

Aozora – all drum parts

Composer: Yuko Nozoe 2022; notation Michaela McKennitt / Margaret McKenty CC-BY-SA 2022-24

Don, Do = RH hit on drumhead

click = swing bachi up and click together

(*su*) = rest, no drum hit

Kon, Ko = LH hit on drumhead

JI* + NANAME

	1	+	2	+	3	+	4	+	5	+	6	+	7	+	8	+	
Ji (base beat)	Don	Ko	Don	Ko	Don	Ko	Don	Ko	Don	Ko	Don	Ko	Don	Ko	Don	Ko	<i>cont'd</i>

**After establishing basebeat, Ji player(s) or others chant “Ao-zora, Ao-zora, Yoi, Yoi, Yoi, Yoi!”*

Naname part:

Line 1 & Line 5	POINT L BACHI HORIZONTALLY IN LINE with DRUM AXIS								x1	
	DON	DON	DON	DON	(su) Ko	Don Ko	(su) Ko	Don Ko		
	POINT L BACHI HORIZONTALLY IN LINE with DRUM AXIS									POINT L BACHI HORIZONTALLY
	DON	DON	DON	DON	Don Ko	(su) Ko	DON	(su)		

Line 2	SCOOP L arm UP CW to “READY-TO-STRIKE”								SWING L arm over DRUM & return								x2
	DON		(su)	Do	(su)	Ko	Don	Ko	DON	Do	(su)	Ko	Don		(su)		

Line 3	Don	Ko	(su)		Don	Ko	(su)		Don	Ko	(su)		Don	Ko	(su)	Ko	x1
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Line 4	POINT L BACHI		BOTH arms SWING CCW DOWN, then UP to CLICK						LIFT L arm to "READY-TO-STRIKE"				x1		
	DON	Do	(su)	(su)	click	Ko	Don	Ko	DON	Do	(su)	Ko		Don	Ko
	POINT L BACHI		BOTH arms SWING CCW DOWN, then UP to CLICK						POINT L BACHI HORIZONTALLY						
	DON	Do	** (su)	(su)	click **	Ko	Don	Ko	DON	DO	(su)		(su)		

****** Swap point ****** when one player can step out to give their place to the next, OR two players can trade places with each other

JI + MIYA

	1	+	2	+	3	+	4	+	5	+	6	+	7	+	8	+	
Ji* (base beat)	Don	Ko	Don	Ko	Don	Ko	Don	Ko	Don	Ko	Don	Ko	Don	Ko	Don	Ko	<i>cont'd</i>

Miya part:

Silent during 1st rep of Naname Line 1 ONLY (= 16 beats); start with Naname Line 2 & continue, finishing with Naname Line 1/5

Line 1	DON	KON	DON	KON	DON	(su)	KON	(su)	x1
	DON	DON	DON	DON	DON	(su)	KON	(su)	

Line 2	don	Kon	Don	Kon	DOn	KOn	DON	KON	x2
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Line 3	DON	KON	(su)	click	DON	KON	DON	(su)	x1
	DON	KON	(su)	click	DON	KON	DON	(su)	

Line 4	DON	KON	DON	KON	DON	(su)	KON	(su)	x1
	DON	DON	DON	DON	DON Ko	(su) Ko	DON	(su)	

Ji* + NANAME (using English)

	1 +	2 +	3 +	4 +	5 +	6 +	7 +	8 +	
Ji* (base beat)	Yip- py	Skip- py	Yip- py	Skip- py	Yip- py	Skip- py	Yip- py	Skip- py	<i>cont'd</i>

**After establishing basebeat, Ji player(s) or others chant "Ao-zora, Ao-zora, Yoi, Yoi, Yoi, Yoi!"*

Naname part with English words:

	POINT L BACHI HORIZONTALLY IN LINE with DRUM AXIS												
Line 1 & Line 5	A -	O -	ZO -	RA!	-----	It's	so	nice	-----	to	see	you!	x1
	POINT L BACHI HORIZONTALLY IN LINE with DRUM AXIS									POINT L BACHI HORIZONTALLY			
	A -	O -	ZO -	RA!	Come	on	-----	let's	go!	-----			

Line 2	SCOOP L arm UP CW to "READY-TO-STRIKE"				SWING L arm over DRUM & return								x2
	Hey,	How	—	are	you?	I Let's	hope	you	—	are	well!	—	
							put	on	—	a	show!		

Line 3	Are	you	—	rea-	dy?	—	Yes	I'm	—	rea-	dy!	—	It's	x1
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Line 4	POINT L BACHI		BOTH arms SWING CCW DOWN, then UP to CLICK				LIFT L arm to "READY-TO-STRIKE"				x1
	chil-ly!	(ohh-	-hhh-	snap!)	Hold	on-to	your coat!	And	now it's		
	POINT L BACHI		BOTH arms SWING CCW DOWN, then UP to CLICK				POINT L BACHI HORIZONTALLY				
	win-dy!	** (ohh-	-hhh-	snap!)	Hold	on-to	your hat!		—		

***Swap point: when one player can step out to give their place to the next, OR two players can trade places with each other*