

= Gaziantep の踊り =

Türkiye

'83 Smotra Folkloria に来ていたトルコのグループ「Erzurum Folklor Ve Yardimlasma Derneği」

による。アムロックヒジまげ Position。両端の人はチーフを片手に振りつづける。

[A] Marmara

intro. Zurna ~~~ のあと Davul がリズムを取り始めて 14bts. (かけ声をき、かけに踊り始める)

I. $\begin{matrix} \nearrow & \nwarrow & \nearrow & \nwarrow \\ \text{r} & \text{R} & \text{l} & \text{L} \end{matrix}, \quad (\times 4) + \begin{matrix} \nwarrow \\ \text{r} \end{matrix},$
 $\text{bitch} \quad \text{bitch} \quad \text{bitch}$ ~半端なけどなぜか曲に合う。

II. $\begin{matrix} \leftarrow & \nearrow & \nwarrow \\ \text{R} & \text{L} & \text{R} \end{matrix}, \begin{matrix} \nwarrow & \nwarrow \\ \text{l} & \text{L} \end{matrix}, \begin{matrix} \nwarrow \\ \text{r} \end{matrix}, \quad (\times 6)$
 $\text{kick} \quad \text{st} \\ \text{Hop} \quad \text{Añteñ}$

III. $\begin{matrix} \leftarrow & \nwarrow & \nwarrow & \nwarrow & \nwarrow \\ \text{R} & \text{L} & \text{R} & \text{l} & \text{l} \end{matrix}, \begin{matrix} \nwarrow & \nwarrow \\ \text{l} & \text{L} \end{matrix}, \begin{matrix} \nwarrow \\ \text{r} \end{matrix}, \quad (\times 3)$
 $\text{ttchttch} \quad \text{kick} \quad \text{st} \\ \text{Hop} \quad \text{Hop} \quad \text{Añteñ}$

IV. $\begin{matrix} \leftarrow & \nwarrow & \nwarrow & \nwarrow & \nwarrow \\ \text{R} & \text{L} & \text{J} & \text{l} & \text{l} \end{matrix}, \begin{matrix} \nwarrow & \nwarrow \\ \text{l} & \text{L} \end{matrix}, \begin{matrix} \nwarrow \\ \text{r} \end{matrix}, \quad (\times 6)$
 $(\text{J}) \uparrow \quad \text{ttchttch} \quad \text{kick} \quad \text{st} \\ \text{Hop} \quad \text{Hop} \quad \text{Hop} \quad \text{Añteñ}$

V. $\begin{matrix} \nwarrow & \nwarrow & \nwarrow & \nwarrow \\ \text{R} & \text{L} & \text{J} & \text{l} \end{matrix}, \begin{matrix} \nwarrow & \nwarrow \\ \text{J} & \text{l} \end{matrix}, \begin{matrix} \nwarrow & \nwarrow \\ \text{l} & \text{L} \end{matrix}, \begin{matrix} \nwarrow \\ \text{r} \end{matrix}, \quad (\times 3) \quad \sim \text{Jump} \text{ のとき "Hey" "Hey"$
 $(\text{J}) \uparrow \quad \text{kick} \quad \text{kick} \quad \text{st} \\ \text{Hop} \quad \text{Hop} \quad \text{Hop} \quad \text{Añteñ}$

VI. $\begin{matrix} \nwarrow & \nwarrow & \nwarrow & \nwarrow \\ \text{R} & \text{L} & \text{J} & \text{J} \end{matrix}, \begin{matrix} \nwarrow & \nwarrow \\ \text{J} & \text{l} \end{matrix}, \begin{matrix} \nwarrow & \nwarrow \\ \text{l} & \text{L} \end{matrix}, \begin{matrix} \nwarrow \\ \text{r} \end{matrix}, \quad (\times 3)$
 $(\text{J}) \uparrow \quad \text{kick} \quad \text{st} \\ \text{Hop} \quad \text{Hop} \quad \text{Añteñ}$

VII. $\begin{matrix} \nwarrow & \nwarrow & \nwarrow & \nwarrow \\ \text{R} & \text{L} & \text{J} & \text{l} \end{matrix}, \begin{matrix} \nwarrow & \nwarrow \\ \text{J} & \text{r} \end{matrix}, \quad (\times 2 \frac{2}{3}) + \begin{matrix} \nwarrow \\ \text{J} \end{matrix},$
 $(\text{J}) \uparrow \quad \text{Hop} \quad \text{Hop} \quad \text{Hey}$

[B] Oğuzlu

I. $\overset{\times}{L}, \overset{\uparrow}{R}, \overset{\times}{L}, \overset{\uparrow}{R}, l, l, st$,
 (LRL) $\underset{y}{l}$ $\underset{y}{st}$

(x4)

ただし1回めは2小節めから
と変則的

II. $\overset{\leftarrow}{H}L, \overset{\leftarrow}{H}R, \overset{\leftarrow}{H}L, \overset{\leftarrow}{r}R, l, l, st$,
 $\underset{ltch}{H}L, \underset{rtch}{H}R, \underset{ltch}{H}L, \underset{st}{r}R, \underset{st}{l}, \underset{st}{l}, \underset{st}{st}$
 Hey Hey
 前傾

(x5)

III. $\overset{\circ}{H}L, \overset{\circ}{H}R, \overset{\circ}{H}L, \overset{\circ}{R}L, \overset{\circ}{R}, l, st$,
 $\underset{ltch}{H}L, \underset{rtch}{H}R, \underset{ltch}{H}L, \underset{st}{R}L, \underset{st}{R}, \underset{st}{l}, \underset{st}{st}$

(x5)

Last = "ハイダー Hey"
 llll...

[C] Kirikcan

Intro. 20場で前傾

"ヤー~ ヤー~ ヤー~ ヤー~"

~~~~~  
 前傾のまま、

I.  $\overset{\rightarrow}{R}l, \overset{\leftarrow}{L}r, \overset{\rightarrow}{R}l, \overset{\leftarrow}{L}r$ ,  
 $\underset{tch}{R}l, \underset{tch}{L}r$   
 前傾 ..... ゆくり起きる...  
 顔右 --- 左---

(x5) +  $\overset{\rightarrow}{R}l, \overset{\uparrow}{L}r$ ,  
 $\underset{tch}{R}l, \underset{st}{L}r$ 

~~~~つまり6回やるが最後はIへのつなぎに使う。

II. $\downarrow \uparrow \uparrow \uparrow \uparrow$
 Rl, Lr, Rl, Lr ,
 $\underset{ltch}{R}l, \underset{ltch}{L}r$

(x4)

III. $\downarrow \uparrow \uparrow \uparrow \uparrow$
 RB, LH, RR, LB ,
 $\underset{kick}{R}l, \underset{kick}{L}r, \underset{ltch}{R}l, \underset{ltch}{L}r$

(x3)

IV. $\vec{R}, \overset{\leftarrow}{L}$,
 (walk) $\underset{手はなし}{(RLR)}, \underset{手はなし}{(L)}$,
 前を手の探りで探すように 上半前へ倒す、肩ゆらす。

(x6)

V. $\vec{R}L, \vec{R}L$,
 (clap) $\underset{x}{R}, \underset{x}{L}, \underset{x}{R}, \underset{x}{L}$
 右 左 右 左

(x7) + $\overset{\circ}{R}l$,
 $\underset{st}{R}l, \underset{st}{L}r$
 手はなし
 手はなし途中でリダーは逆向きになりラインを止める
 真っすぐになる。

手を腰におき肩ゆらしもOK.

(Gaziantep 3)

VII. $\overset{\cdot}{\underset{tch}{L}}, \overset{\cdot}{\underset{tch}{r}} \overset{\cdot}{\underset{tch}{R}}, \overset{\cdot}{\underset{tch}{L}}, \overset{\cdot}{\underset{tch}{R}}, BB, (\times 2 \frac{4}{5}) + JH, \overset{\cdot}{\underset{J tch J}{H}}$

~~~~~  
首振り  
70-80°

$\overline{WT} \cdot \begin{matrix} \xrightarrow{\quad} \\ \dot{L} \dot{R}, \\ r \ell \end{matrix}$ 
 $(\times 12)$

VIII.  $\overset{\text{L}}{\underset{\text{hth}}{\text{L}}}, \overset{\text{r}}{\underset{\text{st}}{\text{r}}}, \overset{\text{r}}{\underset{\text{st}}{\text{r}}}, \text{JH},$  (x5)

IX  $\overset{\uparrow}{L}, \overset{\uparrow}{r}, \overset{\uparrow}{R}, \overset{\downarrow}{L}, \overset{\downarrow}{R}, \overset{\downarrow}{L}, \overset{\downarrow}{R}, J, H, \quad (x1)$   
 teh teh teh f

X  $\overset{\uparrow}{l} \overset{\uparrow}{L}, \overset{\uparrow}{r} \overset{\uparrow}{R}, \overset{\uparrow}{l} \overset{\uparrow}{L}, \overset{\uparrow}{r} \overset{\uparrow}{R}, JH, \quad (\times 3)$   
 $\underbrace{\text{hitch} \quad \text{hitch} \quad \text{hitch}}_{\text{3rd-2}}$

XI  $\overset{\uparrow}{\underset{\text{hitch}}{\text{L}}}, \overset{\bullet}{\underset{\text{r}}{\text{H}}}, \overset{\bullet}{\underset{\text{kick}}{\text{L}}}, \overset{\text{J}}{\underset{\text{H}}{\text{J}}}$  (x6) +  $\overset{\circ}{\underset{\text{"Hey"}}{\text{J}}}$

Dené