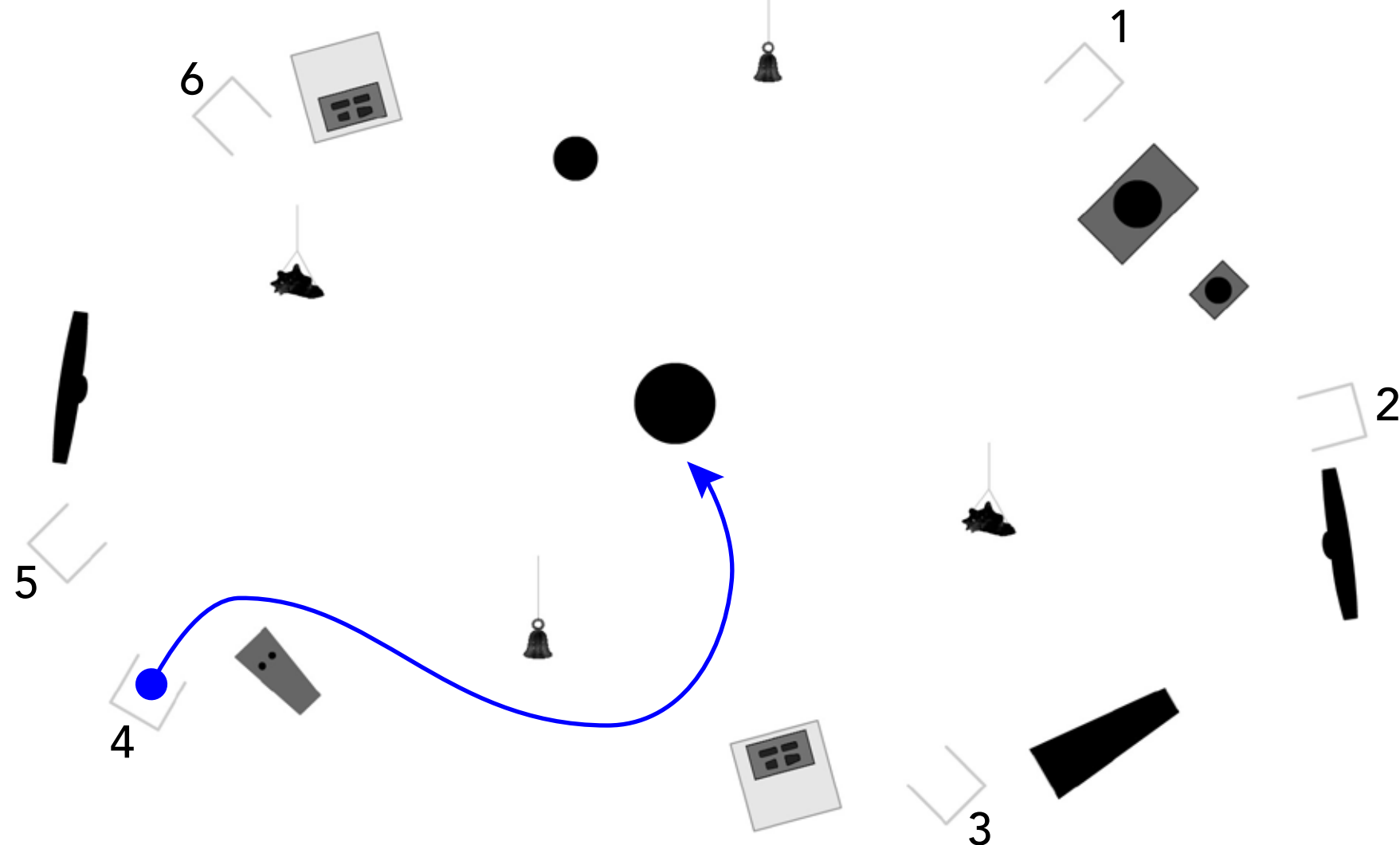
- Wait for the light to fade down.
- Walk back to Chair 4 and sit down.



SCENE V

WALK

- Walk back to the bass drum.



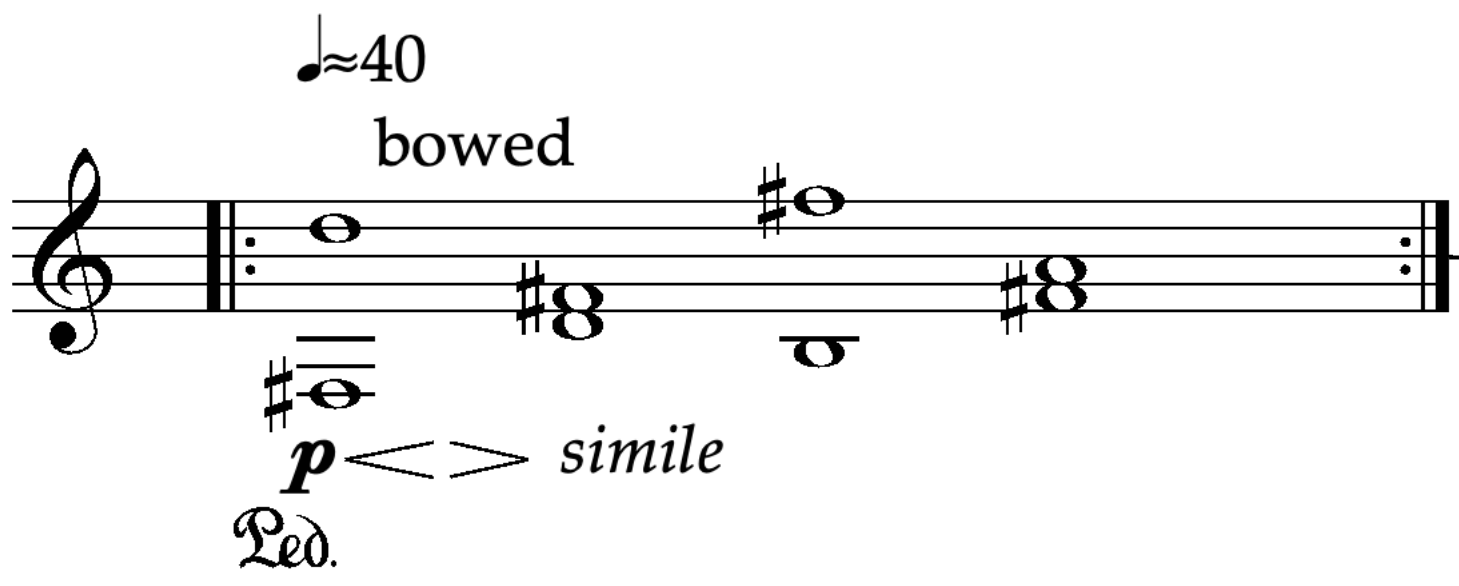
PLAYER 4

SCENE V (cont.)

PLAY

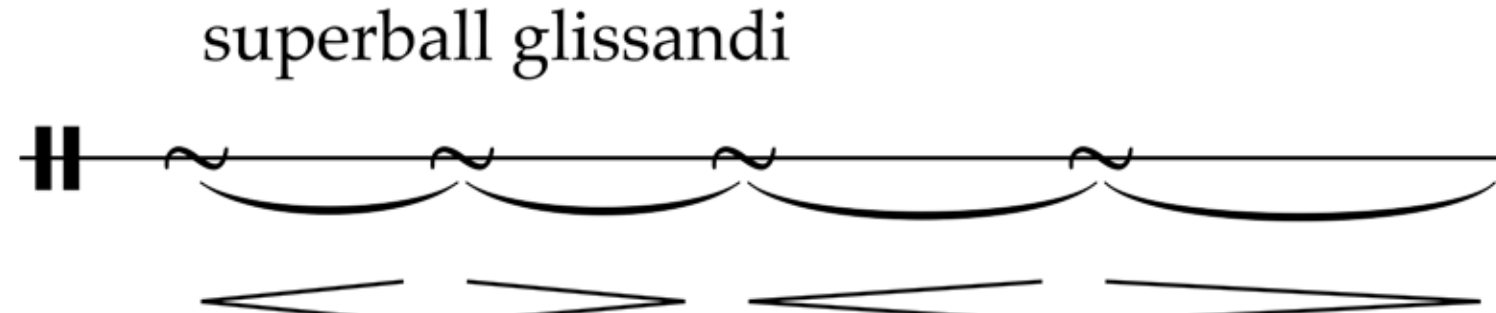
- Wait for the vibraphone duo to play ~3 four-note measures or ~1 min 15 sec.
- Improvise slow swells for the remaing ~1 min 45 sec of the 3 min section.
- Each crescendo or diminuendo can vary from 6 to 15 sec.

Vibraphone
Players 1 & 3



Wood Blocks & Cowbells
Player 2

Bass Drum
Player 4



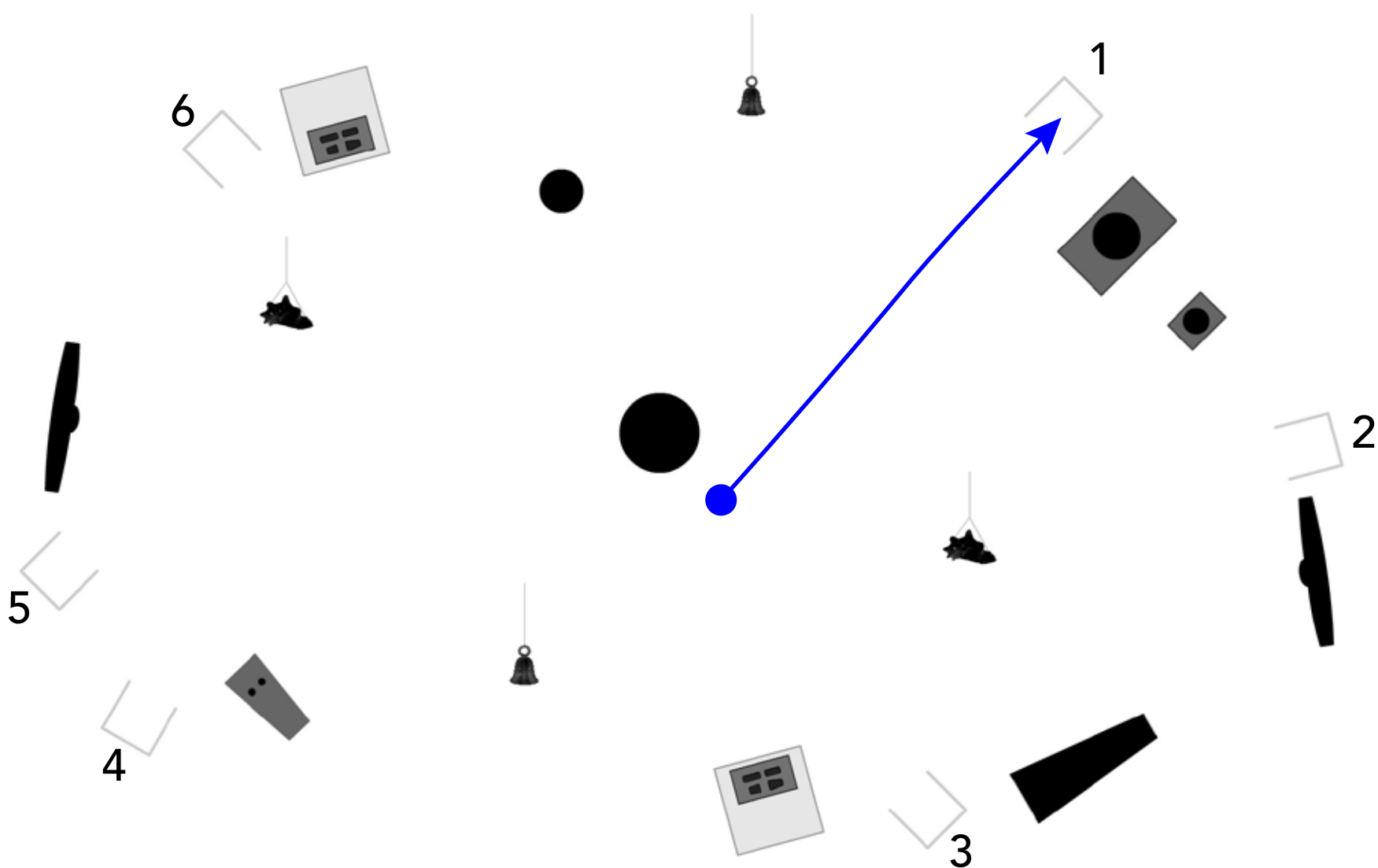
Cymbal
Player 6

Bali Gong
Player 5

SCENE VI

WALK

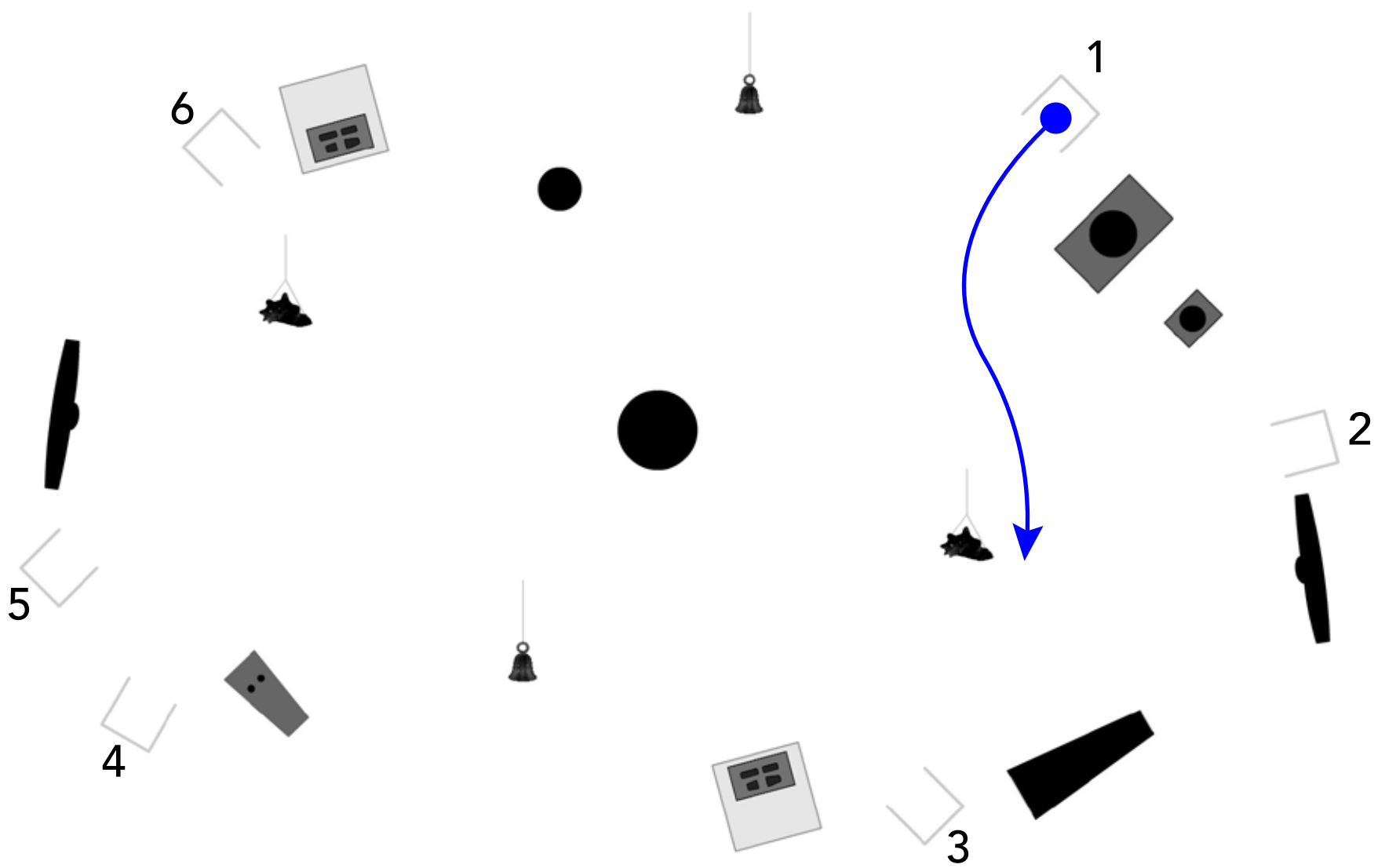
- Wait for the lights to fade out.
- Walk to Chair 1 and sit down.



SCENE VIIA & B

WALK

- After 1 min 30 sec of bass drum and cymball playing, walk to the conch near you.



PLAYER 4

SCENE VIIB

PLAY

- Take off the conch from the wire, put it to your lips in sync with Player 5 and hold there until it is your time to play.
- 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.

Cymbal

soft mallets

Bass Drum

superball glissandi

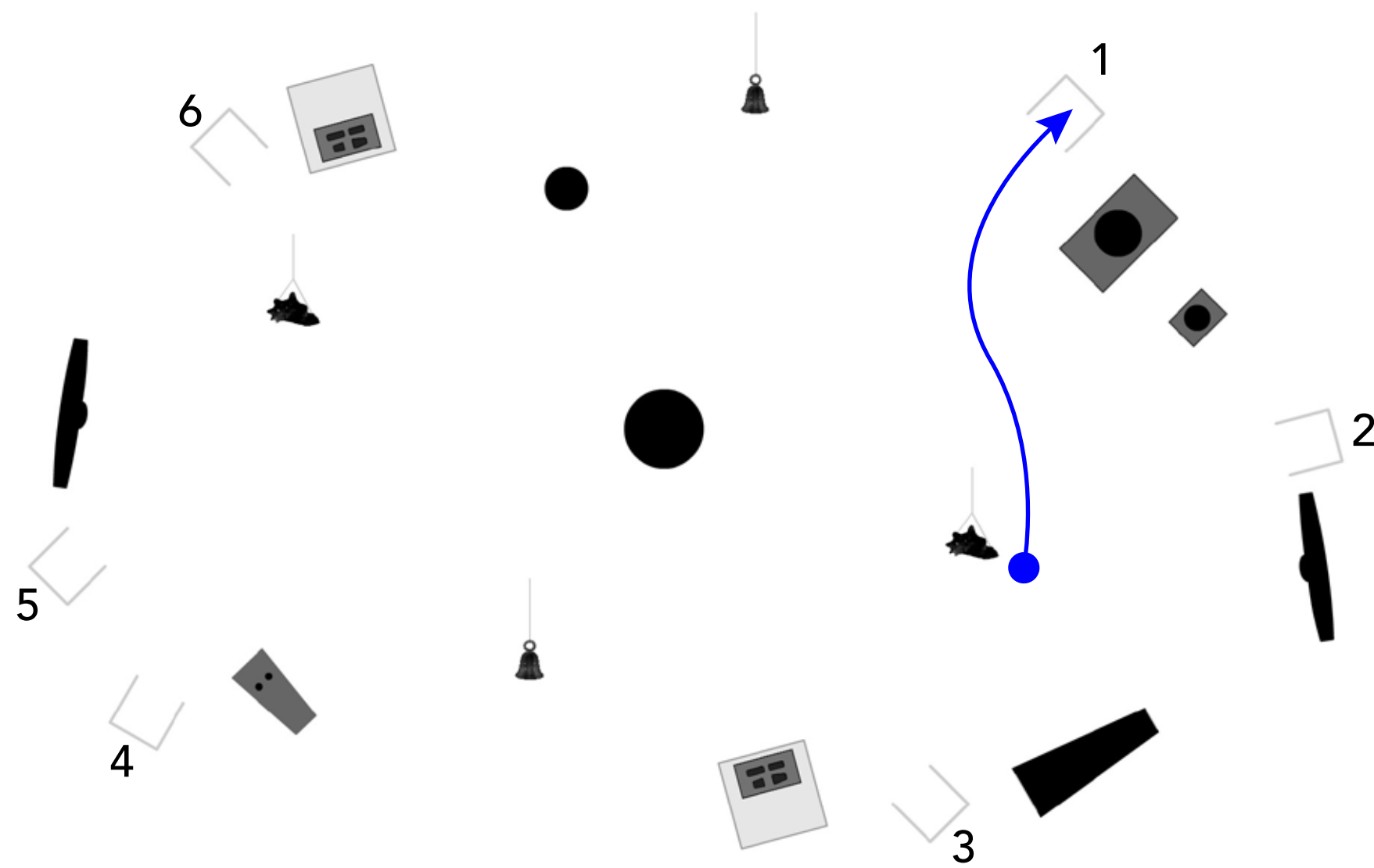
Conch 1
(higher)

Conch 2
(lower)

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 back to Chair 1 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.