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# Jingle Tambouree

by Lalo Davila

*Commissioned by the  
Kerr Middle School Percussion Ensemble, Burleson, TX  
Andrew Klein, Director*

*Performed at the 2022 Midwest Band & Orchestra Clinic*

**Medium - 3:00 / 5 Players**

## Instrumentation

**(5) Headed Tambourines. PA system**

**Tambourine Key:**

knuckle stroke  
fist/knee  
regular stroke  
inside head  
foot stomp  
Tap-Up-Down-Tap  
Right Knee / Left Knee  
Tap u d Tap Tap u d Tap  
Rk Rk Lk Lk

**To download audio:**

Go To - [www.rowloff.com/PerformanceDownloads/Jingle\\_T\\_GZT936LD.zip](http://www.rowloff.com/PerformanceDownloads/Jingle_T_GZT936LD.zip)

*Jingle Tambouree*, is a fun and exciting intermediate quintet for five enthusiastic tambourine performers. The word Tambouree came from the word jamboree, which means a large celebration or party. In this case, the five performers create a party-type atmosphere by incorporating traditional and contemporary techniques to a cool and fun accompanying track. Rhythms are passed through interactive unison and split parts. The audience will enjoy both the sound and visual presentation of this work. *Jingle Tambouree*, is fun for the performers, and exciting for the audience.

## Performance Notes

All of the “Jingle Tambouree” crescendos are to be performed by raising the tambourine towards eye-level and decrescendos are performed by lowering the tambourine from eye-level to waist level. Tambourines should be held flat when performing normal parts. All accents should have an upward “flair” to the execution of the passage. This technique is needed for both unison audio and visual effects. It is imperative that everyone hold the tambourines the same way.

- Piano passages (*p*) should be performed at the edge of the tambourine with the fingertips.
- Loud passages with the house top markings should be performed with knuckles (closed fist)
- All performers should hold the tambourines in the same way. At letter **B**, players should hold the tambourine flat and “down-the-line” passages should be performed with flair.
- At letter **D**, *p*-level should be performed down low and raise the tambourine eye-level for the crescendos to forte and back down again.
- Fourth bar after letter **E**, the performer plays the note on the regular side of the tambourine, and then twists the tambourine and strikes the inside of the tambourine. This technique provides both a cool visual and audio effect.
- Letter **F**, the performer turns the tambourine over and strikes the tambourine with the fist/knee technique.
- Second bar after letter **F**, each player moves their tambourine to the left so that the player to the left can perform those two notes (visual effect). One player will have to “air play” those two notes.
- Last beat of the 1st ending of letter **F**, turn the tambourine over to prepare for the fist/knee technique.

- Letter **G** – everyone gets to take a solo. It is important that everyone groove (move) during this section. This is important so as to maintain tempo/time during everyone’s one-bar solo.
- Letter **G** is not only a solo section, it is also a visual-effect section. Players are moving the tambourines up and down during the crescendos.
- Letter **H**, each player stomps their foot twice on beat two, then makes a complete circle during as they perform the measure before letter **I**.
- At letter **I**, the performer uses the Up-Down technique. For this technique, the performer holds the tambourine parallel to the ground and moves it up and down – as if fanning the flames of a fire. This technique produces two distinct sounds. The **T** means tips of fingers.
- At letter **J**, the performers use the hand (fist) – knee technique.
- Second bar of letter **J**, the performers turn the tambourine over on the “and” of beat four to play the third bar after letter **J**. On the third bar of letter **J**, players play on their tambourine for two beats and then move their tambourine to the left to play on each other’s tambourine. One player will have to “air play” those two notes.
- Fourth bar after letter **J**, players will strike their elbows with the middle part of the tambourine creating a shake-type effect.
- Fifth bar after letter **J**, players will play the tambourine in the middle of the head, flips the tambourine over to play in the inside of the tambourine, then strikes their right knee and then their left knee. This is a cool/fast/fun technique, which may require a little extra practice from each player.
- Three bars from the end, each player plays the tambourine in regular fashion (flat) – remember to bring your accents high (visual effect) to keep it exciting for the audience.
- The second bar from the end, strike the tambourine on beat one, bring the tambourine down low, and raise it up as you perform the crescendo (for visual effect).
- After the foot-stomp on the last measure, hold the tambourine up high for the ending.

***HAVE FUN!***



# Jingle Tambouree

pg. 2

**B**

Player 1 *mp* 10 *Float gesture* 11 *f* 12

Player 2 *f* *Set 2* *f*

Player 3 *mf* *Set 1* *f*

Player 4 *mp* *Set 4* *f*

Player 5 *p* *Set 3* *f*

Player 1 13 14 15 *mp* 16 *f* *ALL Hold Up*

Player 2 *mp* *f*

Player 3 *mp* *f*

Player 4 *mp* *f*

Player 5 *mp* *f*

# Jingle Tambouree

pg. 8

57 58 59 60

Player 1

Player 2

Player 3

Player 4

Player 5

*Solo* -----

*mp* < *f*      *mp* < *f*      *mp* < *f*

*mp* < *f*      *mp* < *f*      *mp* < *f*

*mp* < *f*      *mp* < *f*      *mp* < *f*

*mp* < *f*      *mp* < *f*      *mp* < *f*

*mp* < *f*      *mp* < *f*      *mp* < *f*

61 63

Player 1

Player 2

Player 3

Player 4

Player 5

*Solo* -----

**H**

foot stomp      Turn around shake

foot stomp      Turn around shake

foot stomp      Turn around shake

foot stomp      Turn around shake

foot stomp      Turn around shake

foot stomp      Turn around shake

# Jingle Tambouree

pg. 9

**I**

Player 1  
*f* Tap u d T T u d T T S

Player 2  
*f* Tap u d T T u d T T S

Player 3  
*f* Tap u d T T u d T T S

Player 4  
*f* Tap u d T T u d T T S

Player 5  
*f* Tap u d T T u d T T S

**1** **2** **J**

Player 1  
67 Tap u d T T 68 Tap u d T T *turn over* **J** *f* fist/knee 3 3  
F k f k f f k f k f k f

Player 2  
Tap u d T T *turn over* *f* fist/knee 3 3  
F k f k f f k f k f k f

Player 3  
Tap u d T T *turn over* *f* fist/knee 3 3  
F k f k f f k f k f k f

Player 4  
Tap u d T T *turn over* *f* fist/knee 3 3  
F k f k f f k f k f k f

Player 5  
Tap u d T T *turn over* *f* fist/knee 3 3  
F k f k f f k f k f k f