

Shangö Odaiko

Version 0.1 - November/December 2025

Observing some other groups, wanted to make our *Odaiko* have a little more structured framing and presentation formality to contrast and lead into the spontaneous solos. Raising this piece up to “Advanced Beginner/Intermediate” level without breaking people’s brains.

The concept is that after the Main Soloist introduction sequence - each player as they come to the drum will play a *call and response* sequence with the other player. The idea is to look fancier and more bad-ass *than it actually is*, while still looking purposeful, dynamic, and impressive.

“Launchpad” – Entry Progression

These lines alternate between the two players. New/Entering player leads.

Alternating player plays *Jiuchi* (or silent) during other players turn, and during Solo.

C	1	2	3	4	1	2	3	4	
1	DON	- su -	DON	- su -	DON	- su -	DON	- su -	
2	DON	DON	DON	DON	do ko	do ko	do ko	do ko	2X
3	DON	DON	do ko	do ko	DON	DON	do ko	do ko	
4	Don	Ko	Kon	Do	Don	DON	DON	DON	DON
	R	R	L	L	R				- Kiai! -



Leads into: INDIVIDUAL ODAIKO SOLO HERE

“Off” player plays *jiuchi*, new player swaps in, and plays *jiuchi* during Solo.



Solo End Tag

C	1	2	3	4	1	2	3	4	
(T1)*	DO-DON	su	DO-DON	su	DO-DON	su	DO-DON	su	*(optional)
T2	DON	DON	DON	DON	DON	DON	So	Re!	

(Make the End Tag **BIG**, so it’s *obvious* to the other player *and* audience.)



Play the RESPONSE part of Launchpad then switch back to *Jiuchi*

Swap out for new player while playing *Jiuchi* during other player’s solo.

HOW IT WORKS

In our **Odaiko** Arrangement we have the Spotlight player play an introduction prelude, then players step up and rotate through playing the *Jiuchi* and their solos, and the Spotlight player will play a finale solo.

New Players swap in with the player playing the *Jiuchi*, during the other players Solo, then play their Solo and the Solo End Tag, then switch back to the *Jiuchi* and be replaced by the next player.

This has worked fairly well when we're focused, but can become chaotic and slippery when we're not. So that's where the idea of adding a little structure with "Launchpad" comes in. The overall structure stays the same, but we're adding a little bit to how we're doing the change-outs.

We're just adding a short "set up" at the beginning and end of the solos to dress up the piece, give a little more structure and add some... "woah, cool" factor.

That's all!

Short Version:

> ... swap in > **Jiuchi** > **Launchpad**-“Call” > **Solo** > **End Tag** > **Launchpad**-“Response” > **Jiuchi** > swap out ...

Order of play –

...Swap in with player playing the *jiuchi*, take over playing **jiuchi**.

Other player Finishes their Solo with the Solo End Tag – *that's your cue!*

– Play CALL portion of **Launchpad**.

– Play **Solo**.

– Finish Solo with **Solo End Tag** - *cues other player know to start Launchpad*.

– Play the RESPONSE portion of **Launchpad**

Play **jiuchi** for other player's Solo, until replaced by next player.

Detail Description

New Players would swap in for the player playing the *Jiuchi*, during the other players Solo. When the other player finishes their Solo and plays the End Tag...

The incoming Player would play the "CALL" portion of **Launchpad**, going FIRST in the Call and Response, Then go into their Solo from the end of **Launchpad**.

By the end of their solo, a NEW player would be playing the *Jiuchi*.

Solo player plays the **Solo End Tag**.

The *New Player* begins "CALL" side of **Launchpad**. The player that just ended their solo would play the "RESPONSE" side of **Launchpad**, going SECOND in the Call and Response lines. ...

Then switch back to the **Jiuchi** and be replaced by the next player.