

Beginning Percussion

Hand Position:

- *back of the hand should point toward the ceiling
- *thumb should point toward the tip of the stick

Stick Motion:

- *use ONLY the wrist
- *stick should come 8 - 10" off the drum

Practice the following patterns being careful to get only one sound with each stroke

R R R R *20 times*

L L L L *20 times*

R R R R L L L L *10 times*

R R R L L L *10 times*

R R L L *10 times*

R L R L *20 times*

R L R R L R L L *10 times*

Start each pattern slowly

Keep the speed steady

REMEMBER YOUR HAND POSITION & STICK MOTION

ONLY play faster if the slow speeds are even

PERCUSSION

Warm-up #1

Checklist for GRIP

- _____ Thumb at ring (flat not bent)
- _____ 1st crease of first finger on line
- _____ 2nd finger on the stick at the 2nd crease
- _____ 3rd and 4th finger relaxed (barely touching stick)
- _____ Thumb nails face each other
- _____ Sticks form a box shape
- _____ space above stick under palm of hand

Checklist for STROKE

- _____ Sticks in box shape
- _____ 2 inches above center of drum
- _____ wrist bends
- _____ arm does not move
- _____ fingers do not move

EXERCISE 1: “wrist - up - down - (rest)”

GO TO STROKE SHEET

Snare drum STROKES

<u>notation</u>	<u>name</u>	<u>sounds</u>	<u>STARTS</u>	<u>ENDS</u>
t	tap	soft	low	low
↕	FULL	loud	high	high
↑	up (tap + lift)	soft	low	high
↓	DOWN	loud	high	low
			OR low - wind up - end low	

Z	Bounce	soft or loud	low or high	low

exercises

SAME HAND:

1. ↓ t t ↑
2. t t ↑ ↓
3. ↕ ↓ t ↑
- 4.

ALTERNATE:

1. ↓ ↓ ↑ ↑
2. ↓ ↓ t t ↑ ↑

NOT ALTERNATING

1. ↓ ↑ t t
R L R L

Beginning Percussion

Reminders:

- *back of the hand should point toward the ceiling
- *thumb should point toward the tip of the stick
- *use ONLY the wrist

R R R R L L L L *warm-up*

R R L L *try for speed*

R L R L *try for speed*

L L L R L L L R

R L R R L R L L

R L L R L R R L

R L R L R R L L

L R L R L L R R

L R L R L L L R

R L R L R L L L

Start each pattern slowly

Keep the speed steady

REMEMBER YOUR HAND POSITION & STICK MOTION

ONLY play faster if the slow speeds are even

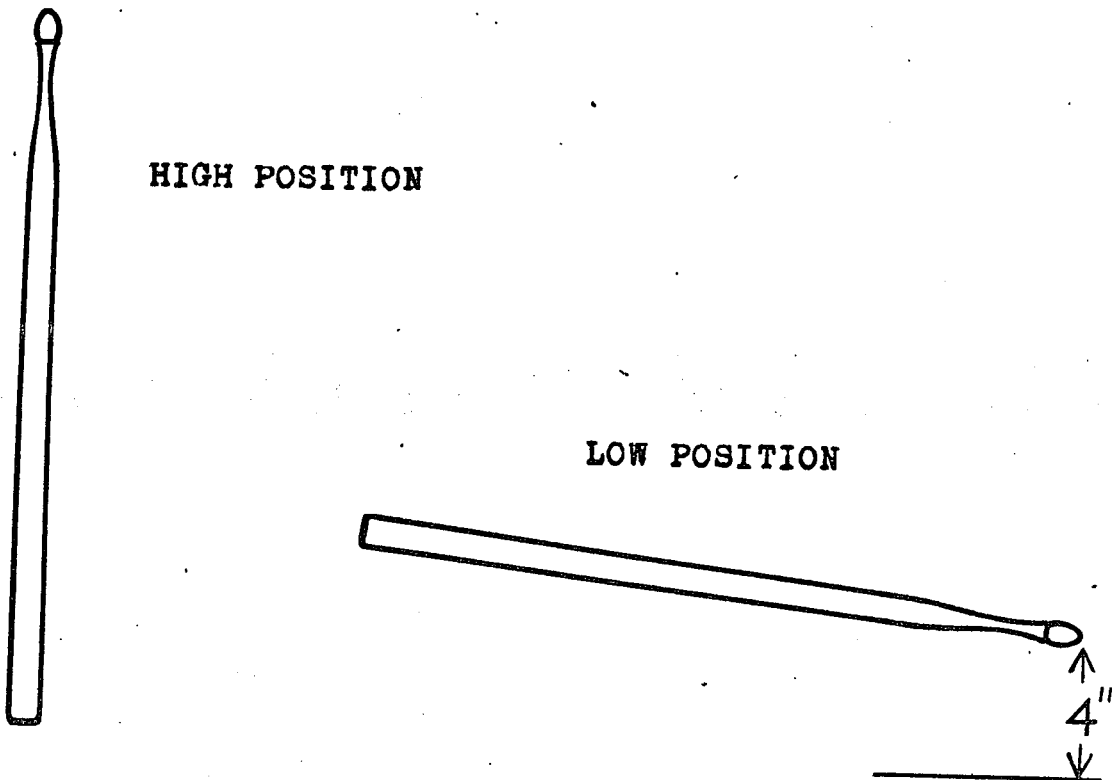
STROKES

The ~~beats~~ that we will use are named as follows ----

THE FULL STROKE -----	F	↕	
THE DOWN STROKE -----	●	↓	Abbreviation
THE UP STROKE -----	●	↑	
THE TAP -----	●	⊥	

We will use a single letter to designate which beat is used, and this letter will be placed over the note.

To make this as simple as possible we will use just two positions for the sticks, namely High Position in which the stick is held in an upright manner, and Low Position in which the stick is in a horizontal position, about four inches from the drum head.
(See the illustrations below)



When the writer stated that the following exercises should be practiced twenty times with each hand, he had a method in view. This system can not be learned by looking at the pictures and wishing. Don't be afraid to practice these beats over one hundred times each day if you can find time, for unless you work at it, my teaching will not help you. Always remember that there is no short cut to becoming a Good Drummer.

THE TAP

This beat is started at Low Position - is struck - and allowed to bounce back to Low Position. It never raises any higher than Low Position whether starting or finishing. From this you can see that it is a short, low, tap.

Fig. 1 Start at Low Position

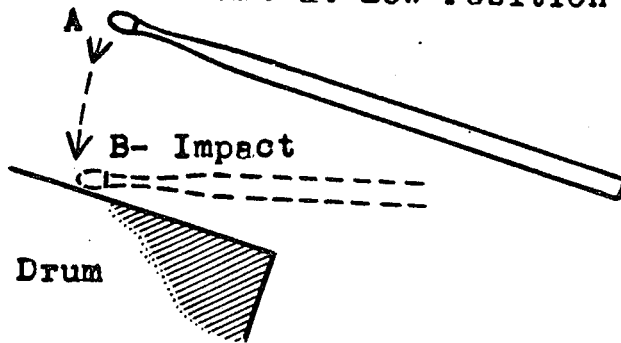
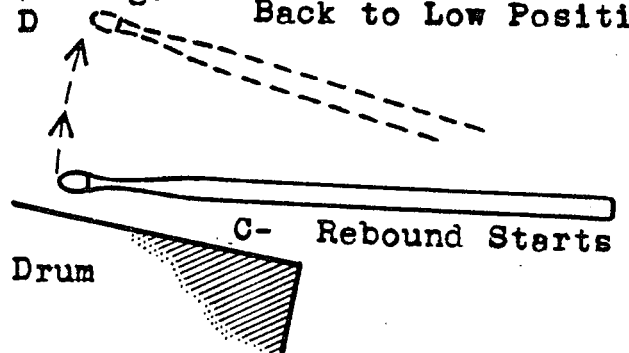


Fig. 2 Back to Low Position



Three musical staves illustrating drum strokes. Each staff has a bass clef and a double bar line at the end. Above each staff are letters indicating the stroke type: T (Tap), F (Full), D (Down), U (Up), R (Right), and L (Left).

Staff 1: T T T T T T T T
 R R L L R L R L

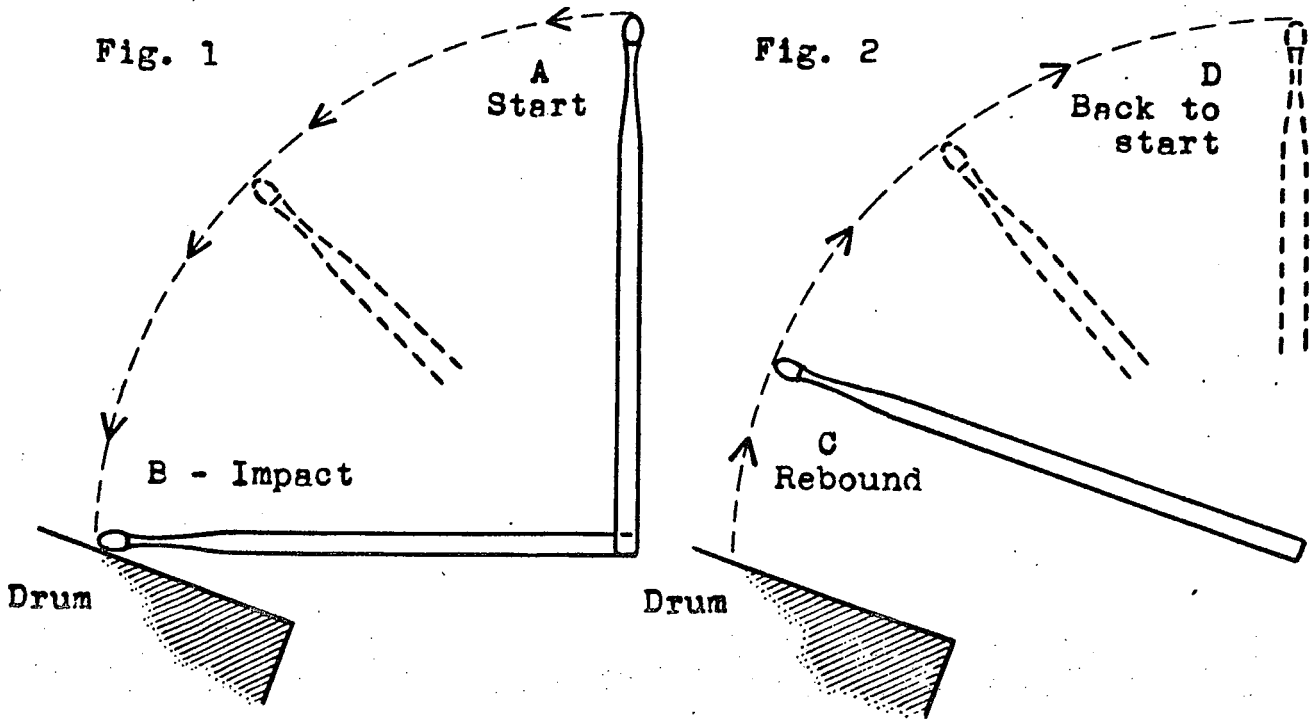
Staff 2: F D T U F D T U
 R R R R L L L L

Staff 3: D D T T U U F F
 R L R L R L R L

Combination of the four strokes - Full, Down, Up, and Tap. Be sure that you are playing this exercise correctly before leaving this page, otherwise what follows will not help you.

THE FULL STROKE

This beat is started with the stick at High Position - is struck - and allowed to bounce back to the starting point. Repeat this exercise twenty times with each hand.



THE DOWN STROKE

This beat is started from the High Position -- is struck same as the Full Stroke -- but the rebound is stopped on the way back at Low Position (about four inches up from the head). Repeat twenty times with each hand SLOWLY or they will become Full Strokes and defeat your purpose.

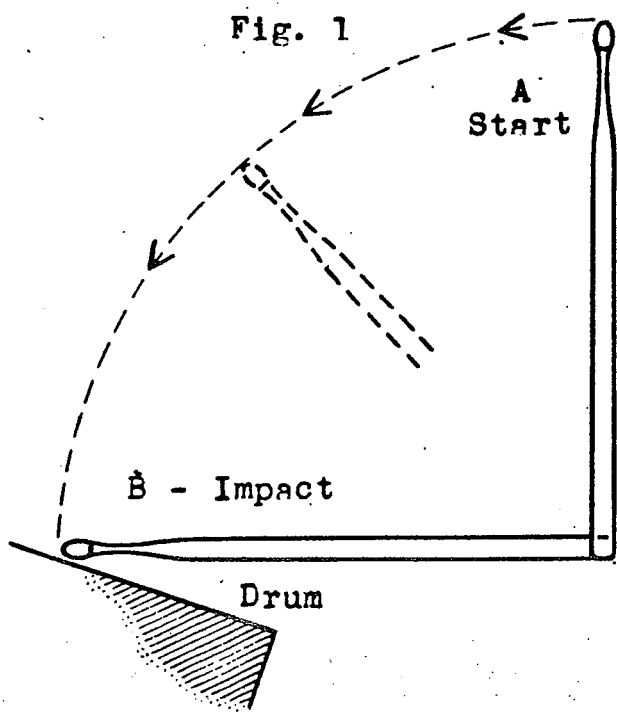
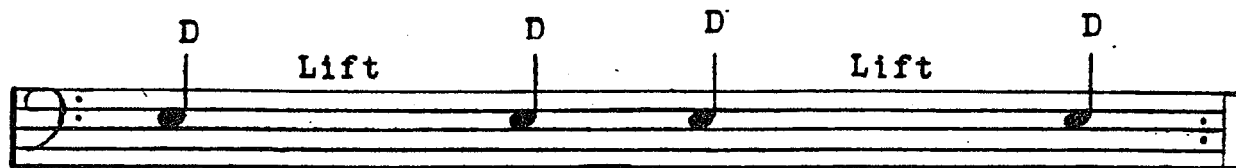
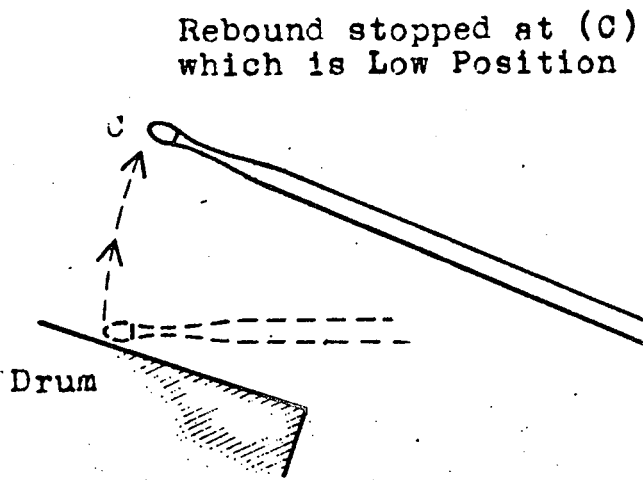
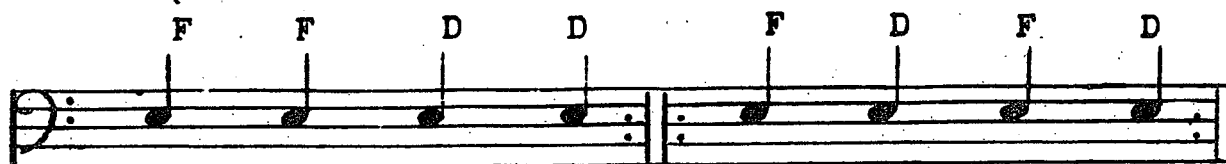


Fig. 2



R R L L

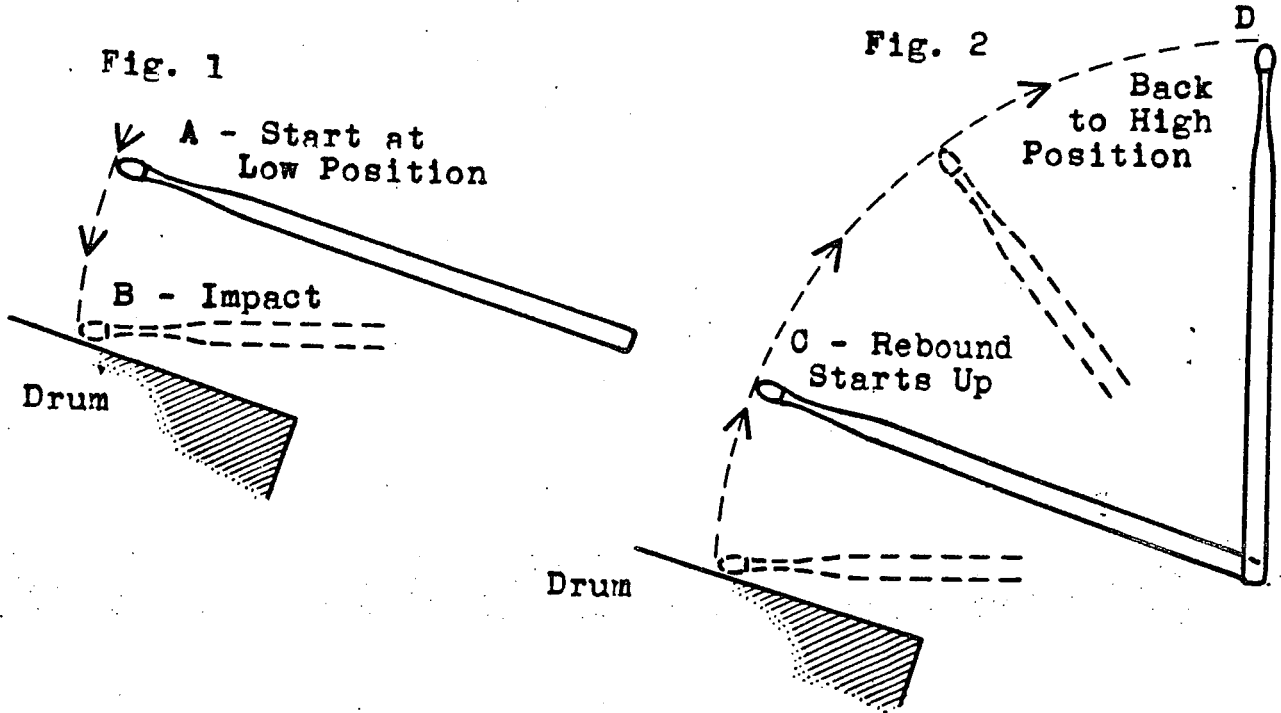


R L R L R L R L

Combination of Full Strokes and Down Strokes

THE UP STROKE

This is a beautiful beat and it's use will simplify many a hard rudiment for you. The beat is started at Low Position where the Down Stroke ends - is struck - and the rebound is allowed to carry the stick back to High Position. In other words the stick is struck while the hand is rising. Spend some time on this and master it, but DO NOT ACCENT IT UNLESS IT IS MARKED. Play twenty times with each hand.



Stop the stick after each beat and lower it to starting point, otherwise you will find yourself playing Full Strokes.

U U U U U D U D

R R L L R R L L

U U D D

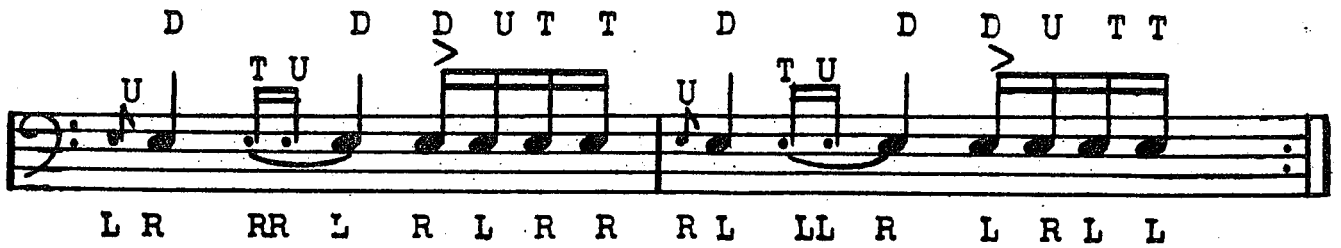
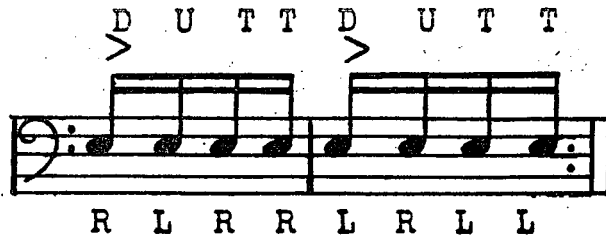
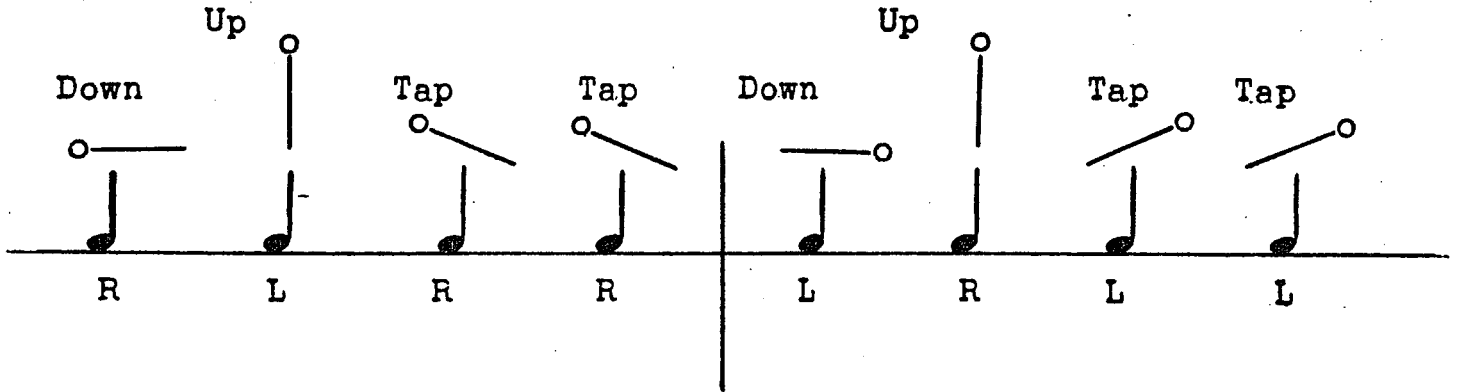
R L R L

Combination of Up Strokes and Down Strokes.

THE PARADIDDLE



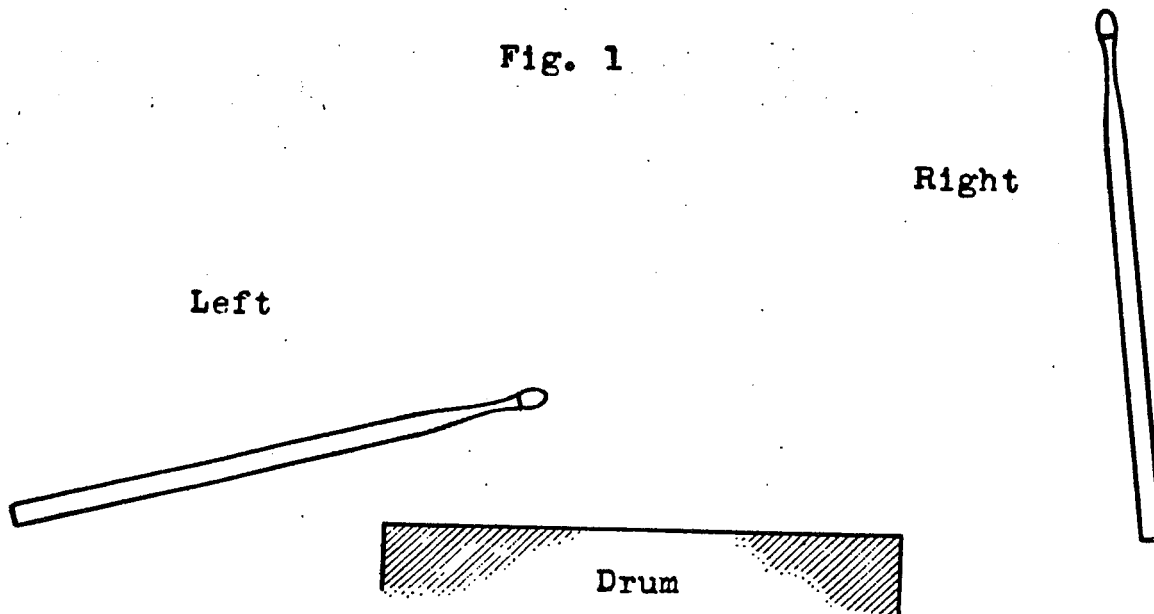
Composed of - Down Stroke, Up Stroke, Tap. Tap.



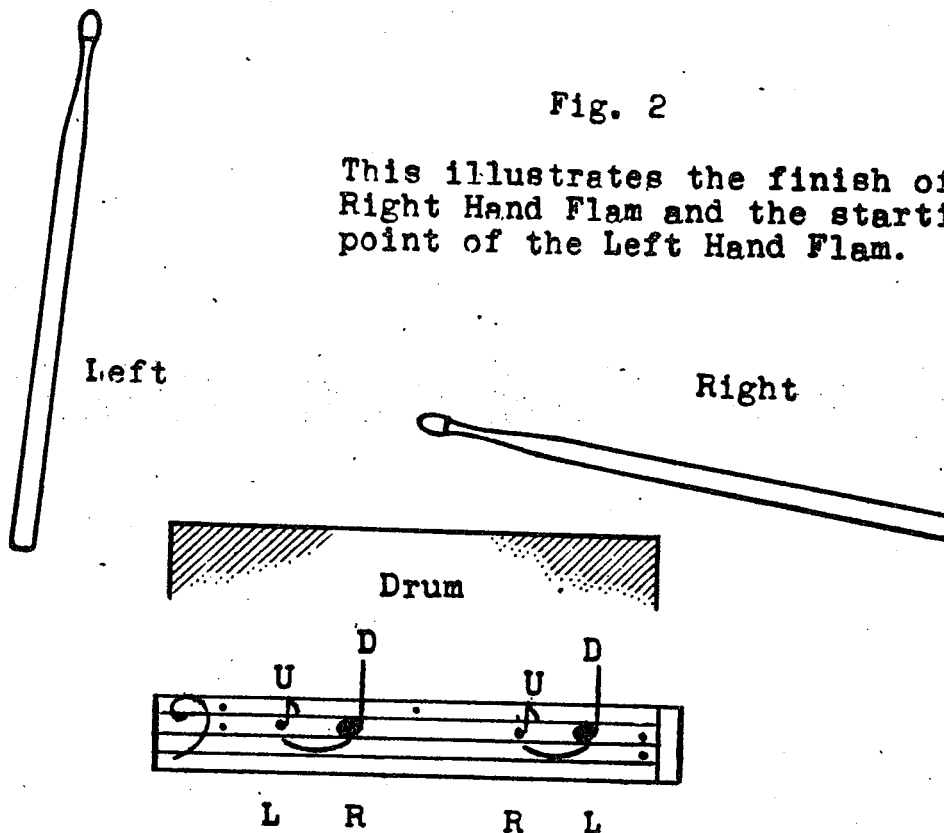
Combination of Flam, Ruff, and Paradiddle.

THE FLAM

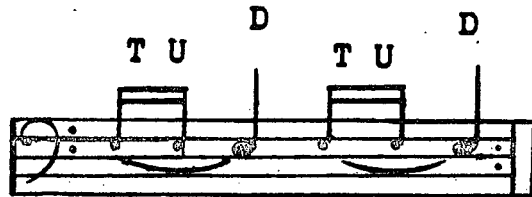
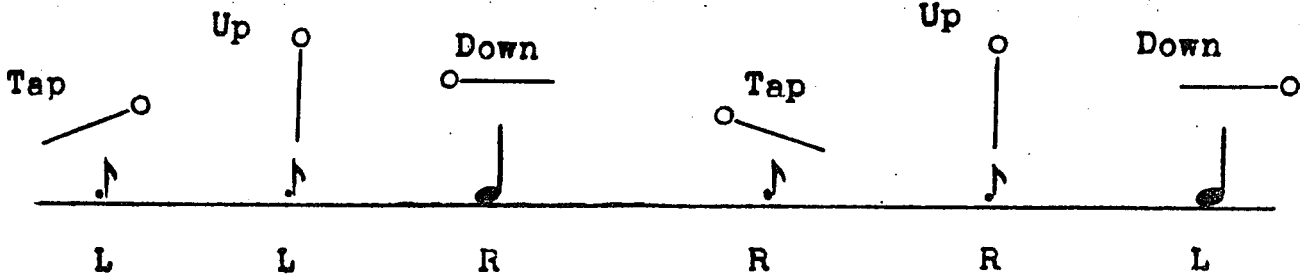
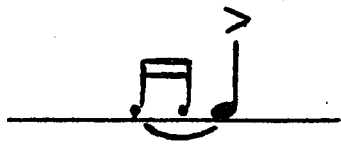
Now that you have learned the mechanics of the four drum strokes, just watch what happens to a Flam when played using the technic that you have just learned. A Flam is composed of an Up Stroke and a Down Stroke. Fig. 1 illustrates the start of a Right Hand Flam. Left hand Up Stroke and Right hand Down Stroke.



When you complete this movement the sticks will be held in the exact opposite position - Left High and Right Low which gives you the start of a Left Hand Flam and therefore a perfect Alternation of hand to hand Flams.



THE RUFF



T U D T U D
 L L R R R L
brush *tap*
no *humme*



L R R R L L R R R L

This example shows a Flam followed by a Ruff and illustrates how the down hand plays the next grace note.

This rule changes however in the Double Drag which we will take up later.

Naare drum warm-up

1 e + a 2 e + a 3 e + a 4 e + a :||

1 e + a 2 e + a 3 e + a 4 e + a :||

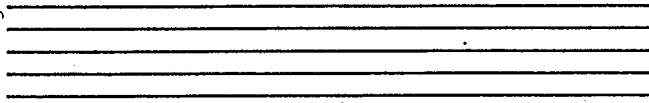
1 e + a 2 e + a 3 e + a 4 e + a :||

1 e + a 2 e + a 3 e + a 4 e + a :||

1 e + a 2 e + a 3 e + a 4 e + a :||

THE STAFF

5 lines and 4 spaces
used for writing music.



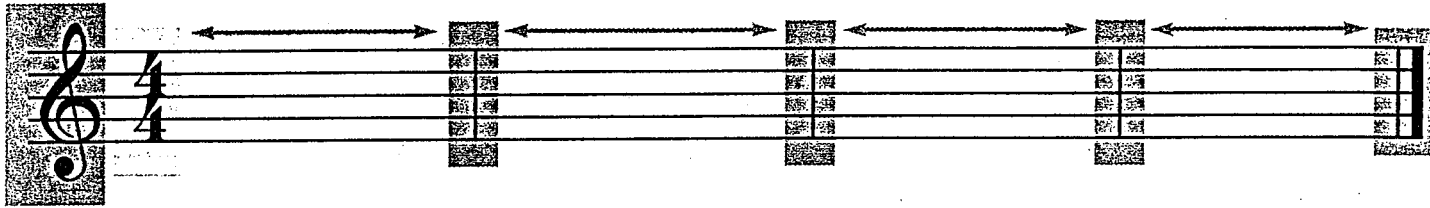
TREBLE CLEF
Also called G clef. The second line of the staff is the note G.

BAR LINE
Divides the staff into measures.

MEASURE
The distance between two bar lines.

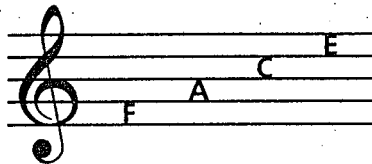
DOUBLE BAR
The end of a section of music.

TIME SIGNATURE
Tells us how many beats are in a measure and what kind of note gets one beat.

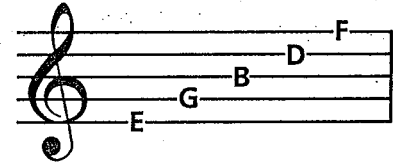


THE MUSICAL ALPHABET

The musical alphabet uses only the letters A through G. These are used to name the notes on the staff in **LINE-SPACE-LINE-SPACE** order (A, B, C, D, E, F, G, A, B, etc.). There are rules that help us remember the names of the lines and spaces of the staff.

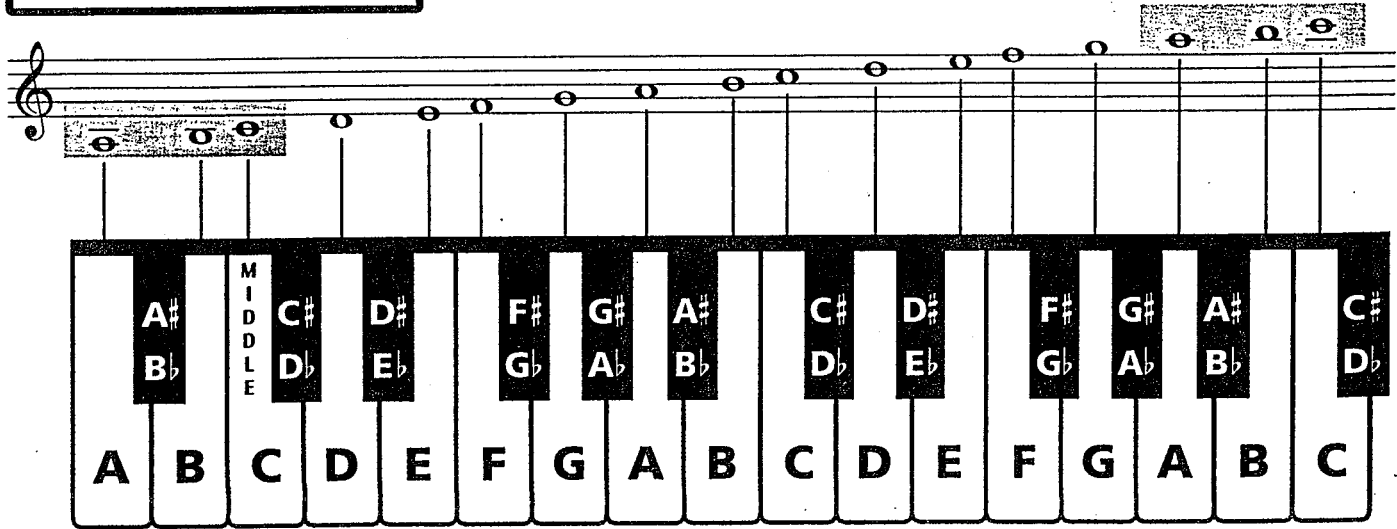


From bottom to top, the spaces spell **FACE**.



The lines can be remembered by using the first letter of each word in the sentence **Every Good Boy Does Fine**.

LEDGER LINES
Used to extend the staff.



ROLL RUDIMENT FUNDAMENTALS

S = SS - Single Strokes
D = DS - Double Strokes (or Double Bounce)
T = TS - Triple Stroke (or Triple Bounce)
M = MS - Multiple Bounce

**Always alternate strokes:
Always Slow, then speed up:**

S S D D Play each line many times!!!!

S S T T

S S M M

S S S S D D D D

S S S S T T T T

S S S S M M M M

S S S S S S S S THEN

D D D D D D D D

S S S S S S S S THEN

T T T T T T T T

S S S S S S S S THEN

M M M M M M M M