

Flams & Paradiddles

QUICK TIPS

Flams

- Consistent heights and grip
- Should sound like "chut"
- Pay attention to *Down/Up/Tap* strokes
- Don't slow down or speed up
- Upper case R's and L's indicate high notes; lower case r's and l's indicate low notes

Paradiddles

- Consistent heights and grip
- Use Down strokes after the accents
- Control the bounce of the "diddle" strokes
- Be patient and careful not to rush
- Upper case R's and L's indicate high notes; lower case r's and l's indicate low notes

Play-along Tracks

- 04 - SLOW - 120 bpm (01'21")
- 05 - MEDIUM - 140 bpm (01'10")
- 06 - FAST - 160 bpm (01'01")

COUNT-OFF "1" "2" PLAY!

Drum fill _____ R
mp

1 2 3 4 5 6 7 8

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

9 10 11 12

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

17 19 21 23

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

OPTIONAL:
Airplay to the drum solo!

24 25 26 27

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

28 29 32 33 34

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

Timing Patterns

QUICK TIPS

- Consistent heights and grip
- Pay attention to different stroke types—legato vs. controlled
- Line up with the groove!

Play-along Tracks

- 07 - SLOW – 85 bpm (00'58")
- 08 - MEDIUM – 95 bpm (00'52")
- 09 - FAST – 105 bpm (00'47")

COUNT-OFF (Guitar Intro)

"1" "2" "READY" "GO"

PLAY!

1 R L R R L R R L L R L R R L R R L R R L L R L R

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

mf

3 R L L R R L R L L R R L R L R L L R L L R L R L

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

9 R L R R R L R L L L R L L R L R L R L R L R L R L

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

f

OPTIONAL:
Play on the rim

13 R L R R R L R L L L R L L

sub. p *molto cresc.* L R L

14

17 R

f

Double Strokes

Consistent heights and grip
Use fingers to control the second stroke of each double
stroke, stick and palm but not between stick and finger

**Play-
along
Tracks**

- 10 - SLOW - 76 bpm (00'50")
- 11 - MEDIUM - 86 bpm (00'44")
- 12 - FAST - 96 bpm (00'39")

COUNT-OFF "1" "2" "1" "2" "3" "4"

Drum fill

PLAY!

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

mf-f

R R R R R L L L L L

Both hands together!

sub. *p*

OPTIONAL:
Stick clicks

f

Double Strokes

QUICK TIPS

- Consistent heights and grip
- Use back fingers to control the second stroke of each double
- Space between stick and palm but not between stick and finger

Play-along Tracks
 10 - SLOW – 76 bpm (00'50")
 11 - MEDIUM – 86 bpm (00'44")
 12 - FAST – 96 bpm (00'39")

COUNT-OFF "1" "2" "1" "2" "3" "4"

Drum fill

PLAY!

1 *mf-f*

2 *L L L L L L L L L L*

Both hands together!

3 *R R R R R R L L L L L L*

4 *R R R R R R L L L L L L*

OPTIONAL: Stick clicks

11 *sub. p*

12 *R R R R R R L L L L L L*

13 *f*

Buzz Strokes & Accent/Tap

QUICK TIPS

Buzz Strokes

- Consistent heights and grip
- Relax back fingers
- More pressure on middle finger
- Keep the stick flat to the drum
- Upper case R's and L's indicate high notes; lower case r's and l's indicate low notes

Accent/Tap

- Consistent heights and grip
- Pay attention to *Down/Up/Tap* strokes
- Pay attention to the taps before and after each accent
- Upper case R's and L's indicate high notes; lower case r's and l's indicate low notes

Play-along Tracks

- 13 - **SLOW** – 84 bpm (00'59")
- 14 - **MEDIUM** – 94 bpm (00'54")
- 15 - **FAST** – 104 bpm (00'49")

COUNT-OFF "1" "2" "1" "2" "3" PLAY!

1 R l r R l r 2 R l l l R l 3 4 2 5 R r l r R r r R

6 7 R r l r R r l r R L R 8 Make it last! 9 r l L r l L r l L r r r L r 10

11 12 2 13 R r l r R r l r R L R 14 15 L l r l L l r l r L R L 16 Make it last!

Chicken and a Roll

QUICK TIPS

- Consistent heights and grip
- Make the buzzes “touch”
- Find the pulse in the recording
- Keep the stick flat to the drum
- Also try using “double strokes” rather than buzz strokes

Play-along Tracks

- 16 - SLOW – 70-155 bpm (00'52")
- 17 - MEDIUM – 70-175 bpm (00'48")
- 18 - FAST – 70-225 bpm (00'42")

COUNT-OFF (Synth intro)

"READY" "GO"

PLAY!

accel.

Play 4 times

accel. Play 4 times

Time to Jam!

QUICK TIPS

- Consistent heights and grip
- Don't get too excited!
- Have fun WHILE STAYING FOCUSED

Play-along Tracks

- 19 - SLOW – 140 bpm (00'29")
- 20 - MEDIUM – 155 bpm (00'26")
- 21 - FAST – 170 bpm (00'24")

COUNT-OFF (Drum intro)

"1" "2" "READY" "GO!"

Divisi (split parts)

Group A

For added fun, try "air drumming" the 'x' noteheads!

Tutti (all together!)

