## 4-count-1-accent



## Further study / resources

"Tally Huh?!"
Participants devise tricky hand combinations, notate, then call and answer.
"Roll the 2's" drill
Use the numbers on a game die (1-6) to represent the six patterns in the 2 's section. Roll four dice to make a four-count rhythm. Take turns rolling and playing.
http://onensemble.org/2011/09/copyleft-and-the-future-of-taiko/
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## 1-count 1eau



