

## Early Intermediate HW Pt2 Genres and Styles

The most important factor to learning different genres of music is listening to them. While working on a particular style/genre you need to do a little research, go on google and search for popular bands in that genre, listen through them and find ones you enjoy. Listen for what makes that style sound a certain way, eg the guitar tones, the instruments used, the drum patterns etc...

### Pop

#### **What is Pop?**

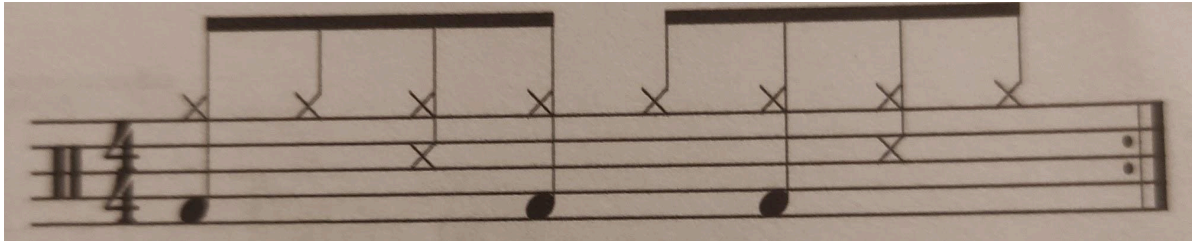
Pop is short for popular. Popular music is characterised by being danceable, often having simple melodies and rhythms that are accessible and attractive to a wide audience. Pop evolves with time and incorporates elements from other genres of music.

#### **Tips for Pop Drumming**

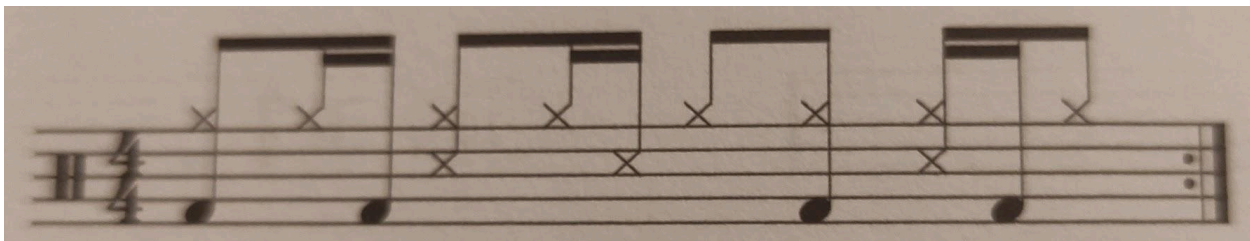
- **Focus on the groove**, keep it simple, repetitive, **consistent** and leave space! **Do not overplay!**
- Keep **Fills short and sweet**, serving the music
- The **2 and 4 backbeat** has to be steady, strong and consistent
- Incorporate ideas from other styles
- Keep your kick and snare steady and louder than your cymbals and control your dynamics (not too loud or quiet unless necessary)
- **Master 4 on the floor** - be able to keep 4 on the floor steady throughout any groove or fills at any dynamic
- Learn to play with **percussion and electronics**, such as sample/trigger pads to replicate production heavy songs
- Pop drums have lots of layers, processing, EQ and editing to sound clean, bright and punchy. It's our job to make our sound as close to this as possible before recording to make post production and mixing easier. We do this by dampening heavily, using bright sounding cymbals and playing with metronomic precision

## Basic Pop Grooves

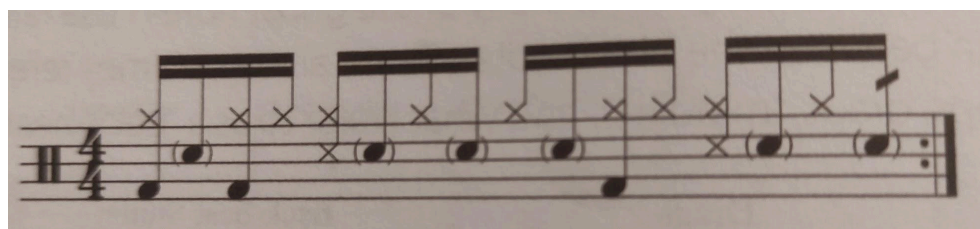
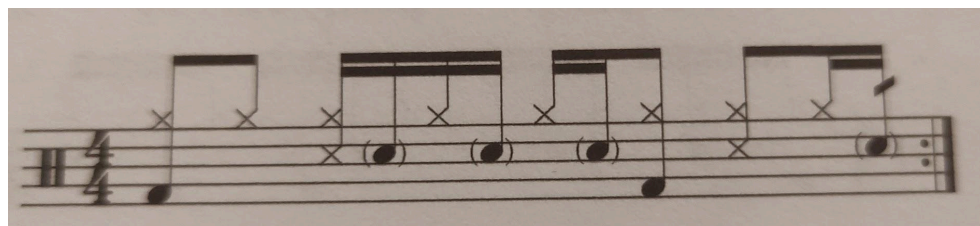
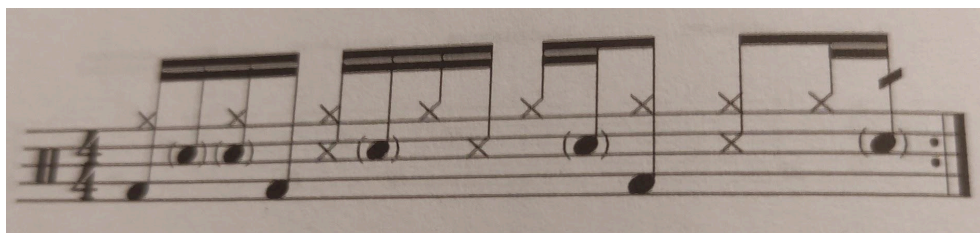
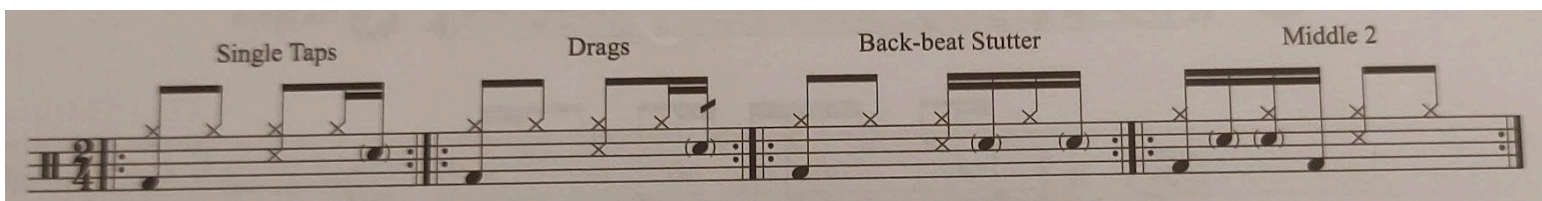
Backbeat as cross stick/snare and **orchestrate the right hand**, also try other kick patterns



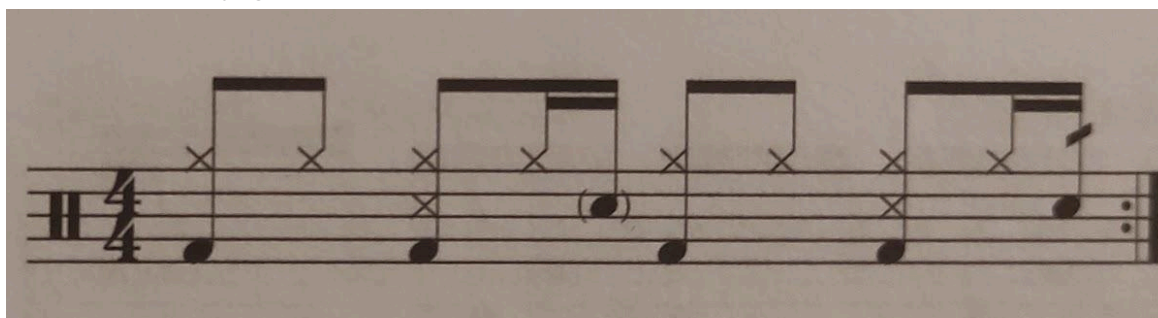
This beat adds **syncopated Snare + kick** 16th's in between the right hand



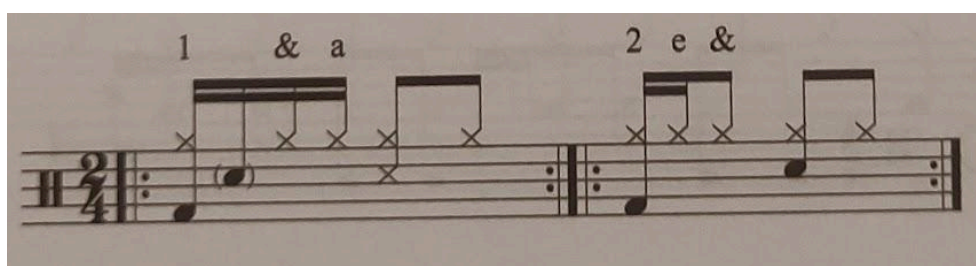
These below variations are common ways of adding **ghost notes** into our grooves. Keep the ghost notes very quiet and subtle and try different orchestrations and kick patterns with them.



Next we are going to add **4 on the floor** underneath a basic pop groove, try this with every groove!



Now we are going to add 16th notes with our right hand to get a similar effect as adding ghost notes



You can also play 16th notes with two hands up on the hi hat, moving your hands back whenever you need a snare hit



The next step to improve all your pop playing is to get comfortable playing in time with a **metronome** at various speeds, and playing at different **dynamics**, you should also try different **ghost, right hand and kick patterns**, try **adding crashes** at the start of each bar or with the backbeat and **combine patterns** together.



## Basic Pop Fills

Below we have a few pop grooves and fills that incorporate all previous variations we have learned

The image displays four staves of musical notation for drum fills, each in 4/4 time. The notation uses 'x' for cymbals and dots for drums. The rhythm patterns are as follows:

- Staff 1:** R R L  
L
- Staff 2:** LL R L R L RL RL
- Staff 3:** R L R R RL
- Staff 4:** LL R L L L L L RL RL  
R R R R R  
*f p* ————— *f*



# Rock

## What is Rock?

Rock music is a genre that originated in 1950's America made up by small groups, characterised by a strong rhythm, amplified instruments, and often centred on the electric guitar. Could also be called Rock n roll. Rock is made up of many subgenres and styles.

## Tips for Rock Drumming


- **Kick and Snare (backbeat 2 and 4) are the lead sounds** in rock drumming, keep them loud and steady
- Rock drums tend to be **larger and have more resonance** so they sound powerful and can compete with huge amplified guitar sounds. Drumheads tend to be 2 ply for more durability and cymbals tend to be larger, thicker and brighter so they can cut through the noise of the band. Rock drummers also generally use larger varied amounts of drums and cymbals than other genres.
- **Rimshots** are a great way to add power to your backbeat
- Playing on the **edge of the hi hats** and sometimes opening them slightly to create thick **trashy hi hat** sounds work well in rock
- Big open crash hits or even playing continuously on crashes drives loud sections well. Using **multiple crashes and other FX cymbals** like splashes and chinas are very common in rock drumming, offering more sound options.
- **Fills in rock can be far busier, frequent and more varied** than in pop music. Fills can go for a whole bar or even longer, making use of lots of toms and sound sources.
- Grooves can change more often and be busier, incorporating ghost notes, crash hits, and 16th kick patterns.
- While timing is always important, the feel in rock can be much looser than in pop
- Work on your stamina/endurance so you can play faster and louder for longer which is essential in most rock bands

**Some Rock Music and Drummer recommendations:** John Bonham (Led Zeppelin), Neil Peart (Rush), Travis Barker (Blink 182), Roger Taylor (Queen), Keith Moon (The Who).


## Basic Rock Grooves

There isn't much difference in the basic patterns of rock drumming compared to pop, the differences are largely in sound and style of playing although parts are often slightly busier, more complex, and fills are much more showy.

Example 1: Rock 'n' Roll



Example 2: Classic Rock




Below we have a very famous rock drum pattern, the groove from Immigrant Song by Led Zeppelin, making use of ghost notes and 16th kick drums



Having quarter note trashy hi hats or crashes is very common in rock grooves like this one below

Artist: Nirvana Song: Smells Like Teen Spirit (chorus groove)

♩ = 118



Tom orchestrated patterns are common, also playing simple rhythms locked in with the band, much like Meg White does in the below example

"My Doorbell"

♩ = 95



## Basic Rock Fills

Below we have some examples of iconic rock fills

David Raven - Wipeout (0:05 - 0:15) - 130BPM



Dave Grohl - No One Knows (1:11 - 1:34) - 170BPM



Dave Grohl - Smells Like Teen Spirit (0:07 - 0:17) - 116BPM



John Bonham - Whole Lotta Love (3:52 - 4:02) - 84BPM





# Funk

## What is Funk?

Funk is a genre of danceable music originating in late 1960's America by African American communities. Characteristics include; syncopation, strong bass lines, repeated drum grooves emphasising the 1 but syncopating rhythms and making people dance.

## Tips for Funk Drumming

- The pulse and feel usually **emphasises beat 1**
- Use **syncopated Rhythms** by **displacing the backbeat** or kick patterns onto upbeats (ands or e/a)
- Have consistent left hand independence within grooves e.g. **ghost note** patterns and keep your ghost notes subtle/quiet
- Keep kicks and backbeats going through most fills, funk **fills tend to sound more like grooves**
- often fills are short and toms/crashes are used less frequently
- Keep the bottom snare head tighter than top and deaden it with moon gel or something similar, **quick and dead muffled drum sounds are common**
- Keep dynamics steady (lighter than rock) and have contrasting accent dynamics
- Play mostly **on top of the hi hat instead of the edge**, use lots of **hi hat barks** catching the cymbal with the left foot, left foot control is important, also use different lengths of open hi hat
- Use the **bell of the ride** for accent patterns (using the edge of the stick for a louder cleaner strike)
- In verses keep hi hat patterns simple, use two hands on the hats or between ride and hats to liven up hooks and exciting sections
- Practice **rudiments** and apply them to grooves and use **linear playing**

**Some Funk Music and Drummer recommendations:** Jabo Starks and Clyde Stubblefield (James Brown), David Garibaldi (Tower of Power), Stanley Randolph (Stevie Wonder), Chad Smith (Red Hot Chili Peppers).

## Basic Funk Grooves/Fills

### Funk grooves

#### Example 1



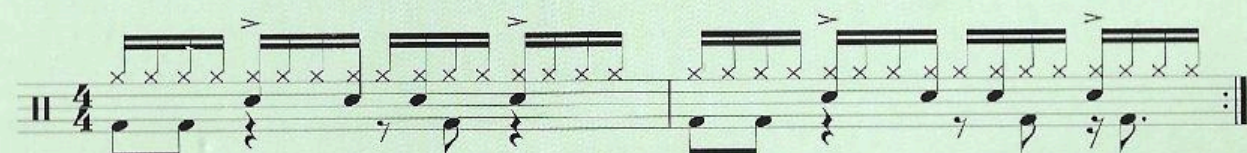
#### Example 2



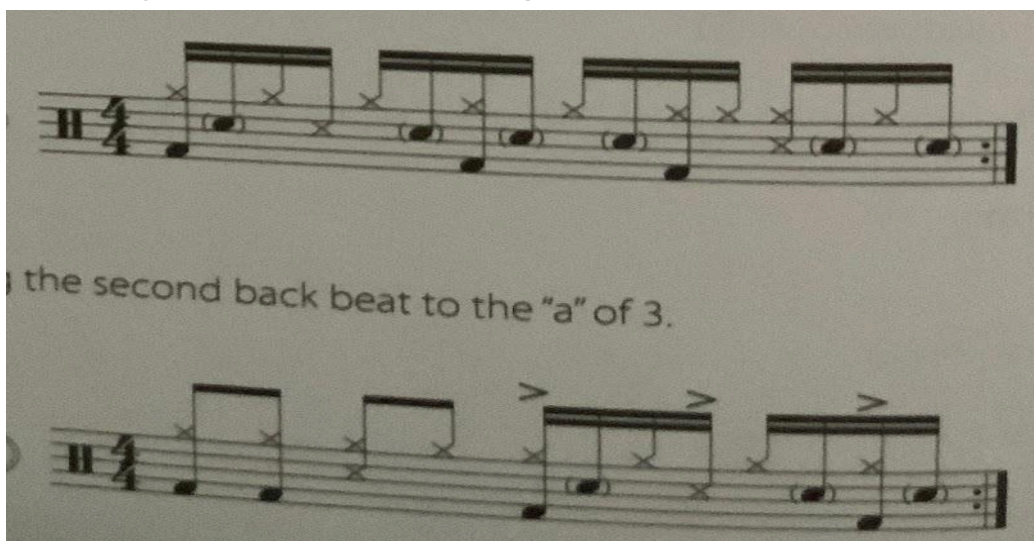
#### Example 3



#### Example 4

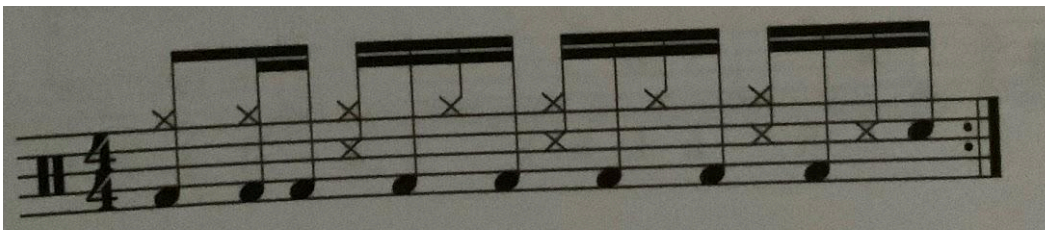
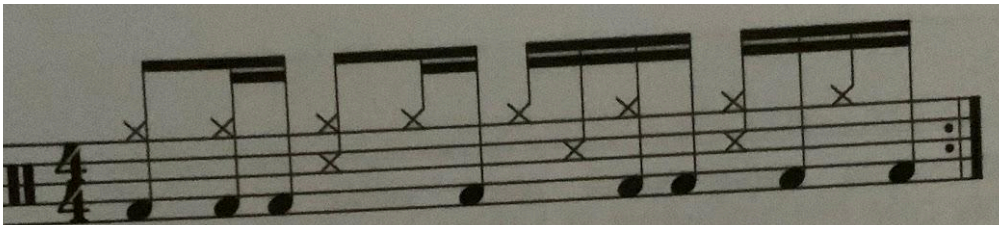
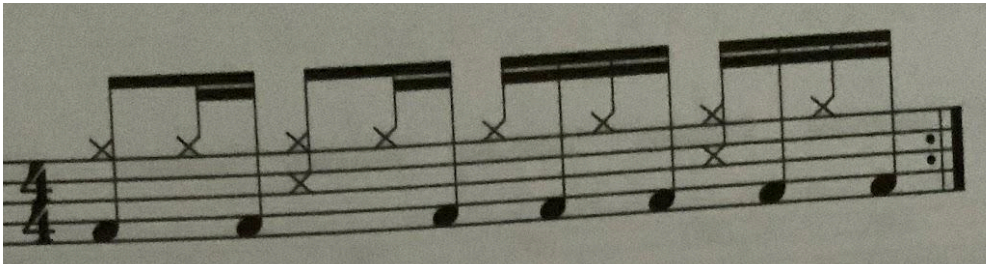


## Snare Syncopation/Displacing the Backbeat

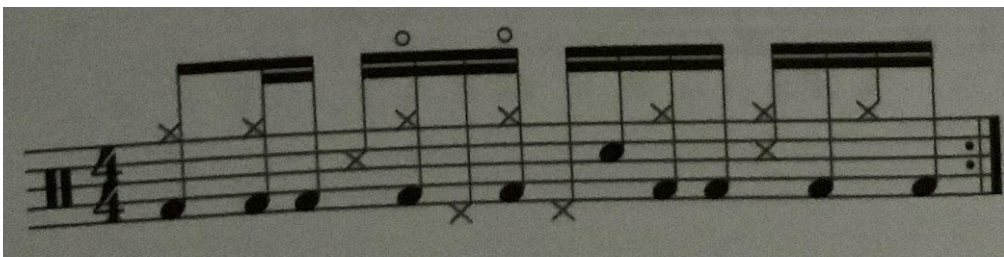




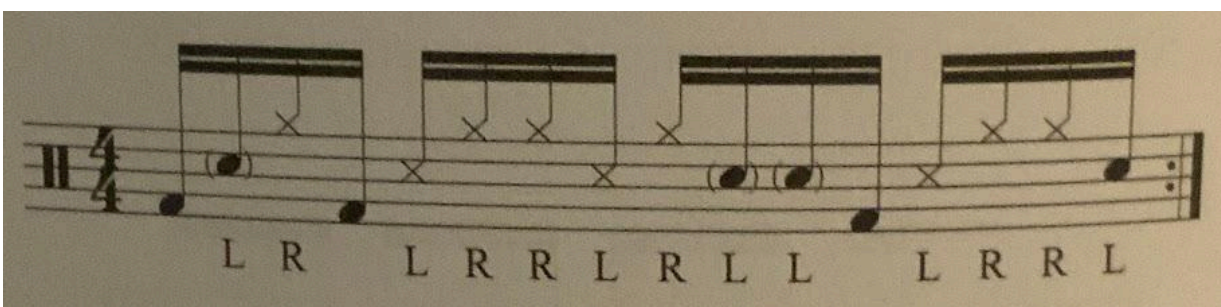
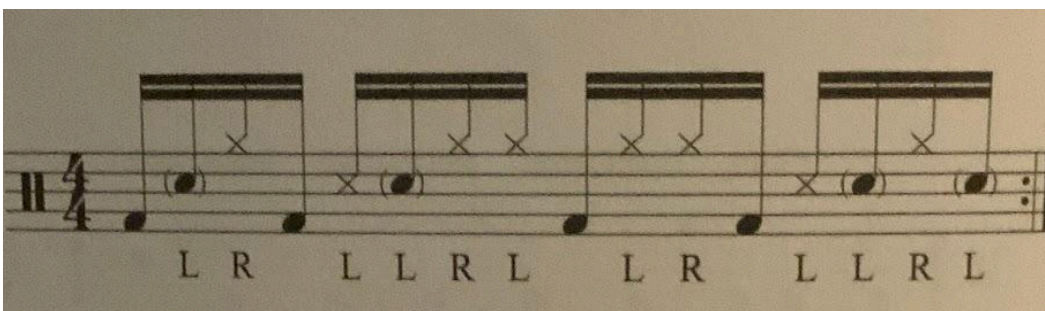
## Kick Syncopation



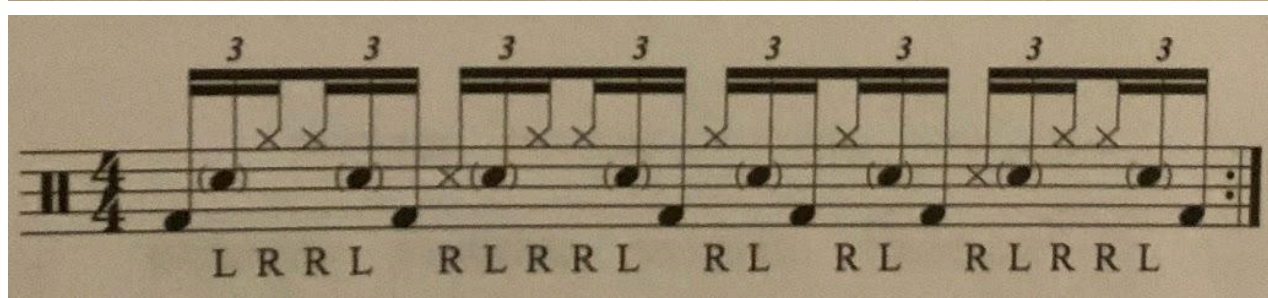
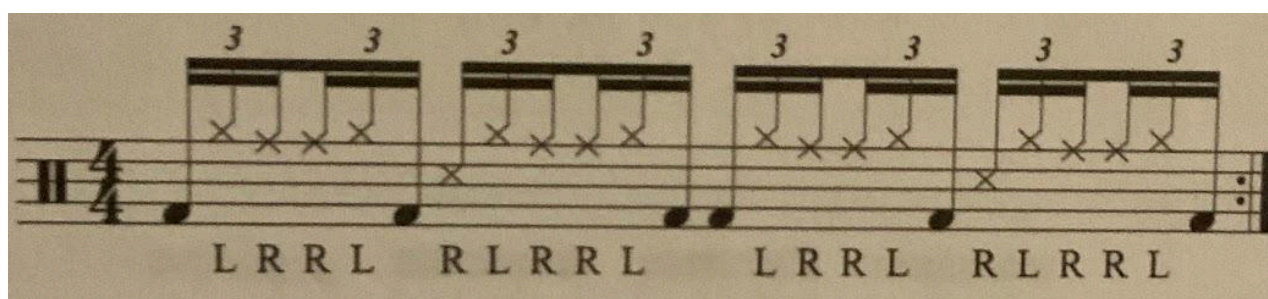
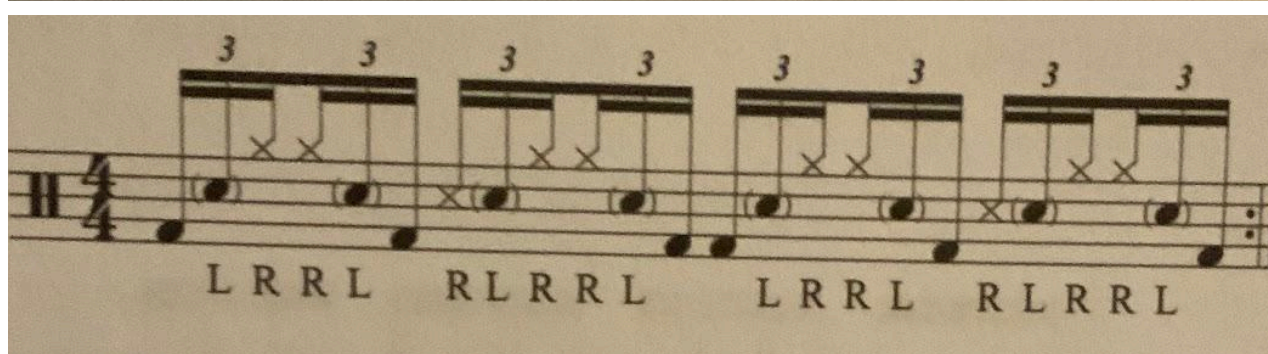
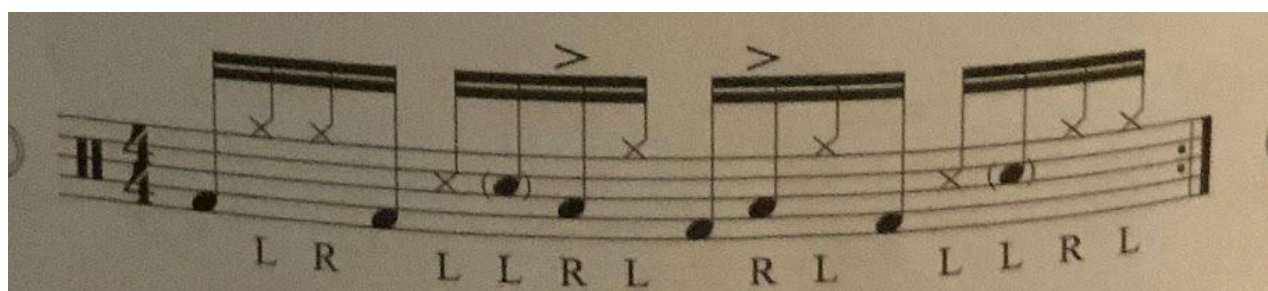
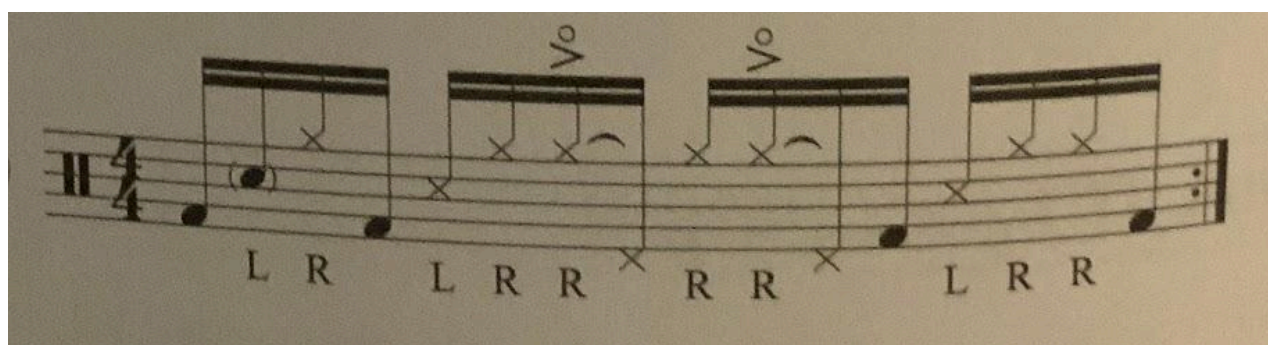
## Hi Hat Barks



## Linear Grooves







## Hip Hop - Rap

### What is Hip Hop - Rap?

Hip Hop is a cultural movement originating in America in the 70's/80's by African American communities in the Bronx and surrounding areas, the music that makes up part of this cultural movement is called Rap. Rap started off with disc jockeys (DJ's) looping sections of mostly funk music whilst a rapper performs rhythmic vocals over top but it has since evolved. Characteristics of modern Rap include; Rhythmic vocals, often spoken or "rapped", repeated backing music often made by drum machines, samples and electronic production, although sometimes with live instruments.

### Tips for Hip Hop Drumming

- Fills rarely happen and if they do they are short and not overplayed
- Grooves should stay **repetitive and groovy**, usually very funky
- Lots of rap has beats made by **drum machines and computers** or by cutting up pre recorded funk grooves and manipulating them so we aim to replicate those sounds and feels on the kit
- Try playing **slightly swung, relaxed and pulled back** from the beat to give a relaxed funky feel
- **Interplay between kick, snare and hats** is essential
- Try playing with **percussion and electronics** in your grooves
- **Add rolls and play with subdivisions on the closed hi hat** during beats, switching between duple and triple time and adding **rhythmic intricacies on the hats** is common, you can also open the hi hat for short differing amounts of time
- Experiment with **ghost notes**
- **Cut the groove, leave a rest and then come back in with the backbeat**, this helps create tension and release. You can also stutter the groove to act like a cut up groove or mimicking a dj.
- Incorporate funk and jazz patterns and feels into your grooves

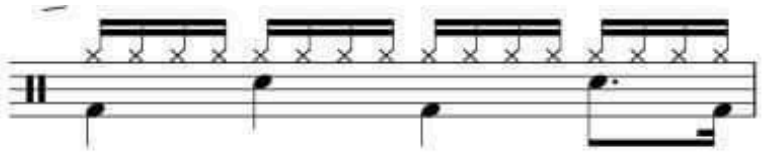
### Some Hip Hop Music and Drummer recommendations:

Questlove (The Roots), Chris Dave, Nate Smith, Nikki Glaspie. Artists include; A Tribe Called Quest, J Dilla, MF Doom

## Basic Hip Hop Grooves

A lot of Hip Hop grooves are sampled from funk and soul songs so use those! Below are a few examples of grooves in hip hop.

Rapper's Delight - The Sugarhill Gang



The Message - Grandmaster Flash



4,3,2,1 - LL Cool J



It Was a Good Day - Ice Cube



**The Amen Break** - The 'Amen break' is the most sampled drum break in music history, appearing in over 6,000 songs. The 20-second break was part of a song by the Winstons. With the rise of hip hop in the 1980s, the Amen break was used in hits including "Straight Outta Compton" by N.W.A and "Keep It Going Now" by Rob Base & DJ E-Z Rock. In the 1990s, it became a staple of drum and bass and jungle music.





## Dance & Electronic

### What is Dance & Electronic?

Dance and electronic music is a broad category of many genres that are made by electronic instruments and production technology designed to make people dance, usually at clubs. Types of Dance & Electronic music include; House, Drum n Bass, Dubstep, Electro, Synthwave etc...

### Tips for Dance & Electronic Drumming

- Drummers who play electronic music are typically trying to **emulate patterns created with drum machines**, so you need to focus on being as **accurate and consistent** as possible.
- The **gear/sounds** you use are very important for playing electronic music, try experimenting with percussion, effects cymbals, electronics, sample pads, triggers etc... **Layering** sounds on top of your drums/cymbals is also common.
- **Master 4 on the floor** - most electronic music (although not all) is based on keeping people dancing by having a driving kick drum throughout - learn to keep that going underneath your grooves/fills
- Have a **core loop** and then add/remove parts to add variation
- **Buildups** are a staple in a lot of electronic music, usually by creating space and dropping out parts and then rapidly switching up between subdivisions before pausing again before the beat comes back in

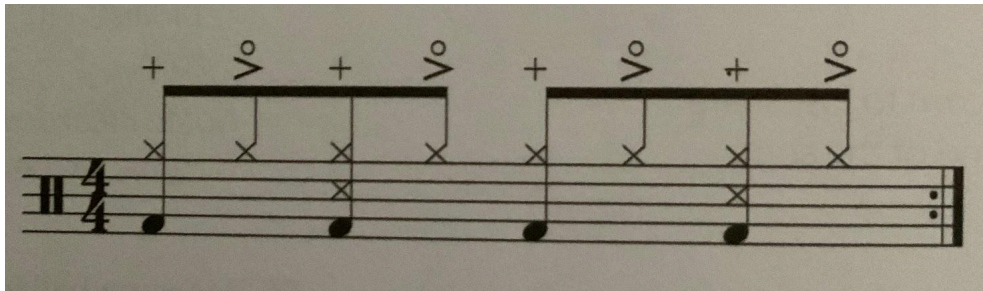
### Some Dance & Electronic Music and Drummer

**recommendations:** Jojo Mayer, Peter Szendofi, Michael Schack. Artists to check out include; The Prodigy, DeadMau5, Skrillex, Calvin Harris, Daft Punk and Kraftwerk.

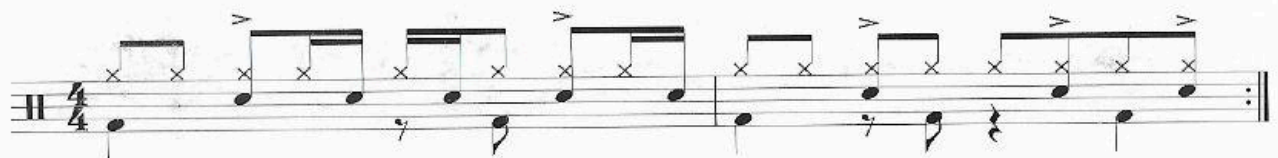
## Basic Dance & Electronic Grooves

First off the most popular groove sample of all time in drum n bass and jungle music is the amen break found in the hip hop section prior to this. Just play it a lot faster!

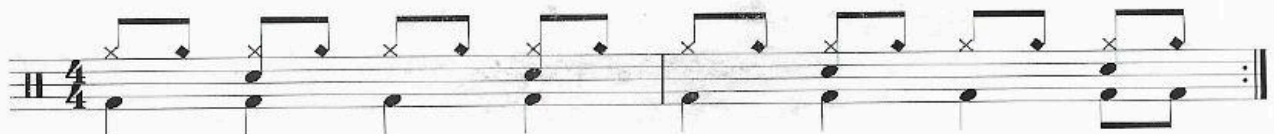
Below is a basic disco beat which is used in many dance and electronic styles



Example 1: Drum 'n' Bass



Example 2: House



Example 3: Techno



This house beat was programmed by Marshall Jefferson for his song "Move Your Body". You'll notice that this beat sounds very similar to those used in disco music, specifically because of the hi-hat and bass drum pattern.



## Blues

### What is Blues?

Blues is the oldest of our modern music genres and is the precursor to almost all modern music. Originating with enslaved people in America in the 1860's. Blues is characterised by an improvised call-and-response pattern, the blues scale, shuffles and swung time, and lyrics expressing the singer's feelings more so than a narrative. Blues can be played on instruments like the guitar, piano, and harmonica among others.

### Tips for Blues Drumming

- **Feel it**, don't think. Blues is all about emotion, let the music push and pull the timings, rhythms and dynamics that you play
- **Stay laid back** and don't play too busy, provide a solid backing for the singer and guitarist to do their thing. A lot of blues is very slow so get used to staying fairly steady at a low tempo.
- Get comfortable **playing Swung**, sometimes slightly swinging other times a full swing
- Use **triplets of all subdivisions**, especially switching between 8th and 16th triplets in unison and alternating patterns
- Perfect your **shuffles!** (straight, swung, halftime, purdie etc...)
- **Dynamics!** Control your volume to differentiate between sections, maybe use brushes or rods, rim clicks etc for quiet parts, open up the hi hat, hit harder, move onto the cymbals for louder parts etc...
- Learn the **blues scale and 12 bar blues structure** to understand what is happening musically so that you can better improvise within the style.

**Some Blues Music and Drummer recommendations:** Tony Coleman (BB King), Willie "Big Eyes" Smith (Muddy Waters), Odie "Maestro" Payne Jr. (Chuck Berry), Sam Lay



## Basic Blues Grooves

### Example 1: Chicago Shuffle

Although the Chicago Shuffle is one of the simplest shuffle grooves, making it feel right can be very challenging. Traditionally played on the ride with the hi-hat on beats '2' and '4', the bass drum is played on beats '1' and '3', giving it its characteristic 'two feel'.



### Example 2: Texas Shuffle

The Texas Shuffle can be a challenging groove to play well. Traditionally played on the ride with the hi-hat on beats '2' and '4', the bass drum is played on all four beats. However, the snare drum is played in unison with the ride. The technical challenge here is to accent the snare drum on beats '2' and '4', so creating a solid backbeat while keeping the other snare drum notes quiet.



### Example 3: Slow Blues 1

As the name suggests, this groove works well at slower tempos. In this groove all three parts of the triplet are played on the hi-hat and the backbeat is played on beats '2' and '4'. Although the bass drum pattern here is typical, be sure to experiment with different patterns of your own.

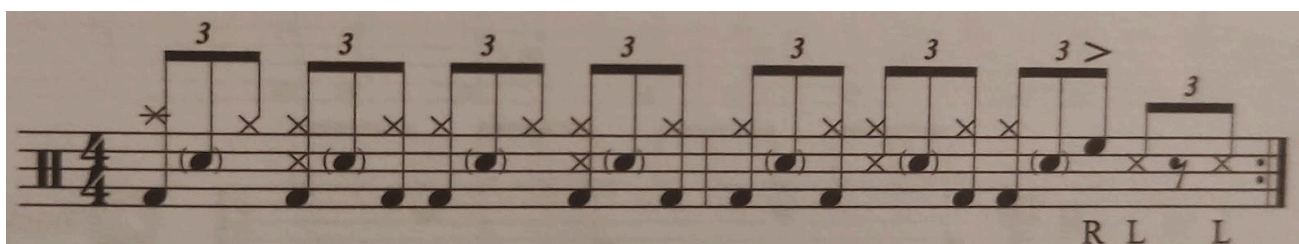
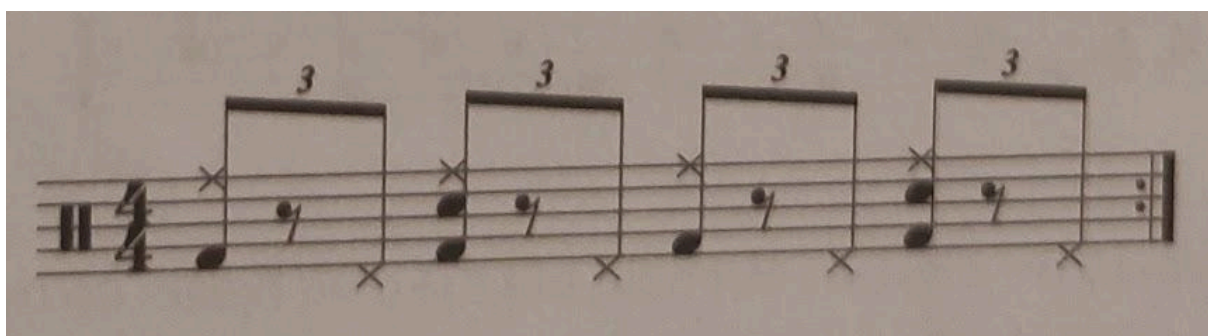
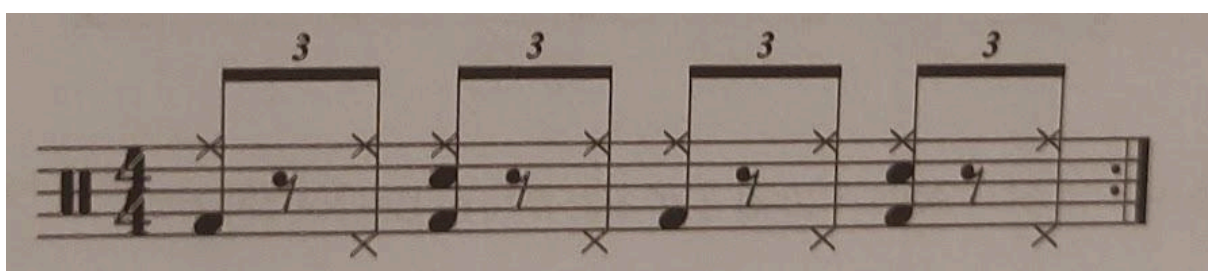
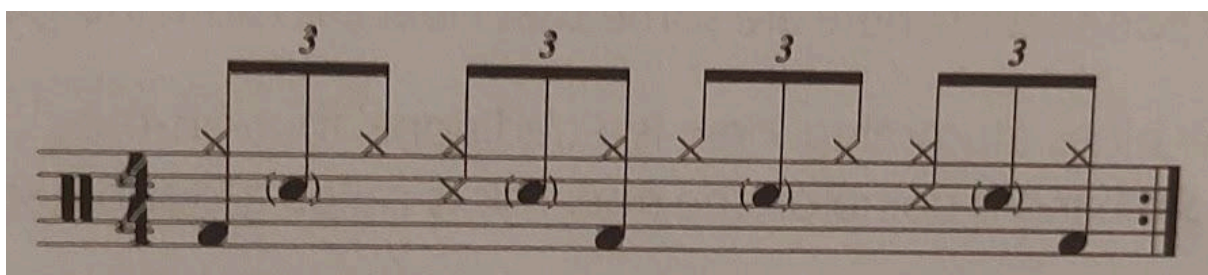
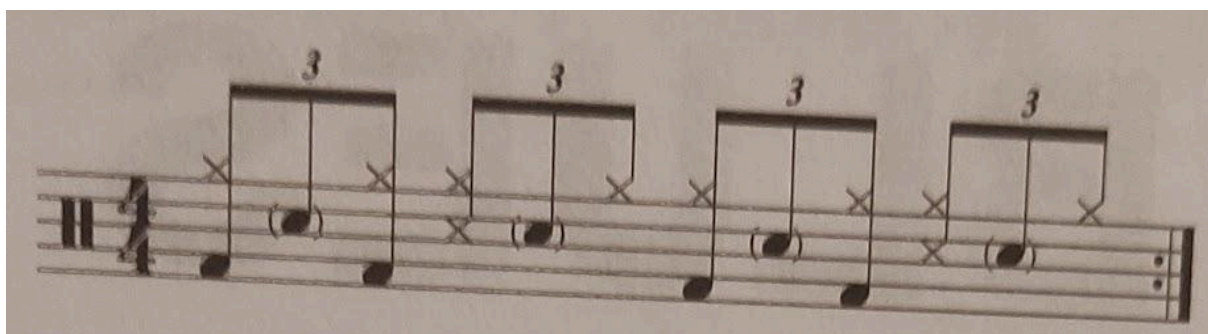


### Example 4: Slow Blues 2

Although similar to the previous example, in this case some of the hi-hat notes are subdivided, creating a little more rhythmic momentum. As well as experimenting with different bass drum patterns, try subdividing different hi-hat notes too.







## Country

### What is Country?

Country music originated in the southern United states in the 1920's and it's characteristics include; singing stories about working-class american life, narrative story-telling, many are ballads and dance tunes with simple form, rhythm and harmony, using instruments like banjo's, fiddles, harmonicas, and acoustic/electric guitars.

### Tips for Country Drumming

- Master the **Train Beat** and its variations at all tempos/dynamics/feels
- Embrace the **2 beat feel** (strong weak strong weak, boom chick boom chick)
- Keep things simple and steady, **play the money beats!**
- Experiment with **brushes and rods and mallets**, to play your beats quieter or get different sounds
- Timing has to be steady, consistent and dynamics are usually lower than other styles
- Get a good **cross-stick** sound, find the sweet spot on your drum, try using the butt end of the stick and get comfortable doing cross sticks in any groove. Keep the tip of the drumstick pressed against the drumhead as you lift up the butt end of the stick.
- Country drummers tend to use similar setups to pop and rock players but tune their drums lower. Cymbals are usually large and washy.
- Play behind the beat, give everything a laid back feel, but not too far behind!

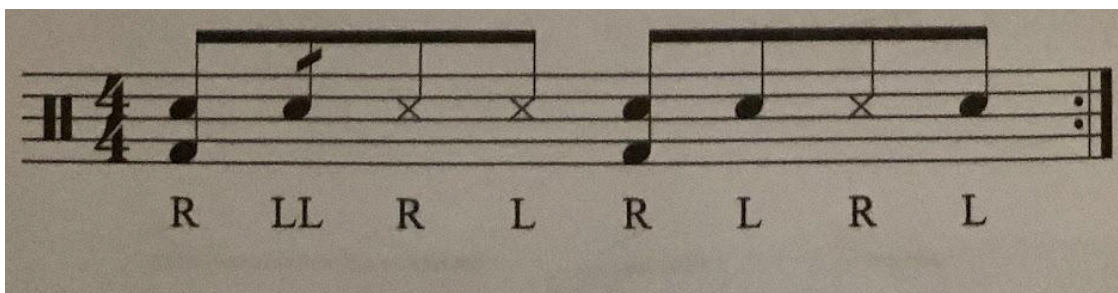
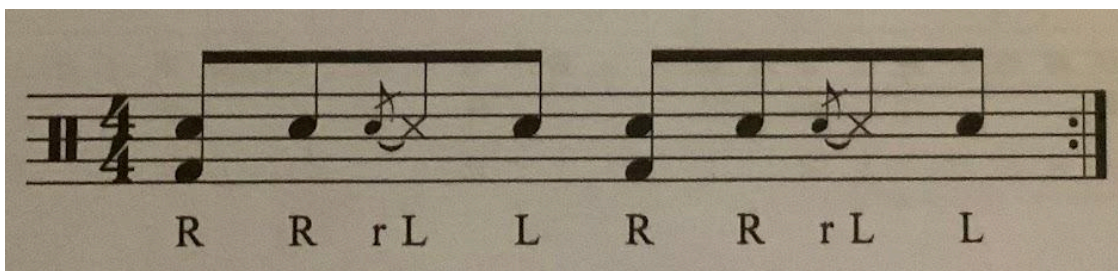
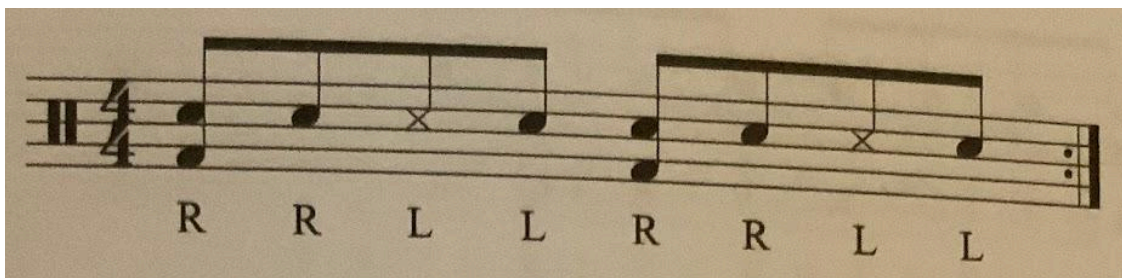
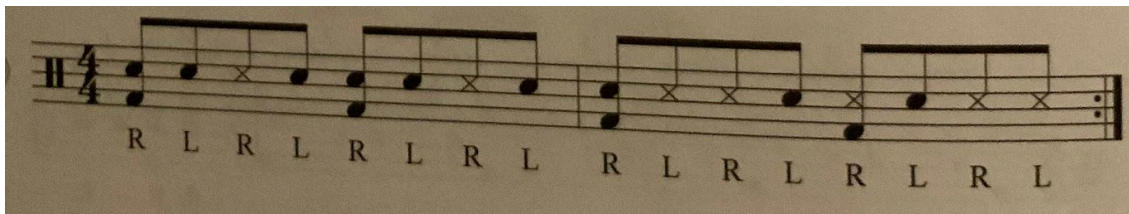
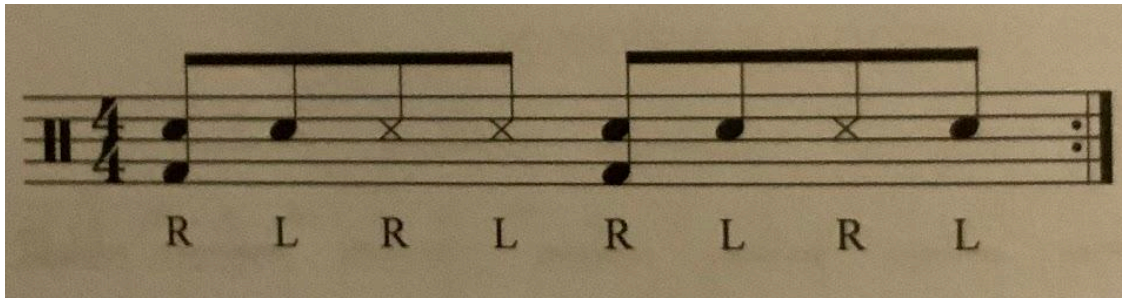
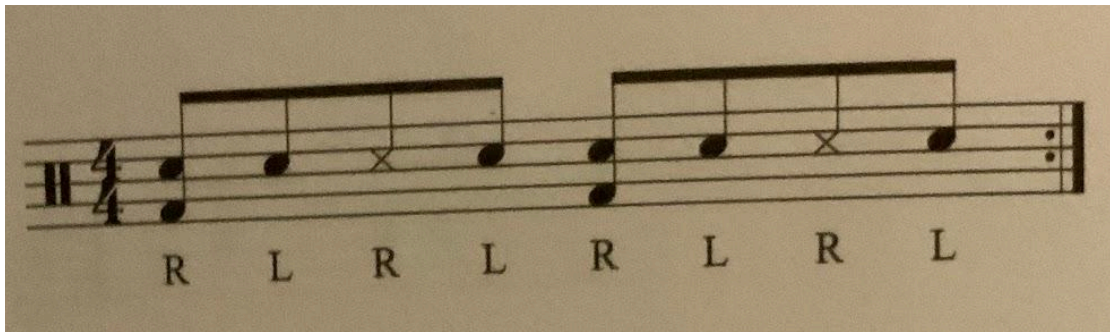
**Some Country Music and Drummer recommendations:** Rich Redmond, Jim Riley, W.S 'Fluke' Holland (Johnny Cash). Artists to check out include; Willie Nelson, Dolly Parton, Kacey Musgraves

Below we will explore some Train Beats but remember you can use a lot of vocabulary from the pop and rock chapters and even shuffles.



# Basic Country Grooves

## Train beats





## Jazz

### What is Jazz?

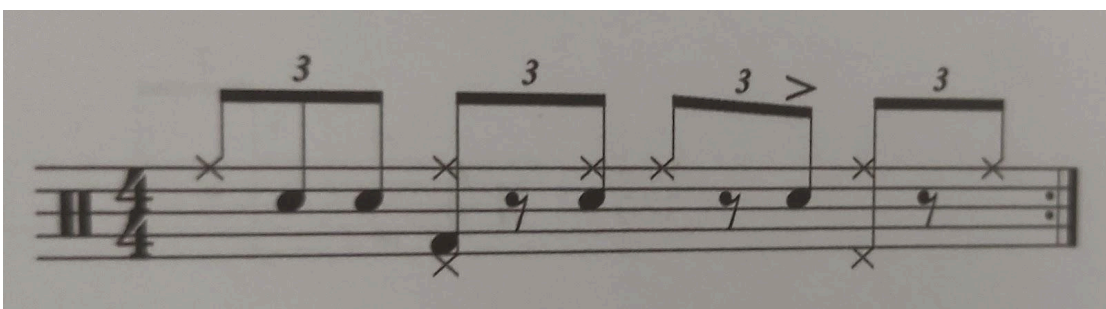
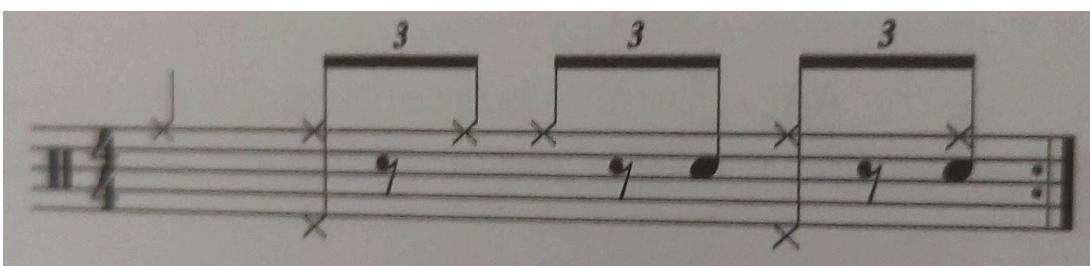
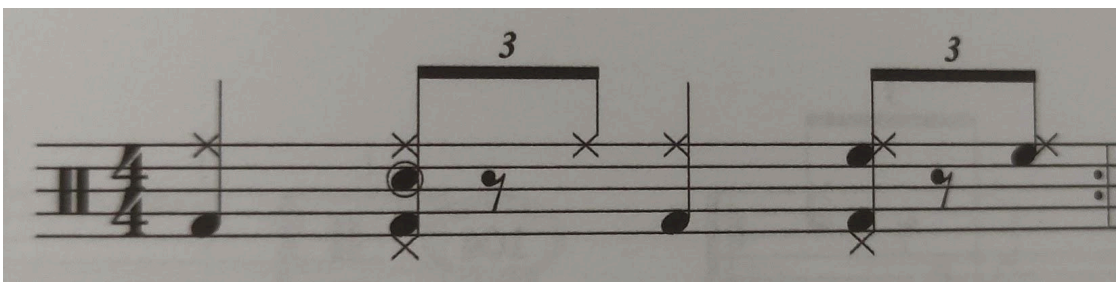
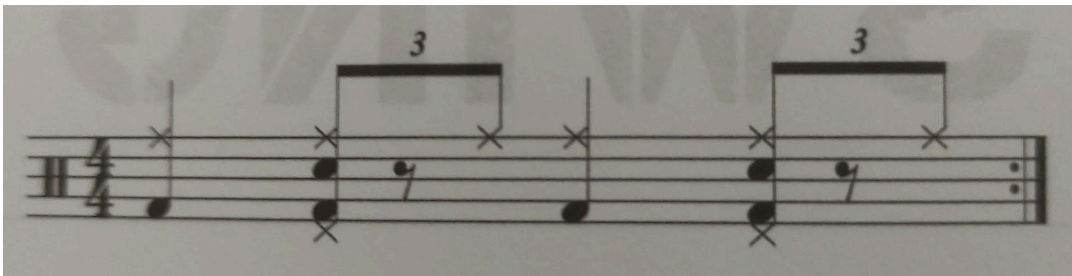
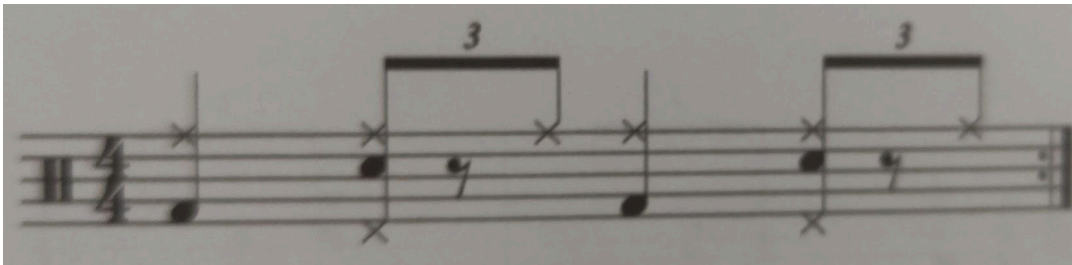
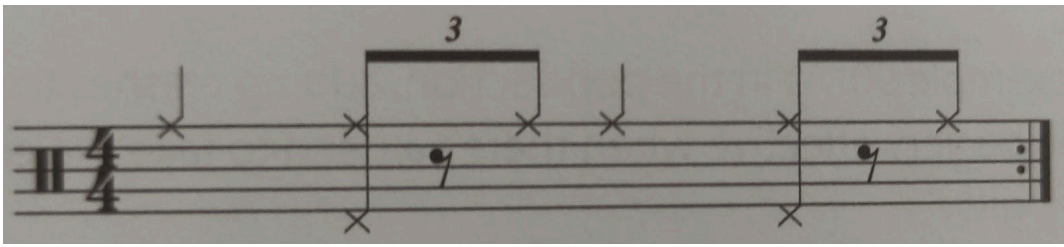
Many types of Jazz exist such as swing, big band, bebop, fusion etc.. Jazz originated in the 1920's by black musicians, heavily influenced by blues music, its main characteristics include; Swung time, triplets, improvisation, brass/horns, complex chords/melodies/rhythms, and syncopation. Big band Jazz was the first time when drummers became band leaders and could play at the forefront of the band.

### Tips for Jazz Drumming

- Listen to jazz! **Improvise!!!**
- Your **Ride should lead** and be the loudest, everything else should be more subtle and follow
- Keep **pedalled hi hat steady on beats 2 and 4** (the upbeat), this keeps everyone in time.
- Master the **spang a lang** ride pattern with 2 and 4 hi hat at all speeds and dynamics
- Practise **syncopation and independence and dynamics** with all limbs
- Follow the band, add hits and accents along with their rhythmic hits
- Learn to play very **subtle and quiet - bass drum feathering**
- Practice **bass drum, snare drum, and general comping**, playing accents/hits in various places e.g on the e, and, a, downbeats, upbeats etc... To follow brass stabs and unison parts
- Use **smaller and more melodically tuned drums**
- Get comfortable with **triplets at all subdivisions** and **playing swung** (practice straight and getting increasingly more swung and bouncy)
- Learn traditional grip (not a necessity but it is more authentic)
- Master 6 stroke rolls of all kinds and sextuplets
- Utilise techniques like buzz rolls, finger control, rebound, muting, rim clicks, heel down pedalling
- Learn some **brush** technique/patterns

**Some Jazz Music and Drummer recommendations:** Buddy Rich, Gene Krupa, Peter Erskine, Max Roach, Tony Williams. Artists include; Miles Davis, Frank Sinatra, Nina Simone, Ella Fitzgerald

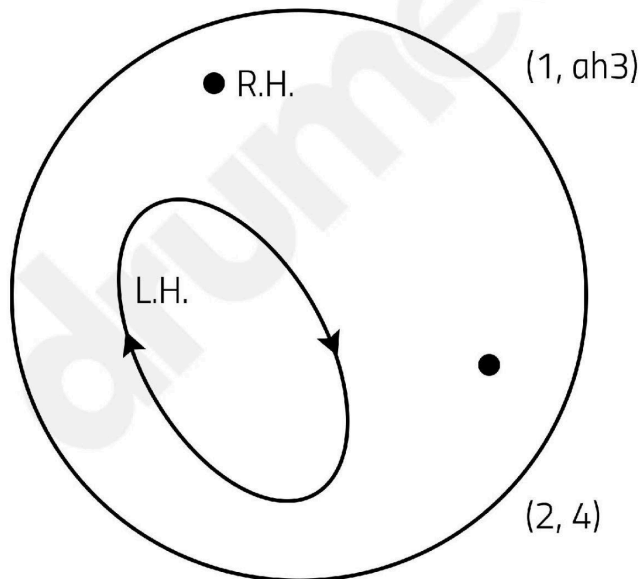
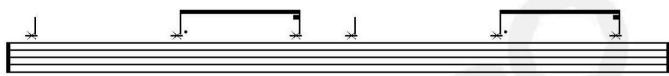
## Basic Jazz Grooves



# Brush Playing

## 1) Tap Stroke

- Left Hand - Sweep Stroke;
- Right Hand - Tap Stroke.

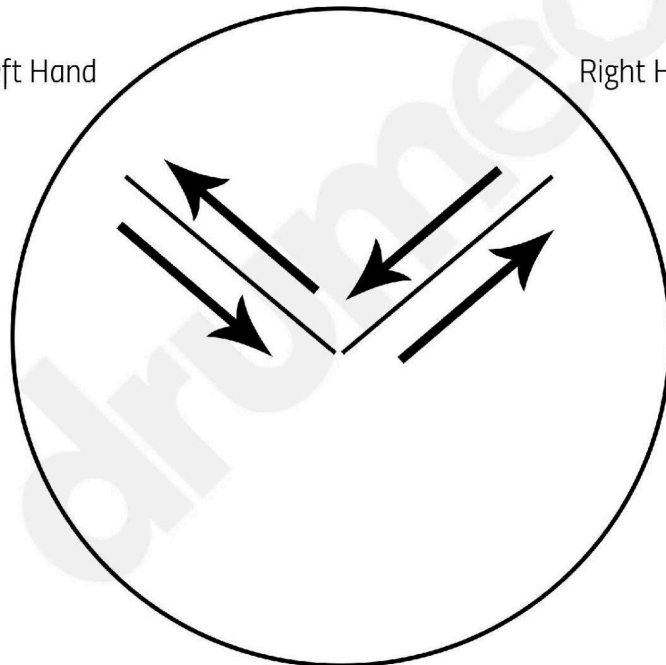


## 3) For continuous 8th-, 16th-, and 32nd-note patterns

- Solo possibilities;
- Latin-based patterns;
- Rock or backbeat applications.

Left Hand

Right Hand



# Metal

## What is Metal?

Metal music evolved from rock in the 60's/70's in the UK and then the US, it is heavier and often more complex than rock, using distorted guitar tones (usually 2 guitarists), very fast and complex rhythms and melodies, often incorporating double kick pedals and aggressive sounding vocals.

## Tips for Metal Drumming

- **Play with speed, power, consistency and endurance** (these are the main elements you need to build)
- To build the above elements with your hands practise rudiments and subdivisions with just your wrist, then just fingers for extended periods of time to a metronome at increasing tempos.
- To improve double pedal technique **use mixtures of many foot techniques** eg heel down, up, heel toe, slide and switch between feet/ankles and legs
- Play rudiments with feet to a click at different subdivisions for extended amounts of time, also try **swapping leading foot**, and with various hand patterns over the top to improve independence
- Keep feet at the same dynamics, keep even spacing between notes
- Use loud open tones, little/no dampening, big crash hits and open/trashy hi hats. Dynamics should still change but everything will be much **louder** than other genres. Make use of **Rim Shots!**
- Fills are fast and loud, often **16th/32nd notes** and involve lots of **hand to feet combinations** eg 'snare snare kick kick' = 2 up 2 down and then orchestrating these combos around the kit
- Switch between hands + feet to allow for rest and to improve endurance
- Use the pattern RLL to improve your weaker left side (hand or foot)
- Work on the **2 step groove** - kick snare kick snare repeated, get it quick and consistent and then try orchestrating the right hand and adding double kick patterns underneath
- **Blast beats** are a metal staple so make sure you can get them clean and fast - play singles between a cymbal and the snare with the bass drum following the right hand

**Some Metal Music and Drummer recommendations:** Joey Jordisson (Slipknot), Dave Lombardo (Slayer), Matt Halpern (Periphery), Mario Duplantier (Gojira), Austin Archey (Lorna Shore).




# Basic Metal Grooves

## The Traditional Blast

1)  2) 

## The Hammer Blast

3)  4) 

### A. Accents #1



### B. Accents #2



### C. Accents #3



### D. Kick Variation #1



### E. Kick Variation #2





A. Snare Variation #1

B. Snare Variation #2



#### 4) Thrash Beat



A. Kick Variation #1



B. Kick Variation #2



## 2. "The Four Horsemen" – Metallica

Imagine taking the famous double bass triplet pattern from "One" and cutting it in half. This gallop-style burst is an 8th note triplet on the kicks, followed by a snare hit.



## 3. "Down With The Sickness" – Disturbed

This interesting syncopated double kick pattern has a cool offbeat snare drum shot at the end. Try it yourself!!

