

This Sample , shows contents / 1 basic page / 1 more advanced page / and a page of drum score for 1 of the play along tracks which come with the book , you can also use the exercises in the book to play along with the tracks, for band and click training . the sample track gives you a demo of 1min with drum idea and 1 min without drums , use the written parts or exercises or just improvise ,with the tracks without the drums its fun to Drum

Exercise 1	Stick Positioning	1
Exercise 2	Sticks	2
Exercise 3	S/D Stick co-ordination exercises using crotchet/ 1 beat notation	4
Exercise 4	The drum kit positions on the musical stave and spaces	5
Exercise 5	Building your first rhythms with crotchets	6
Exercise 6	Basic crotchet and quaver rhythms	7
Exercise 7	Basic pop feel with rhythms with quaver Hi-Hats	9
Exercise 8	Adding crotchet rests	11
Exercise 9	(Rests) The quaver rests	12
Exercise 10	Crotchet and quaver rests mixed	13
Exercise 11	Crotchet fill	14
Exercise 12	Drum fills using quavers	16
Exercise 13	Crotchet and quaver fills	17
Exercise 14	Dotted quavers	18
Exercise 15	Semiquavers	21
Exercise 16	Semiquaver fills	23
Exercise 17	Dotted quaver fills	24
Exercise 18	Shuffle rhythms (R&B) using dotted quaver Hi-Hat	25
Exercise 19	Time signatures	27
Exercise 20	Jazz/Swing	30
Exercise 21	Off beat rock	35
Exercise 22	Off beat funk rock	37
Exercise 23	Funk rock with open Hi-Hat effects	39
Exercise 24	Advanced rock patterns	41
Exercise 25	Single stroke semiquaver Hi-Hat funk/disco patterns	43
Exercise 26	Single sticking dotted semiquaver funk shuffle patterns	46
Exercise 27	Dance/Latin patterns	49
Exercise 28	Rudiments	52
Exercise 29	The buzz roll	57
Exercise 30	Paradiddle drum kit rhythms	60
Exercise 31	Triplet S/D & B/D patterns	66
Exercise 32	Mini mixed studies	68
Exercise 33	Italian meanings for music scores	70
Exercise 34	Tuning your kit	71

EXERCISE 14

Like normal quavers, dotted quavers are joined together by a single line.

Normal quavers are worth 1/2 a beat whereas the first two dotted quavers are worth 3/4 of a beat together, 1/4 more than a normal quaver.

For timing lift the 4th Hi-Hat stick after playing and before playing the dotted quaver bass drum. This is to give the impression of a bigger gap before the next Hi-Hat, to stop rushing the bass drum and to make the dynamics the same on each strike. But make sure you come down tight on the next Hi-Hat.

Look at exercises A and B below:

A)

(Normal Quavers) (Dotted Quavers)

1 +

Each quaver is worth 1/2 a beat.

Counted as "1 And", shown beneath the notes

The first note (with the dot) is worth 3/4 of a beat, which makes the second note late when playing. But as the first is a said beat you only see the change with the second beat, counted as 1 - a.

B)

Looking at how the dotted beat has made the second beat late, compared with normal quavers.

1 2 + 3 4 1 2 (a 3) 4

In the first bar the S/D is played as normal. The quavers are struck on the 3rd and 4th Hi-Hat beat and counted as "1 2 And 3 4" as a bar.

In the second bar the S/D is played as a dotted quaver and is struck on the 3rd and in the middle of the 4th and 5th Hi-Hat beats. This we count as "1 2 (a 3) 4".

Musical Key Sheets to drum charts of Masters of Time CD

Drum parts for Masters Of Time Track

Stalking (semiquaver Funk), With the Groove (80's pop), In the Midnight Oil (12/8 ballad), Chilled Out (1&4 drop reggae), House Party (house/jungle), Out of Time (7/8 funk), Latin Dream (samba), Slam (Motown), Infused (hiphop), Foot Beats (blues rock).

STUDY EXERCISE

When playing this study keep the Hi-Hat pattern even and tight right throughout and on the repeat dots go back to the start and use the Ride Cymbal instead of the Hi-Hat.

NB Count B/D and S/D pattern out aloud when learning.

1 And (2 2 3 4) 3 der a 4 Ander 1 2 a 3 And 4 And

1 Der a 2 And 3 AnDer4 1 AnDer2 a (3 2 3) 4 And

(1 2 3 4) 2 a 3 And (4 2 3 4) 1 der a 2 (3 2 3 4) 4

INFUSED

CD Backing track with drums 9 By Glenn R. Clarke HipHop
CD Backing track without drums 19

♩ = 90

Suggested Fill Flute solo

Suggested Fill Brass que