

# Beginner Drum Homework

**Practice** all of the following 3 times a week for at least 20mins!

Play with a **metronome** (click) at a tempo you are comfortable with, try experimenting with different speeds e.g 50bpm,60,70,80,90,120bpm etc...

Also practice anything else we are currently working on in lessons such as grooves, fills, songs, grades etc!

## Basic Rudiments (sticking patterns)

**Singles** - R L R L

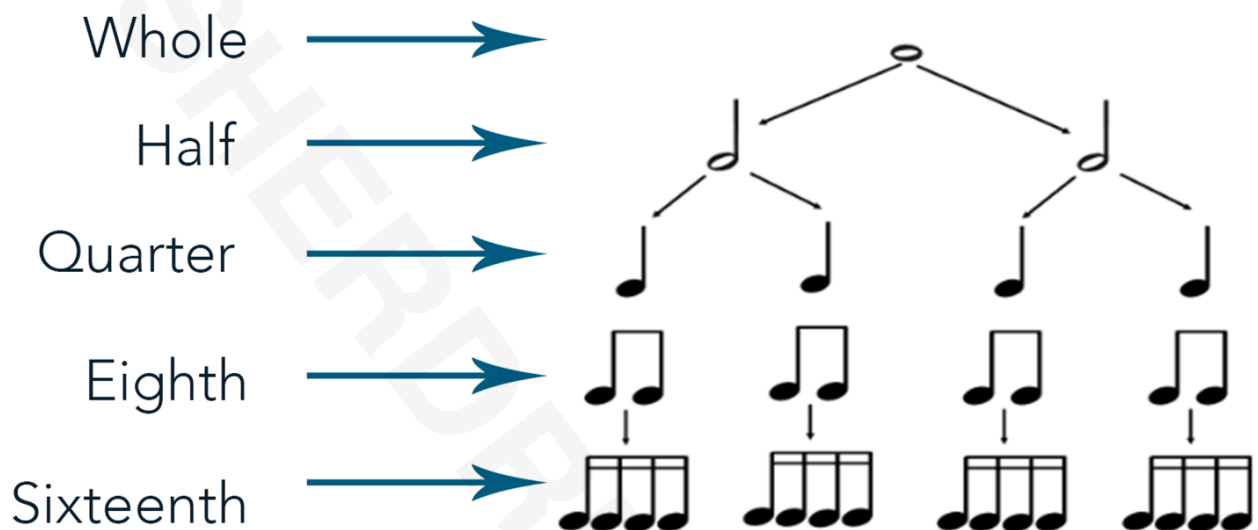
**Doubles** - R R L L



**Flam** - lR rL

**Paradiddle** - R L R R L R L L

**Drag** - llR rrL



## Subdivisions (note values)



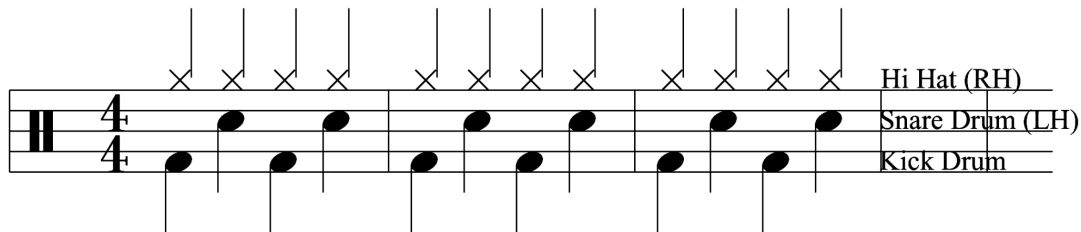
**Whole Note** - Semibreve -  Rest =  Value = 1 whole bar aka 4 beats (count 1)

**Half Note** - Minim -  Rest =  Value = half a bar aka 2 beats (count 1,3)

# Beginner Drum Homework



**Quarter Note** - Crotchet -  Rest =  Value = one quarter of a bar aka 4 beats (count 1,2,3,4)

## Groove example



## fill example





**Eighth Note** - Quaver -  Rest =  Value = one eighth of a bar aka 8 beats total or 2 hits per quarter note (count 1 and 2 and 3 and 4 and - 1 + 2 + 3 + 4 +)

## Groove example



## Fill example



**Sixteenth Note** - Semiquaver -  Rest =  Value 1 sixteenth of a bar aka 16 beats total or 4 hits per quarter note (count 1 e and a 2 e and a 3 e and a 4 e and a - 1e+a2e+a3e+a4e+a)

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**16th Groove example** (try playing the Hi Hat one handed and then try using both hands on the Hi Hat R L R L, moving the right hand down for the snare on 2 and 4)



## 16th Fill Example



## Triplets

Between 8th and 16th notes we can play 8th note triplets aka quaver triplets

(Triplets are 3 notes that fit in the same rhythmic space as 2 of the same notational value. Triplets are used in simple meters eg 4/4 time sig, when we need to show a rhythmic value that would normally be found in compound meter eg 6/8 time sig. A triplet will have 3 of the note value with a number 3 above or below to represent that it is a triplet. The most common triplet is the eighth note triplet.)



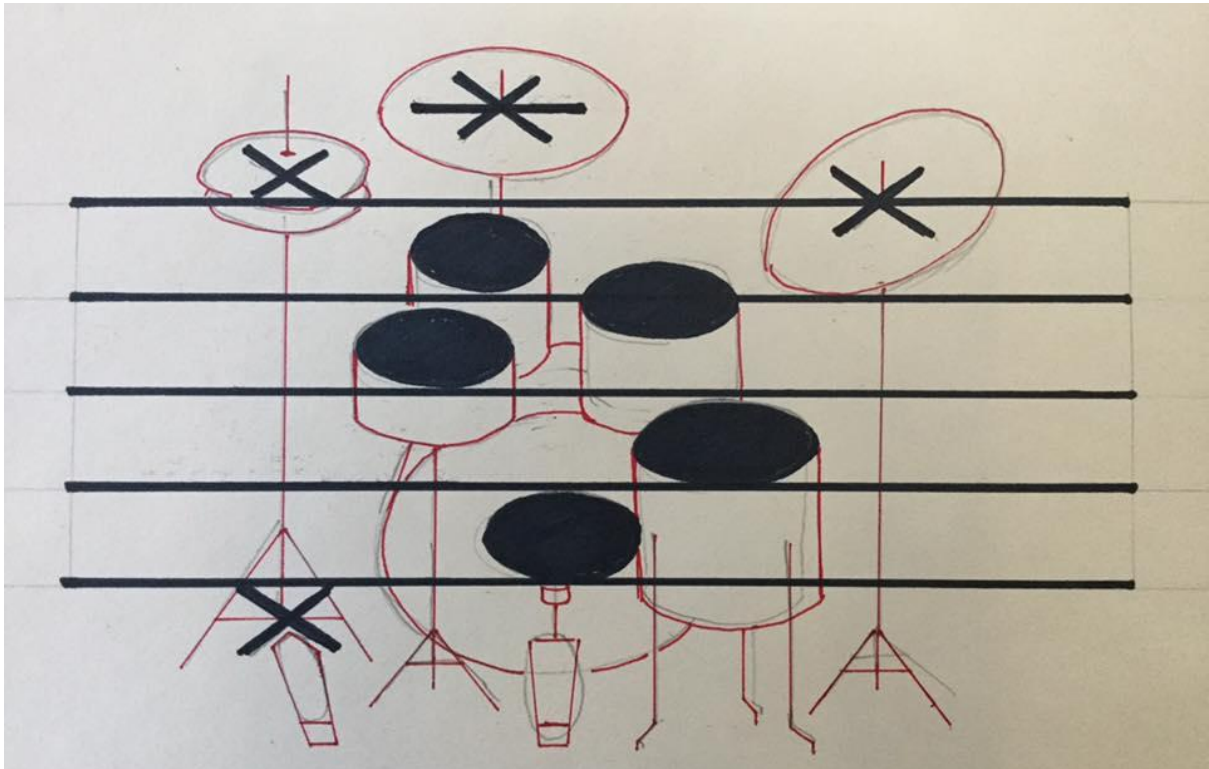
**8th note triplet - Quaver Note Triplet -** - Value is the same as 2 regular 8th notes, except now instead of 8 beats per bar we will have 12 beats (count 1 trip let 2 trip let 3 triplet 4 trip let)



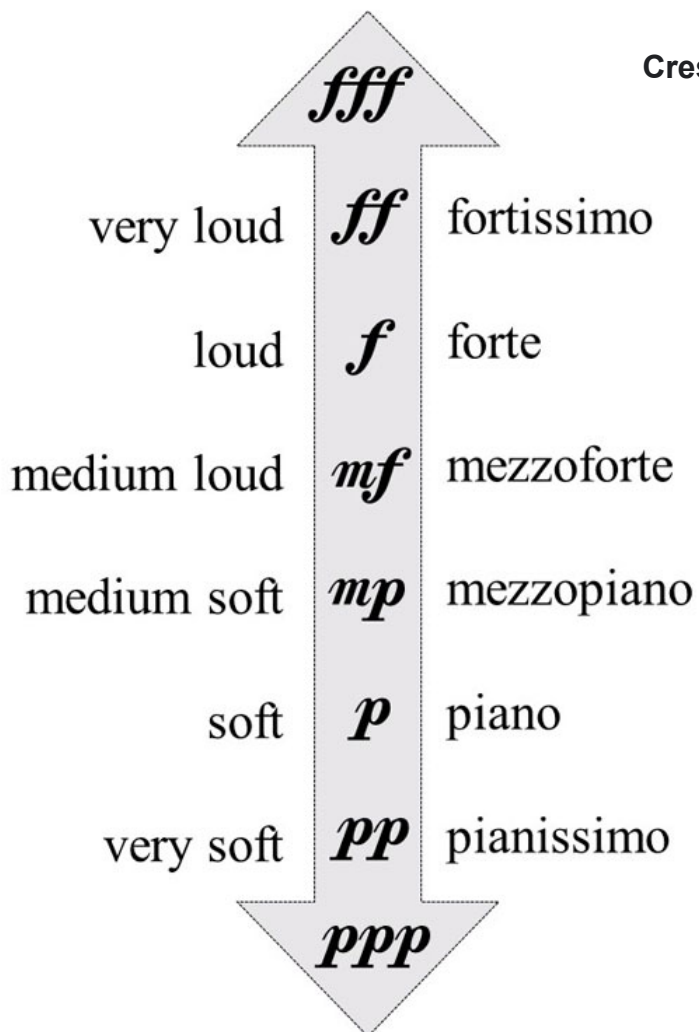
Below are half, quarter, eighth and sixteenth note triplets



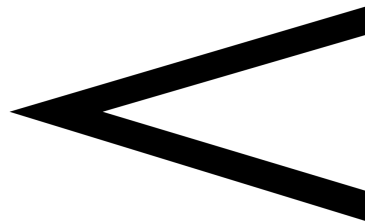
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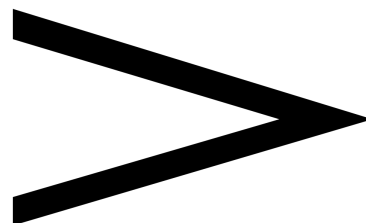
## **Dynamic Markings (Dynamics = Volume)**



**Crescendo** - gradually **increasing** in loudness.  
Placed underneath a section of music

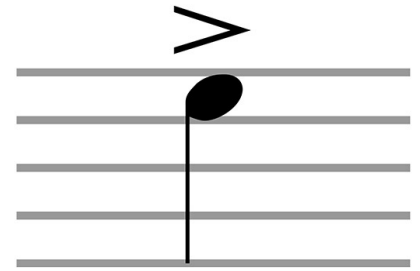


**Decrescendo** - **decreasing** in loudness.  
Placed underneath a section of music

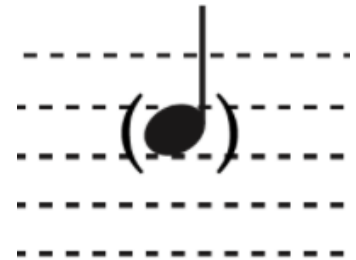


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**Accent** - an accent is an emphasis, stress, or stronger attack placed on a particular note, the note that is accented will have a small arrow symbol placed above it.



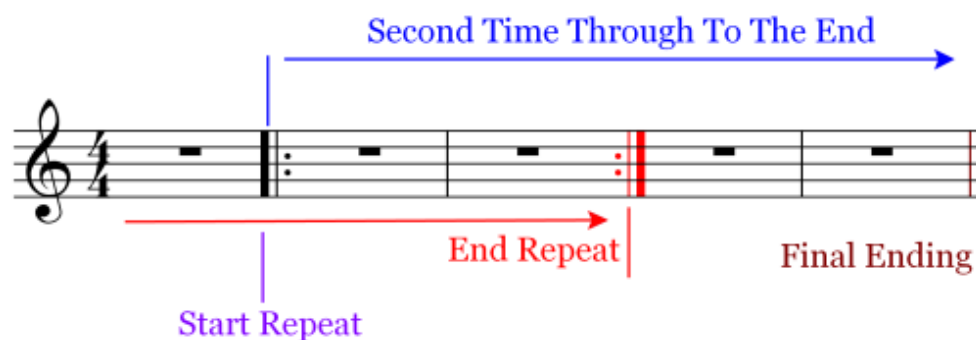
**Ghost notes** - Ghost notes in drumming are quiet notes that are felt more than they are heard and they are often placed on the Snare in between other notes.



**Repeats** - Many drum parts are played in patterns, meaning they're played more than once or twice in a row. A repeat sign tells the drummer to return to the beginning of the section and play the same part again.

A one-bar repeat sign looks similar to the symbol that represents the percent sign. The one-bar repeat sign means to repeat the previous measure for an additional measure and then continue on in the music.

The two-bar repeat sign means to repeat the previous two measures and then continue. It looks the same as a one-bar repeat sign but has two lines instead of one. You may often see the number 2 written above the symbol.



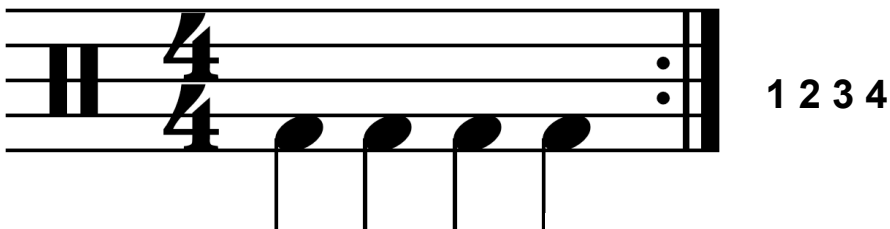
# Beginner Drum Homework

## Common 8th Note Bass Drum Patterns

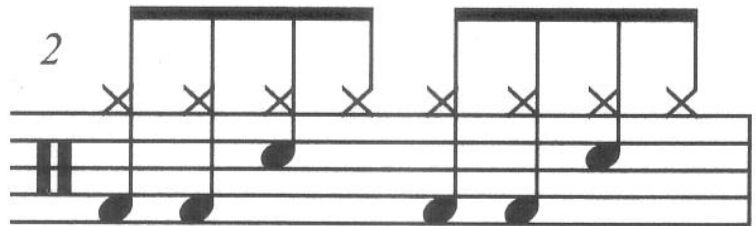
Any of these bass drum patterns can be experimented with different hand patterns, played on the ride or hi hat or floor tom and at different subdivisions and played at different tempos and dynamics!

### 4 on the floor

Playing four bass drums on the Quarter notes under anything else that the hands are playing, it was made popular in the 70's with disco music but is also a staple in most electronic music and has uses in all other genres. Try Playing this Bass drum pattern underneath the grooves you have learned so far.



### 1 And...2 And



### 1...And 3

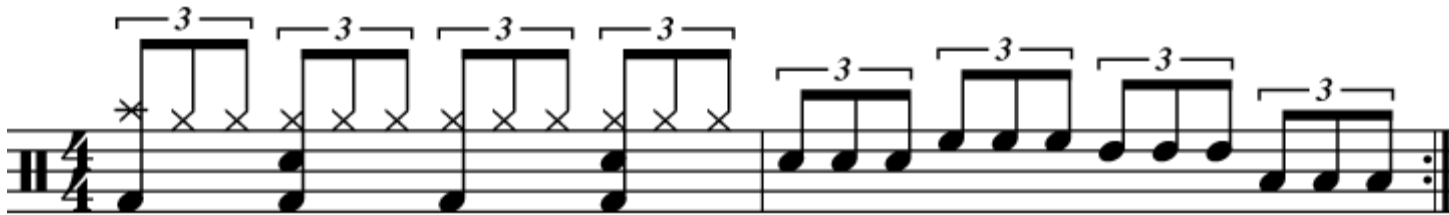
### 1 and... and 3 and...and



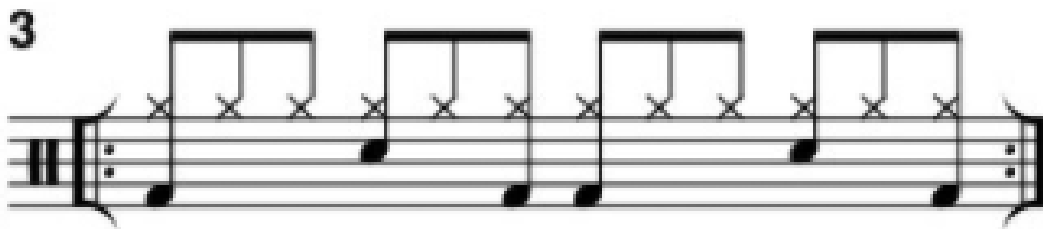
### 1.. and...and

# Beginner Drum Homework

**8th note Triplet groove and fill**  
(with a four on the floor bass drum pattern)



**Another common triplet groove** (kick on let 3 and let 1)



**Cymbal Choking** - After striking a cymbal, quickly grab it and silence it to create an abrupt silence, this can be used to emphasise certain beats or to create silence when needed (usually done on crashes, grab from underneath to avoid hitting your knuckles/fingers on the edge of the cymbals)

**Cymbal Swells** - Play a crescendo on the cymbal (usually crash) to create a long sustained note, this is often used in quiet songs, orchestral pieces or sometimes to build into a heavier section

**Rim clicks/Cross Stick** - when the drummer lays their drum stick across the snare (usually upside down) and hits the stick upon the rim of the snare, giving that “clock” sound, almost like a wood block. A staple of reggae, jazz, and ballads to only name a few. You can use this when you want a different or quieter sound to replace the snare.

**Rim Shots** - A rimshot is a percussion technique used to produce an accented snare drum backbeat. The sound is produced by simultaneously hitting the rim and head of a drum with a drumstick (usually on the snare in heavier songs).

# Beginner Drum Homework

## Other common Beginner Grooves and Fills

Snare on 2 And, 4 And



Snare on all quarters with kicks on and between



## Some common 8th note fills

8th note buildup (Toms, Kicks, Snare - with Crescendo)



Triplet Linear Fill around the kit (R L K)



The 'Pat Boone Debbie Boone' (3 and 4e and)

