

Stone Pounding

Jamaica, arr. DMS

The musical score consists of two systems of music. The first system includes parts for Voice, SG/AG, SM/SX AM/AX, Cabasa, Conga, and BX/BM. The second system includes parts for Glks, SM&X AM&X, Cab., C. Dr., and BX/BM. The music is in common time with a key signature of one sharp. The lyrics are written below the vocal line in both systems.

System 1 (Top):

- Voice:** Three stone a stone, then a three stone a stone, then a three stone a stone say
- SG/AG:** (Silent)
- SM/SX AM/AX:** (Silent)
- Cabasa:** (Silent)
- Conga:** (Silent)
- BX/BM:** (Silent)

System 2 (Bottom):

- Glks:** tam-booy and no quarrel. You no hear-e what me yer-ry? You no hear-e what me yer-ry? You no
- SM&X AM&X:** (Silent)
- Cab.:** (Silent)
- C. Dr.:** (Silent)
- BX/BM:** (Silent)

A musical score for five instruments: Glks, SM&X, AM&X, Cab., and C. Dr. The score is in common time with a key signature of two sharps. The vocal parts sing three lines of lyrics: "hear-e what me hear, say tam-boo-lay and no quar-rel. Three stone a stone, then a". The instrumental parts provide harmonic support with sustained notes and rhythmic patterns.

A continuation of the musical score. The vocal parts now sing: "three stone a stone, then a three stone a stone say tam-boo-lay and no quar-rel.". The instrumental parts maintain their harmonic and rhythmic roles.

The Game

Players sit in a circle, and pass a small stone via left hands. There is one person who tries to guess who has the stone. To make the game more fun, try this: Each time we sing, "tamboolay and no quarrel," hold the "stone" with both hands and shake it in front of your body 3 times. Afterward, the game resumes normally, passing to the left.