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*Song and Dance*  
*for percussion duo by*

*Gene Koshinski*

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*[www.genekoshinski.com](http://www.genekoshinski.com)*

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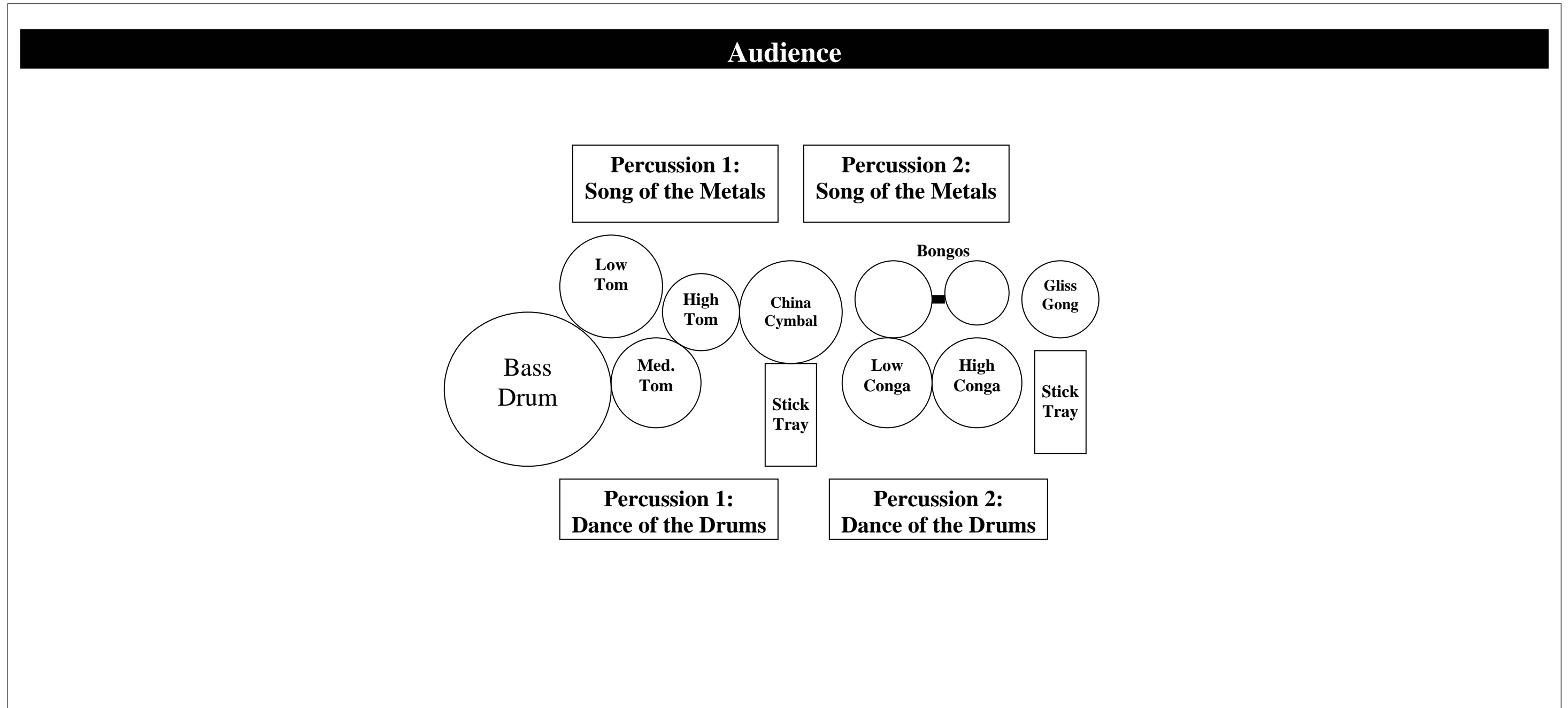
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# Instrument Setup



**\*“Song of the Metals” should be played while seated in front of the setup for “Dance of the Drums.”**

**\*\*The performers should read from the score during “Song of the Metals.” Individual parts are provided for “Dance of the Drums.”**

# Percussion 1

## I. Song of the Metals

The kalimba used for writing the piece was a Hugh Tracey Alto Kalimba. The kalimba ideally should be amplified in order to balance the other instruments. Amplification is made possible through the use of an electronic kalimba (built in pick up) or by placing a contact microphone on the bottom of the instrument. A close range microphone is also an option. If amplification is not possible, place the kalimba on a large bass drum or timpani for resonance. As a last resort a synthesizer or marimba may be substituted for the kalimba.

Musical notation for 'I. Song of the Metals' on a single staff. It begins with a treble clef and a key signature of one sharp (F#). The notation consists of a single note on the first line (G4) with a long, thin wedge-shaped line extending from it across the staff, ending at a second note on the second line (A4). Below the staff, the text 'Kalimba - 2 octave (G major)' is written under the first note. Further to the right, a vertical line with an 'x' above it is labeled 'Low Clave'.

## II. Dance of the Drums

Musical notation for 'II. Dance of the Drums' on a single staff. It begins with a double bar line and a '2' above the staff. The notation consists of seven notes on the staff, each with a vertical line and a dot above it. Below the staff, the notes are labeled from left to right: 'Concert Bass Drum (muted)', 'Low Tom', 'Medium Tom', 'High Tom', 'Low Claves', 'Large China Cymbal', and '\*Conch Shell Horn'. The 'Low Claves' and 'Large China Cymbal' notes have an 'x' above their vertical lines.

\*The conch shell horn is played by blowing into it while slightly buzzing your lips. To create the instrument, take a large conch shell and saw off the tip in order to create a hole for a mouthpiece.

# Percussion 2

## I. Song of the Metals

In addition to the instruments below, Player 2 should obtain a recording of natural sounds (the rain forest, bird calls, the ocean, etc.) and allow the recording to play throughout the duration of the first movement. It should continue through the start of the dance and be timed to fade out sometime before the piece ends. The recording should always be softer than any of the acoustic instruments. If only the second movement is to be performed there is no need for the recording.

A musical staff with seven notes. The first note is a quarter note on the first line, with a wedge-shaped dynamic marking above it. The second note is a quarter note on the second line, with a diamond-shaped dynamic marking above it. The third note is a quarter note on the third line, with an 'x' above it. The fourth note is a quarter note on the fourth line, with an 'x' above it. The fifth note is a quarter note on the fifth line, with a wedge-shaped dynamic marking above it. The sixth note is a quarter note on the first space, with a wedge-shaped dynamic marking above it. The seventh note is a quarter note on the second space, with a wedge-shaped dynamic marking above it.

Orchestra Bells

Ocean Drum

Soft Shaker

Mark Tree

High Clave  
(placed on soft foam and  
played with plastic mallet)

Djembe  
Bass Tone

Djembe  
Open Tone

## II. Dance of the Drums

A musical staff with seven notes. The first note is a quarter note on the first line, with a '2' above it. The second note is a quarter note on the second line. The third note is a quarter note on the third line. The fourth note is a quarter note on the fourth line. The fifth note is a quarter note on the fifth line, with an 'x' above it. The sixth note is a quarter note on the first space, with an 'x' above it. The seventh note is a quarter note on the second space, with an 'x' above it.

2

Low Conga

High Conga

Low Bongo

High Bongo

High Claves

Large Gliss Gong

Player 1's  
China Cymbal

# I. Song of the Metals

*Freely improvise (1 - 2 minutes) -  
Sparse at first, never too busy, frequently  
emphasizing E, always melodically driven*

**Sparse and Free (without time)**

Kalimba *pp*

Percussion *pp* *Slowly fade in recording from absolute silence (see notes)* *Ocean Drum* *pp* *Feel free to improvise on woodblocks, claves, bird calls, or any other appropriate instrument*

20 *♩ = 80 (in time)*

Kalimba *p* *sim.*

Bells *Small delicate brass mallet* *p* *sim.*

Perc. *niente* *Soft Shaker (legato sound)* *p*

36

Kalimba *p* *mp* *p* *Low Clave*

Bells *p* *mp* *p* *High Clave (resting on foam, played with hard plastic mallet)*

Perc. *p* *mp* *p* *Mark Tree*

51 *Play 3xs*

Kalimba *mp* *Play 3xs*

Perc. *(3x only, finger tips on the edge)* *(Mark Tree 1st x only)* *mp* *niente* *p* *niente*

I. Song of the Metals

2

Kalimba *Play 3xs*

Perc. *Play 3xs Solo!*  
*p* \*Improvise light solo fills over the groove building towards measure #71 (finger tips on the edge)

Kalimba *Play 3xs*  
*mf*

Perc. *Play 3xs*  
*mf*  
*\*Feel free to improvise within this framework*

Kalimba *Molto ritardando.....*  
*pp* *p* *sim.* *♩ = 80*

Bells *p*

Perc. *Molto ritardando.....*  
*pp* \*Swirl fingernails around the head *p* *Soft Shaker (legato sound)*

Kalimba *mp*

Bells *mp*

Perc. *mp*

Kalimba *Low Clave*  
*p* *niente* **ATTACA**

Bells *p* *niente* **ATTACA**

Perc. *Mark Tree*  
*p* *niente* **ATTACA**

*niente* **ATTACA**  
*(Recording continues...)*

# II. Dance of the Drums

Score

Gene Kosinski (ASCAP)

♩ = 105

Percussion 1  
Conch Shell  
with BD beater  
*ff*

Percussion 2  
1 Stick  
*ff*

Perc. 1  
12  
Switch to 2 sticks

Perc. 2

Perc. 1  
19

Perc. 2

Perc. 1  
27  
Play 3 xs  
Crescendo poco a poco.....  
*ff*

Perc. 2  
Play 3 xs  
Crescendo poco a poco.....  
*ff*

Perc. 1  
35  
Drop one stick and pick up conch shell  
*p* *ff*

Perc. 2  
*p* *ff*



II. Dance of the Drums

43 Perc. 1 Perc. 2

Switch to claves while playing

51 Perc. 1 Perc. 2

Play drums with claves

*mp* *p*

5:4 3 3

64 Perc. 1 Perc. 2

Play drums with claves

*p* *p* *p* *sim* *f* *fp*

3 3 3 3 3 3

74 Perc. 1 Perc. 2

Change to 2 sticks

*p* *p* *fp*

3 3

84 Perc. 1 Perc. 2

Play 3 xs

Crescendo poco a poco.....

*fp* *ff* *p*

ch. 3 3

II. Dance of the Drums

92 Perc. 1 Perc. 2

*p* *ff* *fp* *ff*

Drop one stick and pick up conch shell

♩ = ♩

101 Perc. 1 Perc. 2

108 Perc. 1 Perc. 2

Gene Koshinski  
Duluth, MN  
5/20/09

# II. Dance of the Drums

Percussion 1

Gene Koshinski (ASCAP)

**♩ = 105**  
Conch Shell  
*ff* with BD beater

14 *ff* 1 Stick  
Switch to 2 sticks

23 *ff* Play 3 xs  
Crescendo poco a poco.....

29 *ff* *p*

34 *ff* ch. 3 3 3 3 3 3 3 3 *p*

38 *ff* Drop one stick and pick up conch shell

47 *mp* Switch to claves while playing (drums played with claves)

56 *p* 5:4 3 3

II. Dance of the Drums

64 *p*

70 *sim* *f* *fp* *p* *Play drums with claves*

76 *p* *fp* *Change to 2 sticks*

84 *fp* *Crescendo poco a poco.....* *ff* *Play 3 xs*

89 *p* *ff* *ch.*

93 *p* *ff* *ff* *Drop one stick and pick up conch shell* *fp*

99 *ff*

103

108

Detailed description: This is a musical score for Percussion I, titled "II. Dance of the Drums". The score is written for a single staff with a treble clef and a key signature of one flat. It begins at measure 64 and ends at measure 108. The music is characterized by complex rhythmic patterns, including triplets and sixteenth-note runs. Dynamics range from piano (*p*) to fortissimo (*ff*). Performance instructions include "Play drums with claves" at measure 70, "Change to 2 sticks" at measure 76, "Play 3 xs" at measure 84, and "Drop one stick and pick up conch shell" at measure 93. The score also features various articulations such as accents, slurs, and breath marks.



II. Dance of the Drums

60 *p* 5:4 3 3 *p* 3 3 *p* 3 3 *p* 3

70 *p* *sim* 3 *f* *fp* *Play drums with claves*

76 *p* *p* *fp* *Change to 2 sticks*

84 *fp* *Play 3 xs* *Crescendo poco a poco.....* *ff*

89 *p* *ch.* 3 3 3 3 3 3 *p*

95 *ff* *ff* *ff*

101

106

110

Detailed description: This musical score is for Percussion 2, titled 'Dance of the Drums'. It consists of eight staves of music, numbered 60 to 110. The notation includes various rhythmic patterns, rests, and dynamic markings. The first staff (60) features a series of rhythmic patterns with dynamic markings of *p* and *fp*, and includes a 5:4 time signature. The second staff (70) includes the instruction 'Play drums with claves' and dynamic markings of *p*, *f*, and *fp*. The third staff (76) includes the instruction 'Change to 2 sticks' and dynamic markings of *p* and *fp*. The fourth staff (84) includes the instruction 'Play 3 xs' and a 'Crescendo poco a poco.....' marking, with dynamic markings of *fp* and *ff*. The fifth staff (89) includes a 'ch.' marking and dynamic markings of *p*. The sixth staff (95) features dynamic markings of *ff*. The seventh staff (101) and eighth staff (110) continue the rhythmic patterns with dynamic markings of *ff*.