

Tour de Taiko

R Pusz

Play with exaggerated force and theatricality.

x = play on rim

Where time allows, exaggerate arm actions. Move arms upwards and/or diagonally in conceptual reflection of cyclists' shoulder/peddalling movements eg after playing the strokes in bars 1 & 2 (R, L). In bar 11 & similar play with 1 beater & move the other in a circular motion in representation of wheel & pedal movements. Finish with arms raised. Hold that pose.

The piece can be played on taiko or toms of various sizes. The 'basic' ostinato should be on high drums such as bongos.

The solos can be of any pre-determined length. Repeats are optional.

Player(s) 1 - chu-daiko or high toms / congas (with beaters)

Player(s) 2 - chu-daiko or low toms / congas (with beaters)

Player(s) 3 - shime-daiko or bongos

Player(s) 4 - tam-tam, cymbals or other metal sounds

Allegro (M.M. ♩ = 120) *High taiko*

Sample Score Only

9

R L R L R L R L R R R R R R R R *f* sim.

R L R L R L R L R R R R R R R R *f* sim.

9

9

13

mf *f*

mf *f*

13

13