

# Kincho Daiko

by Minoru Miki

Publisher: Go Fish Music (1991)  
Duration: 3' 15"  
Difficulty: Medium-Easy  
Players: 5 or more (with optional recorders)

## Instrumentation:

- 1) Recorder(s) or Marimba(s)
- 2) Cowbell
- 3) Temple Blocks
- 4) Snare Drum
- 5) Bass Drum

## Publisher Notes:

*Kincho Daiko* is an intermediate ensemble piece for recorders (or marimbas) and four percussionists. The piece uses traditional Japanese rhythms and motives to help invoke a strong stylistic imprint on the players and audience.

## Formal Structure:

- m. 1: Introduction
- m. 5: A Section
- m. 21: Transition
- m. 29: B Section
- m. 37: C Section
- m. 53: Percussion Interlude
- D.S. Reprise of A & B Sections (m. 5-36)
- m. 69: Coda

## Historical/Stylistic Considerations:

This piece was written for Komatsushima-city Amateur Percussion Group on Shikoku Island in Japan. It contains elements of Japanese-style rhythms and sounds on standard percussion instruments. Minoru Miki is one of the most active and recognized composers from Japan and has created numerous substantial works for percussion.

## Technical Elements:

The work contains extensive dotted rhythms that are instructed to be played “swung.” The recorder marimba part contains mostly stepwise motion, a few trills, and one set of three grace notes. The snare drum and bass drum parts require performance on the drum and rim.

## Musical Elements:

The piece is set in common time at a steady quarter-note pulse of 140 bpm. There are no sharps or flats in the key signature, but the piece is not in a standard western mode and is often focuses on A and D as tonal centers. The majority of the piece contains limited dynamics (more are possible), but the percussion interlude includes significant dynamic contrasts in ensemble.

## Teaching Points:

- Point 1 – Dynamic Contrasts: Score m. 53-56

53 9

Rec.

Cowb.

T. Bl.

S. Dr.

B. Dr.

- Point 2 – Rim Sounds: Snare Drum and Bass Drum m. 29-32

S. Dr.

B. Dr.

- Point 3 – Trading Rhythms: Score m. 70-72

*p* poco a poco accel. and cresc.

*p* poco a poco accel. and cresc.

*p* poco a poco accel. and cresc.

*p* poco a poco accel. and cresc.

*p* poco a poco accel. and cresc.