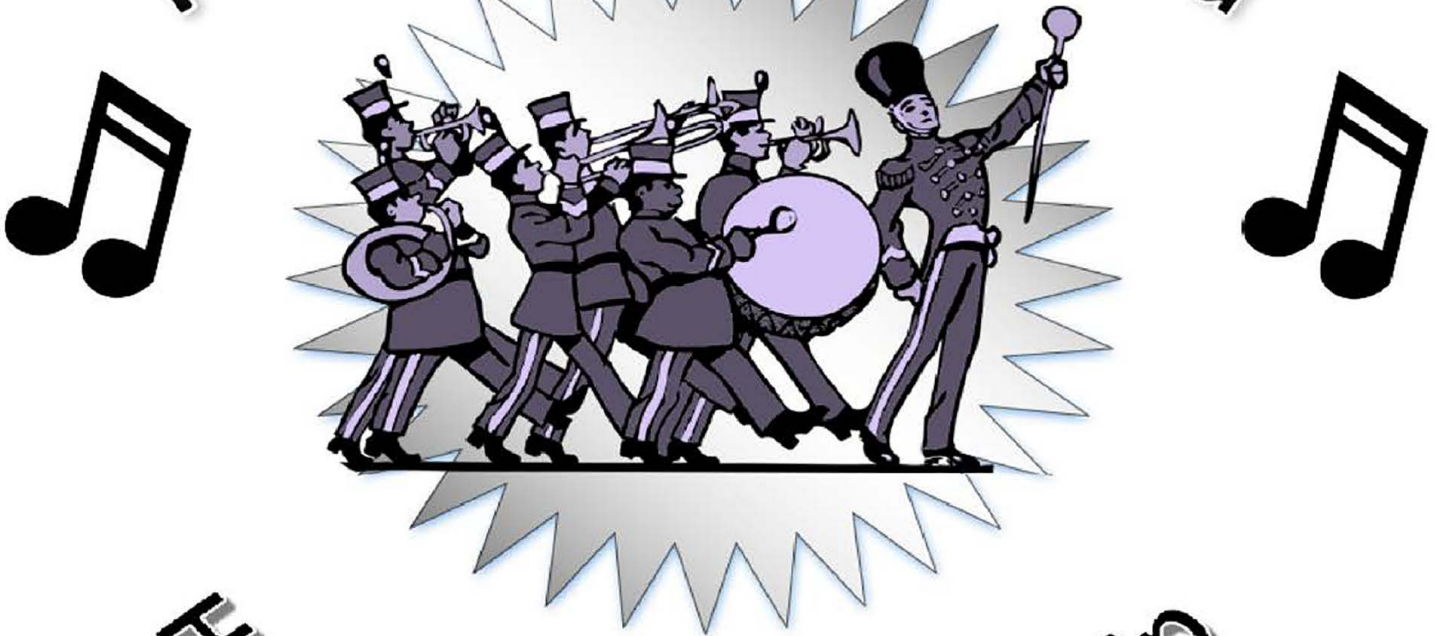


# Drums

Fundamental Music Instruction

First Songs for Band



Habits of Musicianship

*This Book Belongs To:* \_\_\_\_\_

Welcome to the



## Fundamental Music Instruction



First Songs for Band – a beginner’s “starter kit”.

The goal of this booklet (and the Supplement Book) is to help the very beginning student explore the first sounds, begin a study of basic rhythmic playing, learn to play in a smooth, pleasing fashion and master several notes appropriate for this level of study.

To make the most progress possible, a student must find a quiet place to practice and get in the habit of truly listening to the sounds being produced. Learning to critique one’s sound is the best tool for building a lasting mastery of musicianship on every level. The music in this book is sequential from initial sounds to songs that are appropriate for the first performance. It is designed to go along with the Supplementary Workbook so students should work through both books together – many concepts are repeated from book to book to help reinforce important aspects of musical development.

*Ed Kelly*, Fundamental Music Instruction Administrator

Types of Drum instruments for beginner players:



Basic Practice Pad



Practice Drum Set



Acoustic Snare



Programmable Electronic Pad



Basic Electric Drum Set



Acoustic Drum Set

Some of the Auxiliary Percussion Instruments you will play



# These pages introduce:



# Matched Grip

The basic stroke is the standard way to approach the drum, as well as the way you hit it most of the time, regardless of the volume. The best sound that's made from a drum stroke is from the very center of the head. The closer you hit the drum toward the rim, the less clear the sound.



It is useful to think of playing a drum as **pulling a note out of it rather than hitting it.** This reminds you to bring your stick off the drum as fast as possible giving the note a nice tone.



# Drumstick Grip is one of the most important skills you will learn!



Balance point "Fulcrum"



Balance point "Fulcrum"



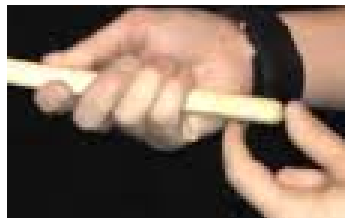
Form a small "pocket" that will act as a fulcrum for the drumstick

Place your drumstick under your index finger. Slide the drumstick into the curled-up pocket formed by your index finger. Your index finger should comfortably wrap around the drumstick



**Find the balance point.** When you play the drums, you want your sticks to have a little "spring" or "bounce" when they hit the drum head

normally, the balance point will be about two-thirds of the way back from the stick tip. (An inch or two of the stick should extend past your palm toward your forearm.



**Curl the last three fingers onto the drumstick.** Wrap your middle, ring, and little finger around underneath the drumstick. Don't grip tightly with these fingers— they should provide good support, but shouldn't prevent the stick from bouncing back from the drum head when you hit it



**Don't Grip Tight!!**

## Drum Strokes and Stick Height



**Absolutely do not Point your finger on the stick!!**

### Strike with a wrist and finger motion.

- strike the drum by flexing your wrist to move the drumstick up and down.
- Keep your palms facing downward so that they're nearly parallel to the floor. This should ensure that the largest part of your wrist is doing most of the bending.
- Adjust the tightness of your thumb and supporting fingers to give the stick more or less bounce as needed.
- Keep your shoulders, forearms and elbows loose, but avoid moving them while you drum unless you need to move to a different drum or cymbal.

**The drumming motion should come almost entirely from your wrists and fingers.**

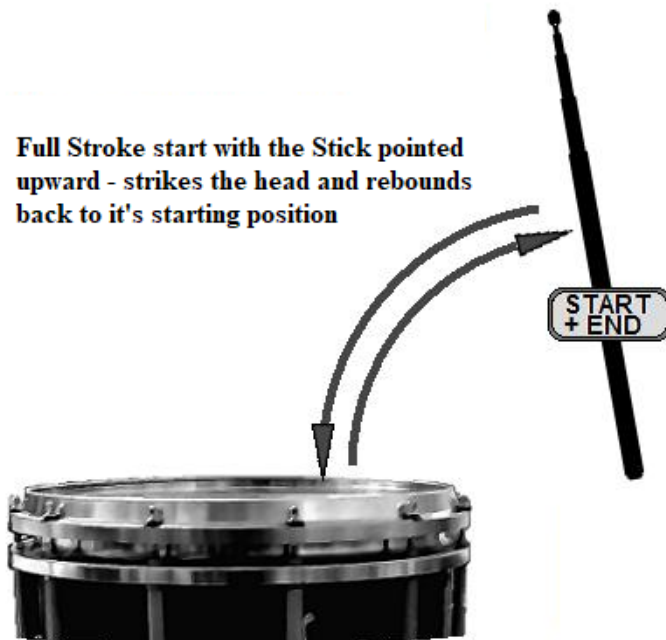


Pinch Stick

Wrap remaining 3 fingers gently for support



Full Stroke start with the Stick pointed upward - strikes the head and rebounds back to it's starting position



**Start with these 2 strokes until you can control the stick height and use a consistent rebound**

Half Stroke starts and ends closer to the drum head  
Every stroke requires a rebound!



Grip Shape



Notes tell us how long to play and when placed on the music staff, what pitch to play

Quarter Notes are 1 count each

Count: 1 2 3 4 1 2 3 4

Snare Drum

Notes on the "Music Staff"

This is a repeat sign, which means to go back to the beginning and play this line again

This entire page is based on **QUARTER NOTE** rhythms - *play evenly timed drum strokes.* Try not to let the "Tempo" (speed) change in any way.

1.

Follow the marked Sticking R = Right Hand L = Left Hand

Quarter Rest =

1 beat of silence

2.



Sticking Shape

3.

Elbow position



4.

Introducing 8th Notes - 2 sounds for every beat (Count) (Used in line 7)

Count



"And"

Understand them

like this

Think a number when you step down.



Think "and" when your foot goes up.

5. R L R L R L R L

R L R L R L R L



6. R L R L R L R L R L R L R L



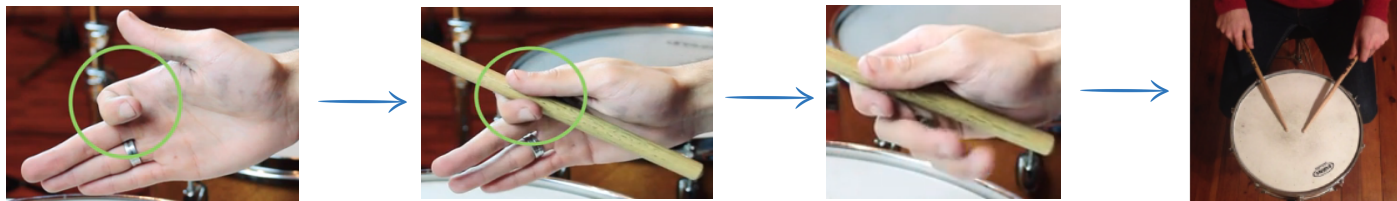
R L R L R L R L R



7. R L R L R L R L R L R L R L

8. R L R L R L R L R L R L R





9. 
  
 R R L R L R L R R L R L R L R R L R L R L R

**\*\*Not every line on this page has complete alternating patterns\*\***

10. 
  
 R L R L R L R R L R L R L R R L R L R L R R

11. 
  
 R L R L R L R L R L R L R L R L R L R

12. 
  
 R L R L R L R L R L R L R L R L R L

13. 
  
 1 + 2 (3) 4 + 1 + 2 (3) 4 + 1 + 2 3 4 + 1
   
 R L R R L R L R R L R L R L R L R

14. 
  
 1 2 3 + (4) 1 + 2 3 + (4) 1 + 2 3 + 4 + 1
   
 R L R L R L R L R L R L R L R

# Basic Beat for Snare, Cymbal and Bass



X's generally mean to play on a cymbal. In class, a snare drum is most often the only instrument available. Playing on the rim makes a good substitute

Playing on the Rim as a Cymbal



Using the Rim and Snare to play a basic Rock Beat

The goal is to build the coordination between the Right foot combined with the Right Hand. This is followed by Both Hands played together.

Right Hand	Right Hand	Right Hand	Right Hand	Right Hand	Right Hand	Right Hand	Right Hand
	Left Hand		Left Hand		Left Hand		Left Hand
Right Foot		Right Foot		Right Foot		Right Foot	

Seated – this is the proper height of the snare for elbow and sticking



this is the proper height of sticking



If you are not able to play on a Bass Drum – Simply Tap your Right foot on the floor



Building a "Basic Beat" pattern starts with the Right Hand Cymbal notated with an 'X'  
 Next will add Snare and then the Bass Drum (which can be practiced simply by tapping your foot on the floor)

X = Right stick on Rim or Cymbal



X = Right stick on Rim, then combined with Left on snare



Hi Hat (Or Rim)	X	X	X	X	X	X	X
Snare		●		●		●	

Bass Snare Bass Snare etc...



Rain Rain (Combine Rim and Bass (Drum or foot tap) - then - Rim and Snare)

Hi Hat (Or Rim)	X	X	X	X	X	X	X
Snare		●		●		●	
Bass	●		●		●		●

Inch Worm

Vitamin D

# First Songs For Band

(Quarter and Eighth Note Song Section)

Quarter Notes (1 sound for each evenly timed beat).

Eighth Notes - 2 evenly timed notes for each beat.

## Hot Cross Buns (Alternate sticking R L R L ...)

All

Musical notation for Hot Cross Buns, consisting of two staves. The first staff has a blue box labeled 'All' on the left. The notation shows a sequence of quarter notes and eighth notes.

## Apache Warrior



Play this on the "Tom" (Snare lever off)

All

Musical notation for Apache Warrior, featuring a blue box labeled 'All' and a red arrow pointing to the first note. The notation includes dynamic markings: Loud, Soft, Soft, Soft, Loud, Soft, Soft, Soft. There are red accents (>) above the first and fifth notes.



This marking means to strike the drum harder (louder) for this 1 note. *It is called an accent.*

Try This exercise: Accents and Rebounds

Musical notation for the exercise 'Accents and Rebounds', showing a sequence of eighth notes with accents (>) above them. Below the notes are the letters R, L, R, L, R, R, R, R, L, R, L, R, L, L, L, L.

# First Songs for Musicianship

Each Page will include pieces that will help develop musicality (Rhythm, Phrasing, Stick Control - support reading skills)

## Go Tell Aunt Rhodie

\*Speed - start at a medium pace and build up to a speed that will allow you to play each 2 measure phrase in one breath\*

WV + Br

Musical notation for Go Tell Aunt Rhodie, featuring a red box labeled 'WV + Br' on the left. The notation shows a sequence of quarter notes with 'x' marks above them. Below the notation is a 3x4 grid:

X	X	X	X
	•		•
•		•	



Note - every line in this book adds 1 small addition to the rhythmic or motor skills need to play Percussion

### Down by the Station

### Gotcha Cha-Cha

8th notes have 2 sounds for every beat - 16th notes have 4 sounds and are generally counted this way:

**1 e and a, 2 e and a....**

Other ways to understand them is by picking a phrase with 4 syllables like: **egg + Bacon.**

Using Breakfast names you could easily name a quarter note - **Tea**, 8th notes **Coffee**, and 16th notes **Egg + Bacon**.

The sentence the sounds like: **Tea Coffee Egg + Bacon**

## First Songs for Musicianship

# More Independence of Hands and Feet

## (Introducing the Bass Drum)

### March

All

Musical notation for 'March' on a single staff with a treble clef. It features a steady eighth-note melody in the right hand and a bass line of eighth notes in the left hand. The piece ends with a repeat sign.

### Indian Song

All

Musical notation for 'Indian Song' on a single staff with a treble clef. It features a melody of quarter and eighth notes in the right hand and a bass line of quarter notes in the left hand.

### Rockin'

All

Musical notation for 'Rockin'' on two staves with a treble clef. The top staff features a melody with eighth notes and rests, while the bottom staff features a bass line with eighth notes and rests. The notation includes 'x' marks above the notes to indicate a specific rhythmic pattern.

### (Rhythm pattern for Rockin')

Hi Hat (Or Rim)	X X	X	X X	X	X X	X		
Snare		●		●		●	● ●	● ●
Bass	●		●		●			
	👉 +	👉 +	👉 +	👉 +	👉 +	👉 +	👉 +	👉 +

### Doo Bah Doo Bah

WV + Br

Musical notation for 'Doo Bah Doo Bah' on a single staff with a treble clef. It features a melody of quarter notes in the right hand and a bass line of quarter notes in the left hand. The notation includes 'x' marks above the notes to indicate a specific rhythmic pattern.



If no Bass Drum is Available in Class - simply tap your foot on the floor to practice the timing



**Flam Tap** (A Flam Tap is a Rudiment - simply means a Flam followed by a regular note)

Ladders

All

Looney Tunes (Snare and Rim - Play Vivace \*very fast\*)

All

Circular Motion

All

Hi Hat (Or Rim)	X X	X	X X	X	X X	X	X X	X
Snare		●		● ●		●		● ●
Bass	●		●		●		●	

Hand icons: [Hand with thumb up] + [Hand with index and middle up] + [Hand with index and middle up] + [Hand with index and middle up] + [Hand with thumb up] + [Hand with index and middle up] + [Hand with index and middle up] + [Hand with index and middle up]

Looney Tunes for Drum Set

All

Follow the pattern on the next page for assistance with the drum set instruments





At this point, Stick and tempo control should be improving. You will be adding new Rhythm Patterns and will also have songs that are faster (Allegro). As always - **The single most important feature of this section is – Proper Control** of sticking and Tempo. Reading the proper sticking patterns is vital to success in this section.

**TEMPO**



← "Paradiddle"  
R L R R  
L R L L

**Circular Motion Pattern**

Hi Hat (Or Rim)	X X	X	X X	X	X X	X	X X	X
Snare		●		● ●		●		● ●
Bass	●		●		●		●	
	👉 +	👉 +	👉 +	👉 +	👉 +	👉 +	👉 +	👉 +

**Looney Toons Pattern**

High Tom		●		●										●		●
Medium Tom			●												●	
Snare					●	●	●		●	●	●					
Floor Tom	●				●				●		●		●			
	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4

High Tom		●		●						●		●				
Medium Tom			●													
Snare					●	●	●		●	●	●					
Floor Tom	●				●				●		●		●			
	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4

Play this page

(Say the word as you play the pattern)

"Allegro" which means to play at  
a fast Speed (Tempo)

"Paradiddle"

R L R R  
L R L L

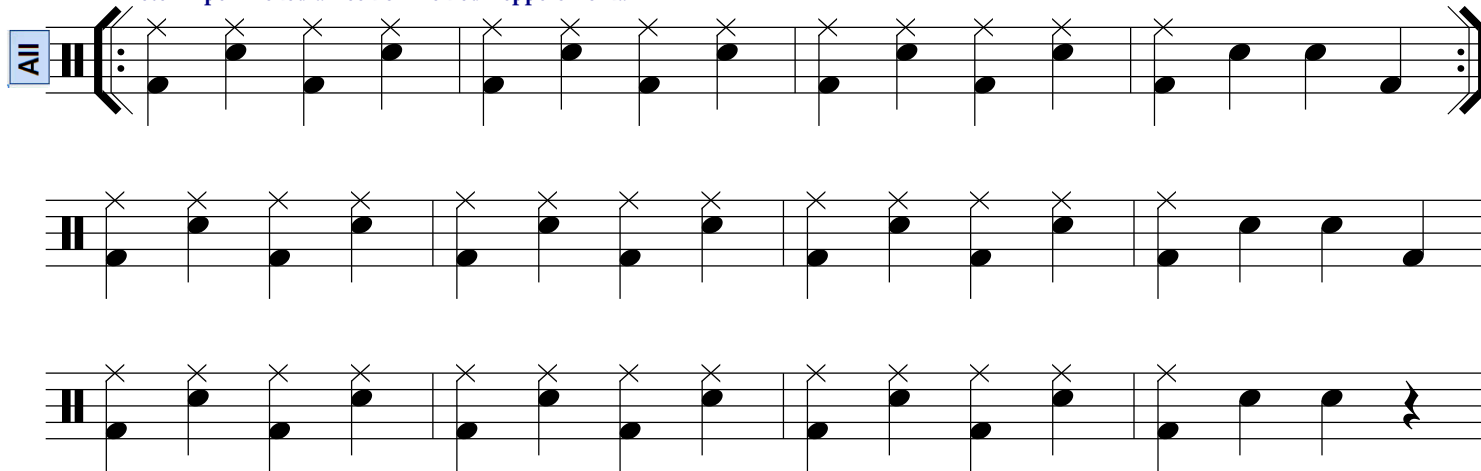
Whose on First

All 

R L R R L R L L R L R R L R L L R L R R L R L L

Par-a - did dle Par-a - did dle Par-a - did dle Par-a - did dle Par-a - did dle

Peter Piper Picked a Peck of Pickled Peppers Polka

All 

Snare Drum sticking exercises

play each line 4 times...

R R R R L L L L R L R L R L R L

L L L L R R R R L R L R L R L R

R R R L L L R L R R L L (Paradiddlediddle)

L L L R R R L R L L R R (Paradiddlediddle)

## 10 breakfast snare drum exercises

*Speak the words as you play*

1. tea tea coffee coffee

2. tea coffee tea coffee

3. tea coffee egg + bacon rest

4. egg + bacon coffee tea tea

5. sausages sausages coffee coffee

6. sausages tea sausages tea

7. coffee tea sausages tea

8. coffee coffee coffee blue-berries

9. coffee sausages egg + bacon

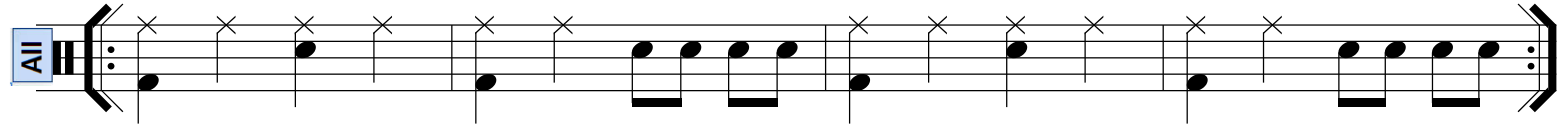
10. blue-berries blue-berries sausages tea

*Next play the page without any breaks*

If you play this pattern very fast, you have a common Rock Beat

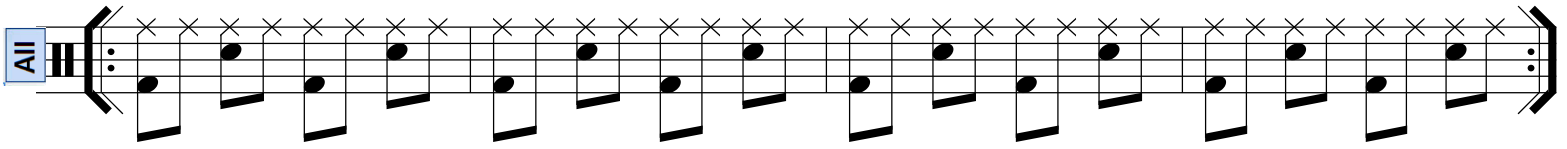
# Putting It All Together

## Oats Peas and Beans



This is a complete common Rock beat - keep the Tempo steady!

## Rain Rain



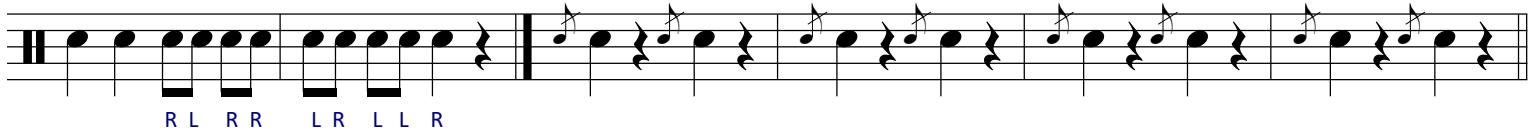
Note: Many times percussionists "Accompany" the melody with a repeated pattern. Below, is a song that intentionally breaks from a pattern for a little practice with reading. (Locate the double Paradiddles)

## Joyful Joyful



*Fine*

*D.S. al Fine*



### New Term!



## D.S. al Fine

When *D.S. al fine* is written in the music, you go back to this symbol (*segno*) and play to the *fine*.



This section brings together all the elements learned to date. To be successful, a student needs to recognize rhythm and sticking patterns. You will need to be able to use Tempo control for longer phrasing and use several musical styles. As always - The single most important feature of this section is – Proper Stick Control and the use of Rhythmic playing with good tempo control

# PARADIDDLE EXERCISE

Introducing "Double Paraddiddle" - say Double para did dle

R L R R L R L L R L R R L      L R L L R L R R L      R

R L R R L      L R L L R      R L R L R R L R L R L L R

Double Par a did dle      Double Par a did dle

R L R R L R L L      R L R L R R L R      L R L L R L R L R R L R L R L L      L R L R L R R L R L R L L

Double Par a did dle      Double Par a did dle      Double Par a did dle      Double Par a did dle

R L R R L R L L      L R L R L R R L R      L R L L R L R R L R L R R L R L R L      L R L R R L R L R L

Double Par a did dle      Double Par a did dle      Par a did dle

**(PLAY SLOWLY THEN BUILD SPEED)**

1st and 2nd Endings for Jingle Bells



Go back to the beginning.

1.      2.

On the 2<sup>nd</sup> time through, skip to the 2<sup>nd</sup> ending.

This repeat sign sends you back to the beginning, just like other repeat signs have - however, once you have played up to the bracket # 1 again, you will skip it and play the notes under the bracket #2 instead. This is called a 1st and 2nd ending.

Jingle Bells (Rim and Snare)

Dreydle Dreydle

\*Speed this pattern up for another common beat

Old English Song

(If there is no Floor Tom - use the rim)

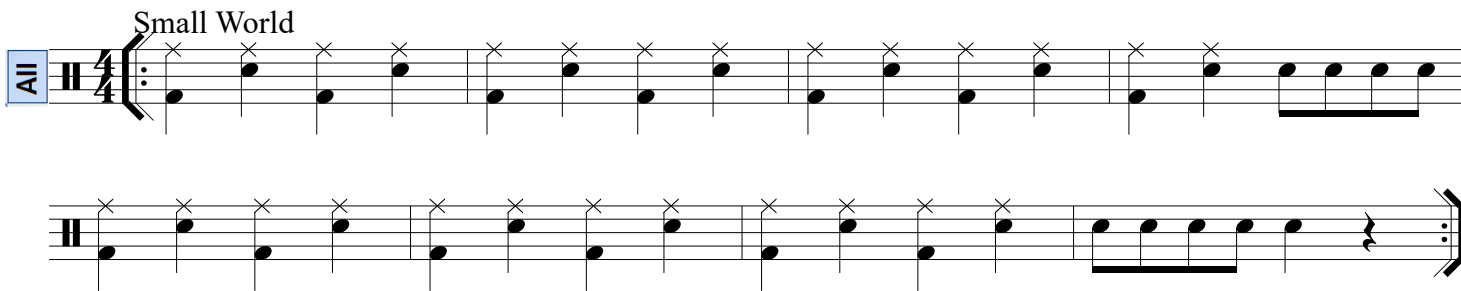
L R L R L R R R L R L R L R R R L R L R L R R R

Technique Check: Proper Grip, Stick height and shape



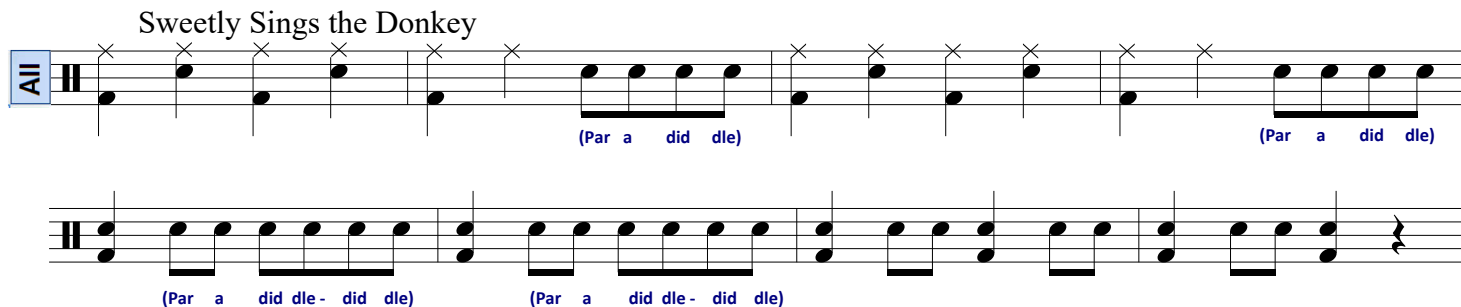
Once you have learned this at a comfortable speed (Moderato), play it Allegro (Fast) and Vivace (very fast)

Small World

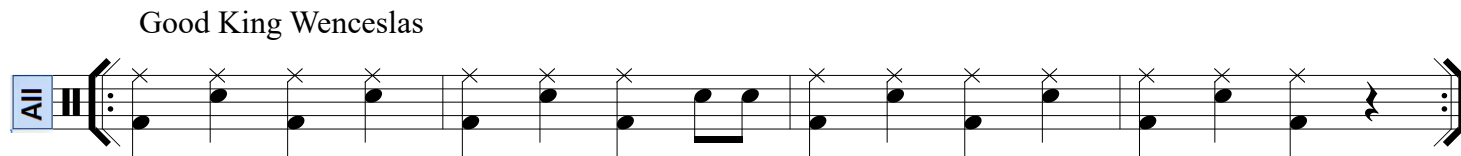


(Introduces 'Para diddle diddle')

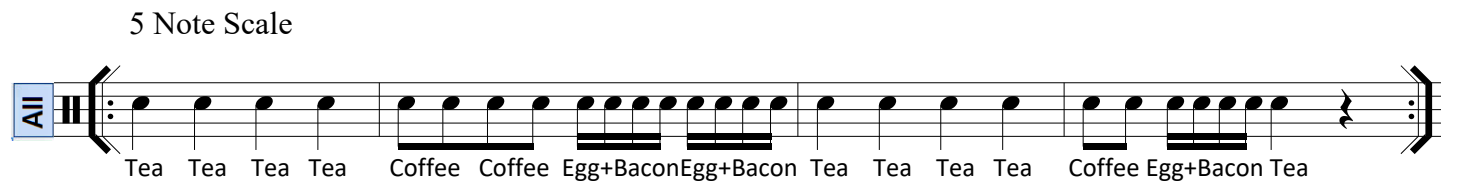
Sweetly Sings the Donkey



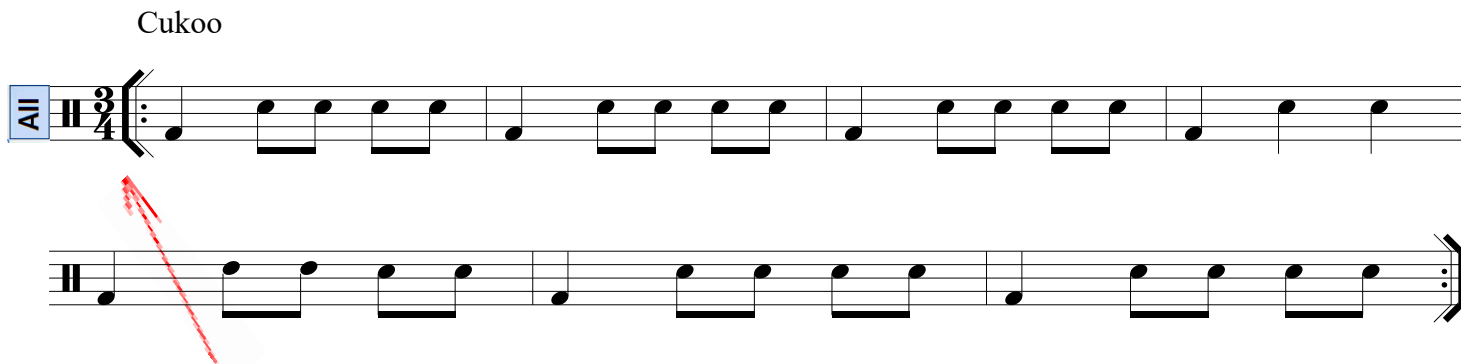
Good King Wenceslas



5 Note Scale



Cukoo



Time Signatures tell you how many beat are in each measure

# Swing Style

In a normal swing chart the drummer will always play beats 2 and 4 on the high hat and most will feather the bass drum.

Can also be used for 'Joshua' 'Winnie' 'The Blues' in the WW and Brass Books

$\text{♪} = \text{♪}^3_7$  swing

## This little Light of Mine

Sounds like: Day Day To-day Day To-day Day To-day Day To-day.....

Play this pattern 4x's

### Paradiddle for Drum Set

	R	L	R	R	L	R	L	L	R	L	R	R	L	R	L	L
High Tom					•											
Medium Tom	•					•								•		
Snare		•				•	•			•				•	•	
Floor Tom			•	•												•
Bass Drum									•		•	•				•
	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4

Can be used for songs in other books that may not be in this one

Here are a couple of new Drum Beats to try

(They add to the Bass drum)

X X	X X	X X	X X	X X	X X	X X	X X
	•		•		•		•
••		••		••		••	
👉 +	👉 +	👉 +	👉 +	👉 +	👉 +	👉 +	👉 +

X X	X X	X X	X X	X X	X X	X X	X X
	•		•		•		•
••		•	••		•	••	
👉 +	👉 +	👉 +	👉 +	👉 +	👉 +	👉 +	👉 +

X X	X X	X X	X X	X X	X X	X X	X X
	•		•		•		•
••		•		••		•	
👉 +	👉 +	👉 +	👉 +	👉 +	👉 +	👉 +	👉 +

This is the trickiest beat (Be careful counting the 3rd beat)



Controlled, steady sticking is the basis of all percussion.

Learning to recognize and count Quarter notes, Eighth notes and 16th Notes are the tools to playing most any beat.

In addition to this, learning to count rests and recognizing Half notes and whole notes as a single note with rest in between is equally as important.

Techniques called Rudiments are introduced to give more and more advanced playing skills: Flams, Flam Taps, Paradiddle, Flamadiddle, Single and Double stroke rolls will all be used in the coming chapters.

The "AM" of the flam gets the beat

LR LR RL LR RL LR  
fi AM fi AM fi AM fi AM fi AM fi AM

Tap between flam (Flam Taps)

IR R rL L IR R rL L  
fi AM TAP fi AM TAP fi AM TAP fi AM TAP

Beginning Paradiddle

1	+	2	+	3	+	4	+
R	L	R	R	L	R	L	L
Pa	ra	did	dle	Pa	ra	did	dle

Reading a Paradiddle

R L R R L R L L R L R R L R L L

Flam a diddle

L R L R R R L R L L

Single stroke rolls

R L R L R L R L

The start of 'Open' Rolls - Follow the picture slowly building speed - it will take awhile

r R l L r R l L r R l L

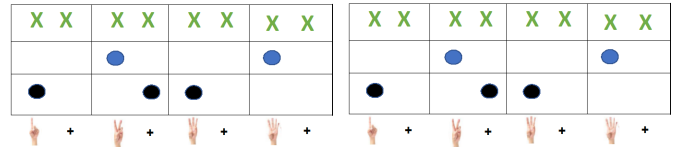
Eventually learning to 'Bounce' or 'Buzz'

Multiple Bounce Roll



# Intermediate Music Section

Some new techniques, rhythms and a focus on improving timing skills



Rain Rain (Can also be used for Camptown Races)

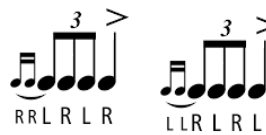
All



This is called a 'Drag' - the smaller notes are similar to the Flam

March 2 (Introduces the 'Drag' and the 'Ratamacue')

All



This is called a 'Ratamacue' - It starts like a drag and ends like the words Blueberry Pie

Mary 2 (Triplets)

All

R L R L R L R L R L R L

Triplets are 1 or more repetitions of the word Blueberry (3 evenly spaced sounds in 1 beat)

Blue - ber - ry /Blue - ber - ry /Blue - ber - ry /Blue - ber - ry

Cross-stick or Rim click

Cross-stick is also known as side-stick and rim-click, and is played by clicking the drumstick, which is laid on top of the drumhead, against the rim of the snare drum.



Hush - (Cross Sticking)

Two staves of musical notation for the 'Hush' exercise. The first staff shows a sequence of notes with 'x' marks above them, indicating cross-sticking. The second staff continues the sequence, ending with a double bar line.



If you are only using a snare drum, cross stick on the Rim but play the Hi-Hat part on the side of the drum

Whose on First 2

Two staves of musical notation for the 'Whose on First 2' exercise. The first staff has notes labeled 'Snare', 'High Tom', 'Snare', and 'Floor Tom'. The second staff has notes labeled 'Snare', 'High Tom', 'Snare', 'Floor Tom', and 'Bass Drum'.












Twinkle Twinkle (More Cross Sticking)

Fine

Two staves of musical notation for the 'Twinkle Twinkle' exercise, featuring a dense sequence of notes with 'x' marks above them, indicating cross-sticking.

D.C. al Fine

 = Cross Sticking

Hi Hat (Or Rim)	X X	X X	X X	X X	X X	X X	X	High Tom
Snare								Mid Tom
Bass	●		●		●		●	Floor Tom
		+		+		+		+
		+		+		+		+

Remember: If there is no drum set available, students should

- tap the floor with the right foot for the bass and
- use the rim for the cymbal
- Rim and the side of the snare can be used for the Tom parts also

**"Talent is the Ability to Practice"**



Sing Noel

Two staves of musical notation for 'Sing Noel'. The first staff is marked 'All' and contains a sequence of notes with 'x' marks above them. The second staff continues the sequence.

**Sing Noel Pattern**

X	X	X	X	X	High Tom
		●			Mid Tom
●			●		Floor Tom
👉	+	👉	+	👉	+

**Lightly Row Pattern**

X	X	X	X	X	
		●		●	●
●			●		
👉	+	👉	+	👉	+

Lightly Row

Four staves of musical notation for 'Lightly Row'. The first staff is marked 'All' and contains a sequence of notes with 'x' marks above them. The subsequent staves continue the sequence.

Rhythm Practice

Rhythm practice notation on a single staff. It features a sequence of eighth notes with accents and triplets. Below the staff, the letters R and L indicate the hand used for each note.

R L R L R L R L R L R L R L R L





All

# Olympic Theme

Bass/Snare

Musical score for Bass/Snare, measures 4 through 22. The score is written on a single staff with a 4/4 time signature. The notation includes quarter notes, eighth notes, and rests. Measure numbers 4, 5, 6, 7, 8, 9, 11, 12, 13, 15, 16, 17, 18, 19, 20, 21, and 22 are indicated above the staff. A double bar line is present at the beginning of measure 4. A large number '4' is placed above measure 4, and a large number '2' is placed above measure 9. A large number '2' is also placed above measure 13.

# Olympic Theme

Musical notation for measures 23 through 29. Measure 23 starts with a treble clef and a key signature of one flat. Measures 23-25 feature a melody of eighth notes. Measure 26 contains a whole rest, with a large number '4' above it. Measures 27-29 continue the melody.

Musical notation for measures 30 through 33. Measures 30-33 continue the melody with eighth notes.

Musical notation for measures 34 through 35. Measure 34 features a melody with eighth notes and rests. Measure 35 contains a whole note chord.

*Watch the Accompanying Video and substitute the March Pattern*

Musical notation for measures 23-35, overlaid with a blue and red march pattern. The pattern consists of a sequence of eighth notes and rests, with numbers 1, 2, 3, and 4 indicating specific steps or accents.



All

# Holiday March

2 3 4 5

6 7 8 9 10 11

12 13 14 15 16 17

18 19 **Rim Part** 20 21 22 23

24 25 26 27 **Drum Head Part** 28 29

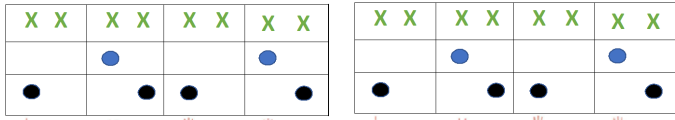
30 31 32 33 34 35

36 37 38

Detailed description: The score is for a drum set in 4/4 time. It consists of 38 measures. Measures 1-18 feature a standard march pattern with quarter notes and eighth notes. Measure 19 is labeled 'Rim Part' and contains a series of eighth notes on the rim. Measures 20-23 continue with a similar pattern. Measure 24 is labeled 'Drum Head Part' and contains a series of eighth notes on the drum head. Measures 25-26 continue with the drum head part. Measure 27 is labeled 'Drum Head Part' and contains a series of eighth notes on the drum head. Measures 28-35 continue with the drum head part, including accents. Measures 36-38 continue with the drum head part, ending with a double bar line.

Drum Set (Introduces the Drum Fill)

# I'm a Believer



A full-bar 'drum fill' that takes you around the kit with two 8th notes on each drum

HT MT Sn FT

HT MT Sn Bass

FT Bass

HT MT Sn Bass

HT MT

FT Sn

HT MT



I'm a believer

Drum Set

# The Crusaders

The image displays a drum set score for the piece 'The Crusaders'. The music is written on a grand staff with two staves per system, representing the snare and bass drums. The time signature is 2/4. The score is divided into measures, with measure numbers 2 through 64 indicated above the notes. The notation consists of quarter notes on the snare line and quarter notes on the bass line, with various rests and accents. The piece concludes with a double bar line at the end of measure 64.

All

# Twinkle Twinkle Little Star

Moderato (♩ = c. 108)

Susp Cym  
Snare  
Bass

1 2 3 4 5 6 7 8

*mf*

9 10 11 12 13 14 15 16

17 18 19 20 21 22 23 24

25 26 27 28 29 30 31 32

33 34 35 36 37 38 39 40

41 42 43 44 45 46 47 48

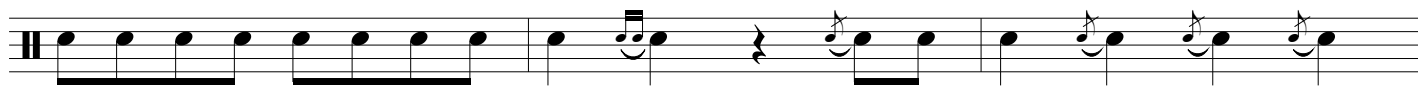
X X	X X	X X	X X	X X	X X	X X	X X
•	•	•	•	•	•	•	•

↑ +   ↑ +   ↑ +   ↑ +   ↑ +   ↑ +   ↑ +   ↑ +

(Play very gentle for style)

# Italian Song

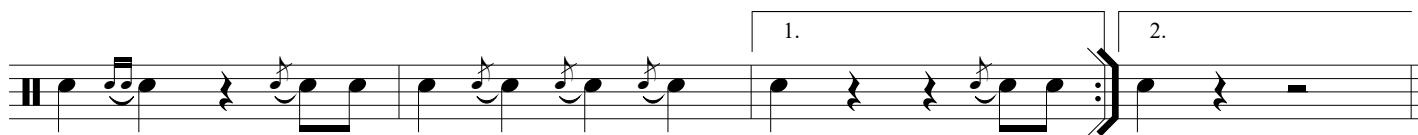
Sticks need to stay in half stroke position  
(Close to drum head)



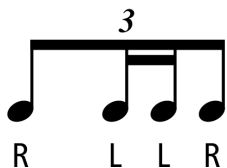
R L R R L R L L R I I R



R L R R L R L L R I R



'Tap - Drag' Sounds like



R L L R

Flam Tap

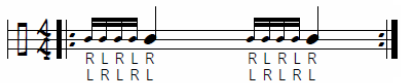


R L R

# Hail the Conquering Hero



5 STROKE RUFF



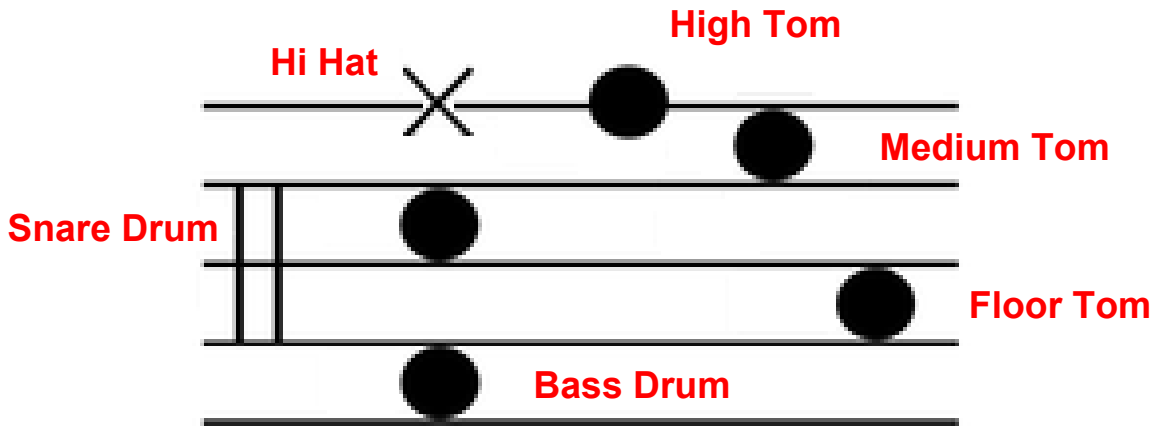
A Single stroke Drum Roll sounds similar to something called a Ruff - the pictured Ruff is 5 even strokes - the difference is a Ruff acts like a Drag and would sound leading to a down beat and a roll happens on a downbeat and stops on the next down beat



(5 Stroke Roll)

# Learning Drum Notation

Step 1 is recognizing the instrument you will strike

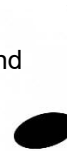


## Step 2 is recognizing the timing

### Rhythm

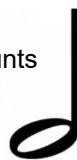
The next thing we need to understand before we get down to some playing is how to read the rhythm. The length of a note is measured by counting.

A quarter note lasts for 1 count and looks like this:



Quarter Note

A half note lasts for 2 counts and looks like this:



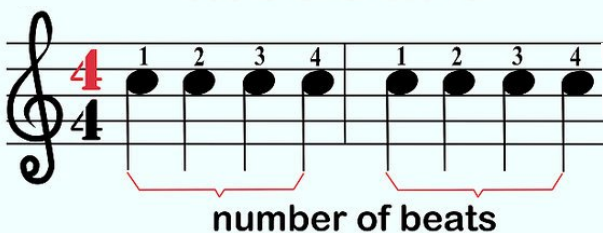
Half Note

Finally, a whole note lasts for 4 counts and looks like this:



Whole Note

## Measure



(A measure groups beats and separates them by Measure or Bar Lines)

This is called a Time Signature - It tells you the number of beats in each "Measure" and what type of note will be counted as 1 beat

In this case there are 4 Quarter Notes in each "Measure"

