Barndoor Jig (Rakes of Kildare)

A jig in 6/8 which will combine well with the next jig to give the musicfor the classic dance **The Drongo**.
It's a riot!

This piece requires flexibility of bow and finnger work in part 1, while parts 2 and 3 are easier, suiting mixed ability groups. Percussion is needed for the dance, which is resonably easy to learn.

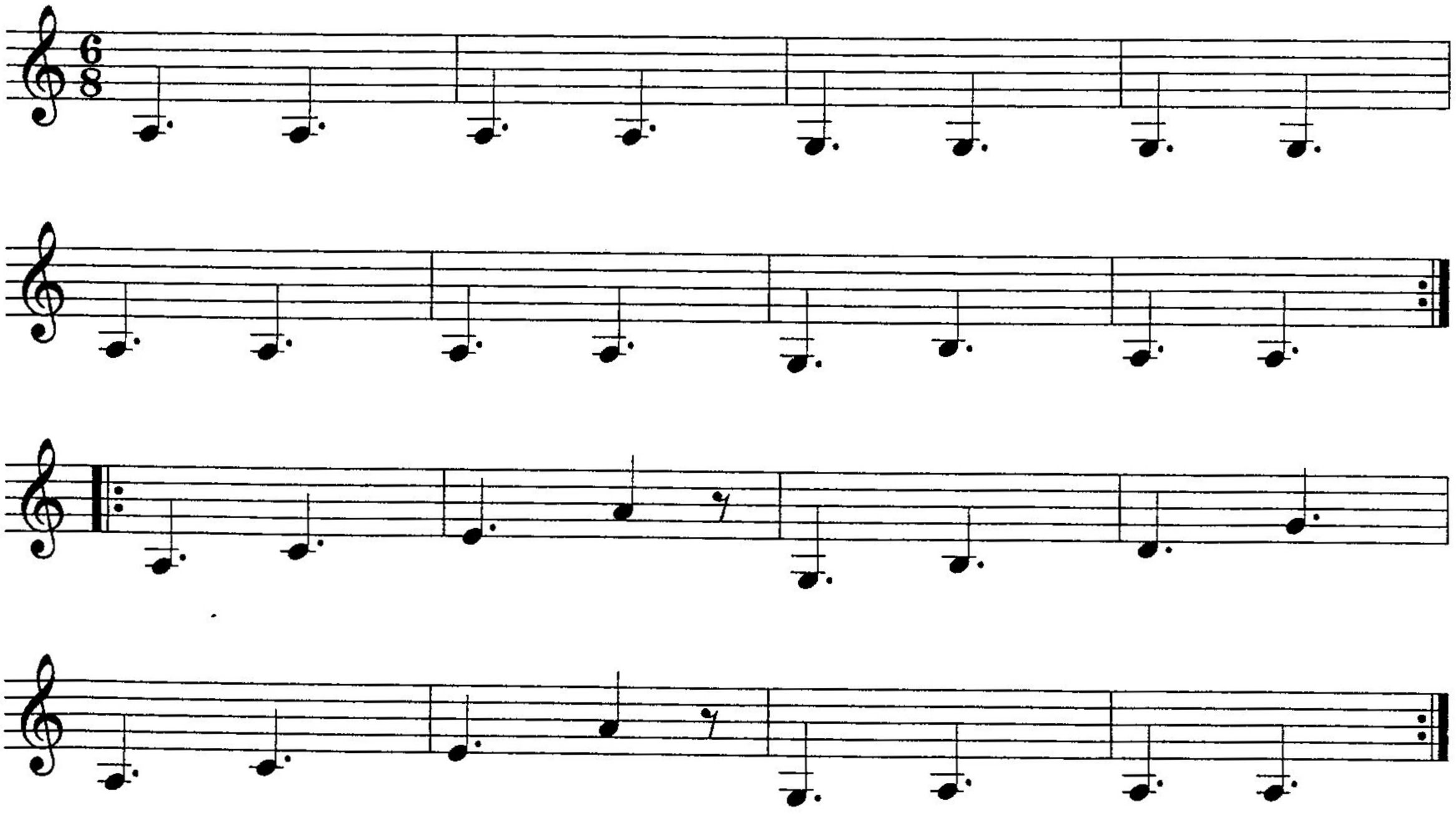
Pupil 1 **Allegro** Trad Arr D V



Pupil 2 **Allegro**



Pupil 3 **Allegro**



Garry Owen

There are nine dancers - one without a partner. When the dancers get to section 5 the music stops (anywhere!) and everyone has to grab a new partner, leaving the odd one out as the new "drongo" for the next turn.

This piece develops bowing attack, both in the slower part 2 . as well as in part 1, which is quick. This piece is also suitable for mixed ability groups.The dance is amusing and popular; percussion assists both in general rhythm and in giving the signal for the "cut off" when the music stops suddenly

Pupil 1 **Allegro**

Trad Arr D V



Pupil 2





Ninepins Quadrille (The Drongo)

1. Four couples form a square, facing inwards, with the odd person (the drongo) in the centre.
2. First couple join hands and skip round the drongo; then second, third and fourth couples in succession.
3. All join hands and skip round the drongo for 8; skip back for 8.
4. Dancers of the opposite sex to the drongo all join hands and skip in circle for 8; skip back for 8.
5. Dancers of the same sex as the drongo make a right hand star including the drongo; circle until the music stops, then grab a partner. The odd person left without a partner is the new drongo.

Begin the dance again.