**Performance Outline**

**Intro** – 4 bar unison break crescendo lead in by sections (start soft and get loud)

1. **bar 1 = \*Leader intro solo agogo\***
2. bar 2 = Metal section (gankogui / atoke / cowbell)
3. bar 3 = Wood section (togo / shekere / caxixi)
4. bar 4 = Drum section (hand drums / talking drum / buckets / frame drum / dunnuba)

**Vamp**  – Djembe leaders immediately begin vamp rhythm after final break. As they play the group chants along with the rhythm. \***Leader brings sections in.**\*

1. Quarter note (cowbell / togo / shekere)
2. Bass (frame drum / dunnuba)
3. 8th note (caxixi)
4. Drums (hand drums / buckets)
5. Pitched (talking drum / gankogui)

**Drum Set**  – \***Leader gives stop cue.\*** / final vamp cycle group stops playing on final chant.

 Drum sets enters immediately to 1/4 cue. 4 bar trade-offs between drummers.

**Soca**  - **\*Leader gives cue for drum set players to begin unison Soca rhythm. Leader brings in the rest of the group in sections.\***

1. Section leaders come in together
2. Remainder of group on cue

**\*During this rhythm the leader transitions back and forth between the Soca and break rhythms. Group is cued by two bars from the leader.\***

**Rumble**  - **\*Leader gives stop cue to play the break final time. Group crescendo.\***

 Immediately following the crescendo group is lead into a low rumble. **\*Leader guides group through dynamic fluctuations.\***

**Ending - \*Leader cues final break rhythm - 1 time only\***

1. bar 1 = leader cue
2. bar 2 = group break
3. bar 3 = group break
4. bar 4 = chant (we are eagle strong)