

My First Rock Groove

Play the following pattern on the Hi-Hat, remembering to count out loud!

1 & 2 & 3 & 4 &

A musical staff with a treble clef and a double bar line at the beginning. Above the staff, there are two groups of notes. The first group consists of four notes: a quarter note on beat 1, a quarter note on the off-beat (&), a quarter note on beat 2, and a quarter note on the off-beat (&). The second group also consists of four notes: a quarter note on beat 3, a quarter note on the off-beat (&), a quarter note on beat 4, and a quarter note on the off-beat (&). Each note has a downward-pointing stem with an 'x' at the end, indicating a Hi-Hat strike. A thick black bar is drawn above the notes in each group, spanning the duration of the notes. The staff ends with a double bar line and repeat dots.

Next, add in the Bass Drum Playing on beats 1 and 3.
Don't forget to keep counting out loud!

1 & 2 & 3 & 4 &

A musical staff with a treble clef and a double bar line at the beginning. Above the staff, there are two groups of notes, identical to the first section. Below the staff, there are two groups of notes. The first group consists of two notes: a quarter note on beat 1 and a quarter note on the off-beat (&). The second group consists of two notes: a quarter note on beat 3 and a quarter note on the off-beat (&). Each note has a downward-pointing stem with a 'z' at the end, indicating a Bass Drum strike. A thick black bar is drawn above the notes in each group, spanning the duration of the notes. The staff ends with a double bar line and repeat dots.

Finally, add in the Snare Drum playing on beats 2 and 4. Remember to continue to count out loud.

1 & 2 & 3 & 4 &

A musical staff with a treble clef and a double bar line at the beginning. Above the staff, there are two groups of notes, identical to the first section. Below the staff, there are two groups of notes. The first group consists of three notes: a quarter note on beat 1, a quarter note on the off-beat (&), and a quarter note on beat 2. The second group consists of three notes: a quarter note on beat 3, a quarter note on the off-beat (&), and a quarter note on beat 4. Each note has a downward-pointing stem with a 'z' at the end, indicating a Snare Drum strike. A thick black bar is drawn above the notes in each group, spanning the duration of the notes. The staff ends with a double bar line and repeat dots.

More Grooves

* Play each groove 8 times, non stop
* Play them in time to music
* Try playing them in time to a click track

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

12 Bar Groove Review

- * Play the whole exercise without stopping
- * Don't forget the repeat
- * Try playing this in time to music or a click track

1

2

3

4

5

6

First Fills & Four Bar Phrases

- * Count clearly out loud
- * Play each one slowly to ensure accuracy
- * Use the stickings indicated above the fills

A

B


C

D


E


Now try playing three bars of a groove and then playing one of the fills in the fourth bar. This is called a four bar phrase. The slash marks and the word "Fill" in the fourth bar mean that you should play a fill that lasts four beats.


Note Names & Values, Rests & Time Signatures


Semibreve/Whole Note = 4 Beats






 
Minim/Half Note = 2 Beats

1 2 3 4

Crotchet/Quarter Note = 1 Beat

1 & 2 & 3 & 4 &

Quaver/Eighth Note = 1/2 Beat



1 e & a 2 e & a 3 e & a 4 e & a

Semiquaver/Sixteenth Note = 1/4 Beat

Rests

Whole Note Rest *	Half Note Rest	Quarter Note Rest	Eighth Note Rest	Sixteenth Note Rest
				

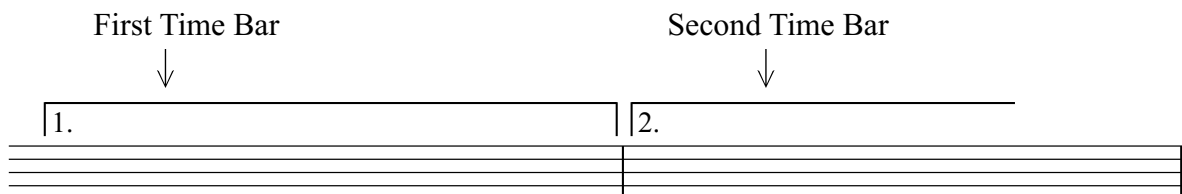
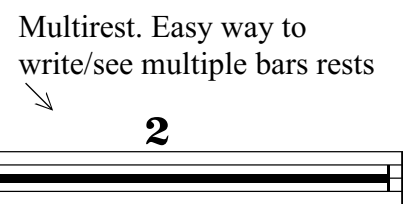
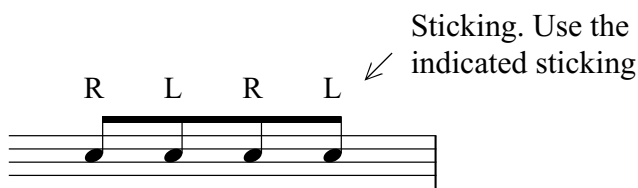
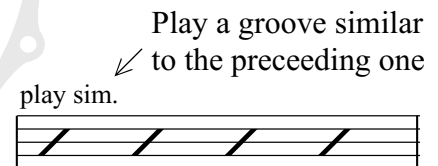
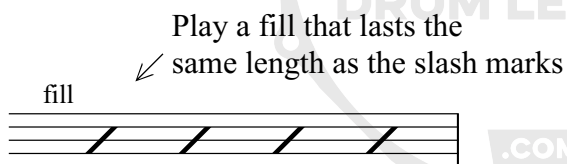
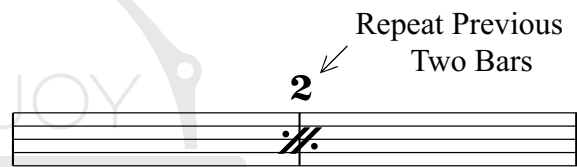
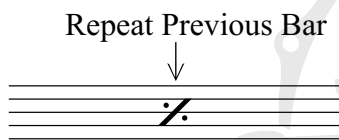
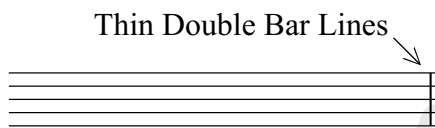
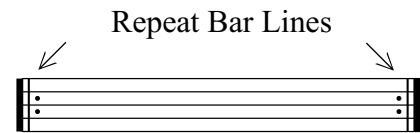
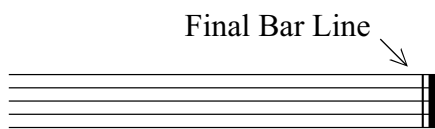
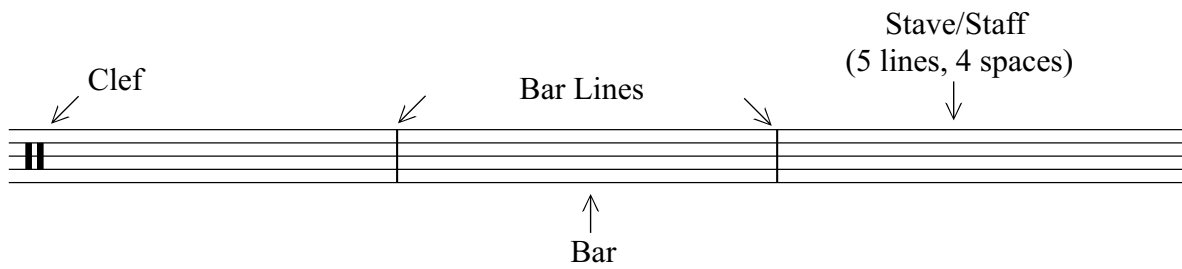
* The whole note rest is also used to indicate a full bars rest even if the time signature is greater or less than 4.

Time Signature

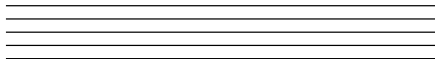
 → Number of beats per bar (can be any number)
 → Type of beats per bar (will be either 2, 4, 8 or 16)

Remember: "Number Type beats per bar "

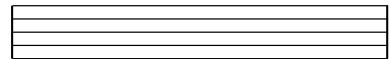
Essential Terminology



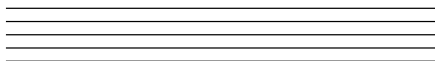
Dynamics & Other Marks



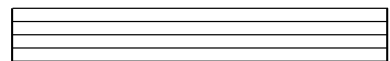
ff = Fortissimo (Very Loud)



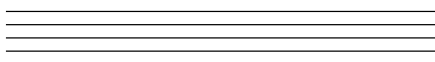
f = Forte (Loud)



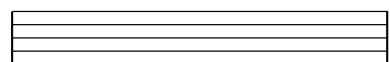
mf = Mezzo forte (Medium loud)



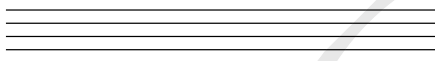
mp = Mezzo piano (Medium soft)




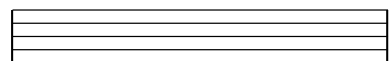
p = Piano (Soft)




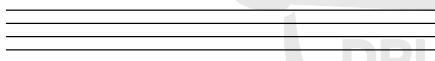
pp = Pianissimo (Very soft)



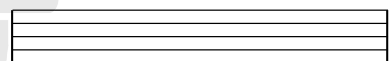
 = Crescendo
(gradually getting louder)



 = Decrescendo
(gradually getting softer)

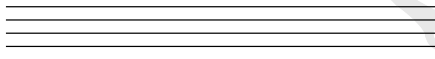


cresc. = Crescendo

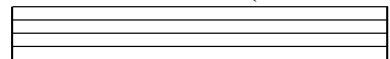


dim. = Diminuendo (as decrescendo)

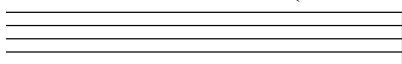
rall. = Rallentando (Gradually slowing down)




rit. = Ritardando (as Rallentando)

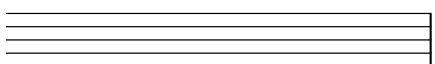


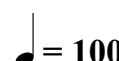
accel. = Accelerando (Gradually getting faster)



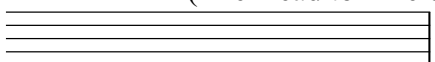
 = Fermata (Pause or Hold)


Tempo I = Play at the original tempo.

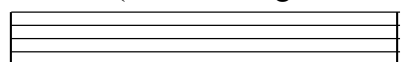


 = **100** = Tempo. Indicates number of crotchet beats per minute.

D.C. al Fine = Da Capo al Fine
(The Head to Fine or Finish)



D.  al Fine = Dal Segno al Fine
(From the Sign to Finish)

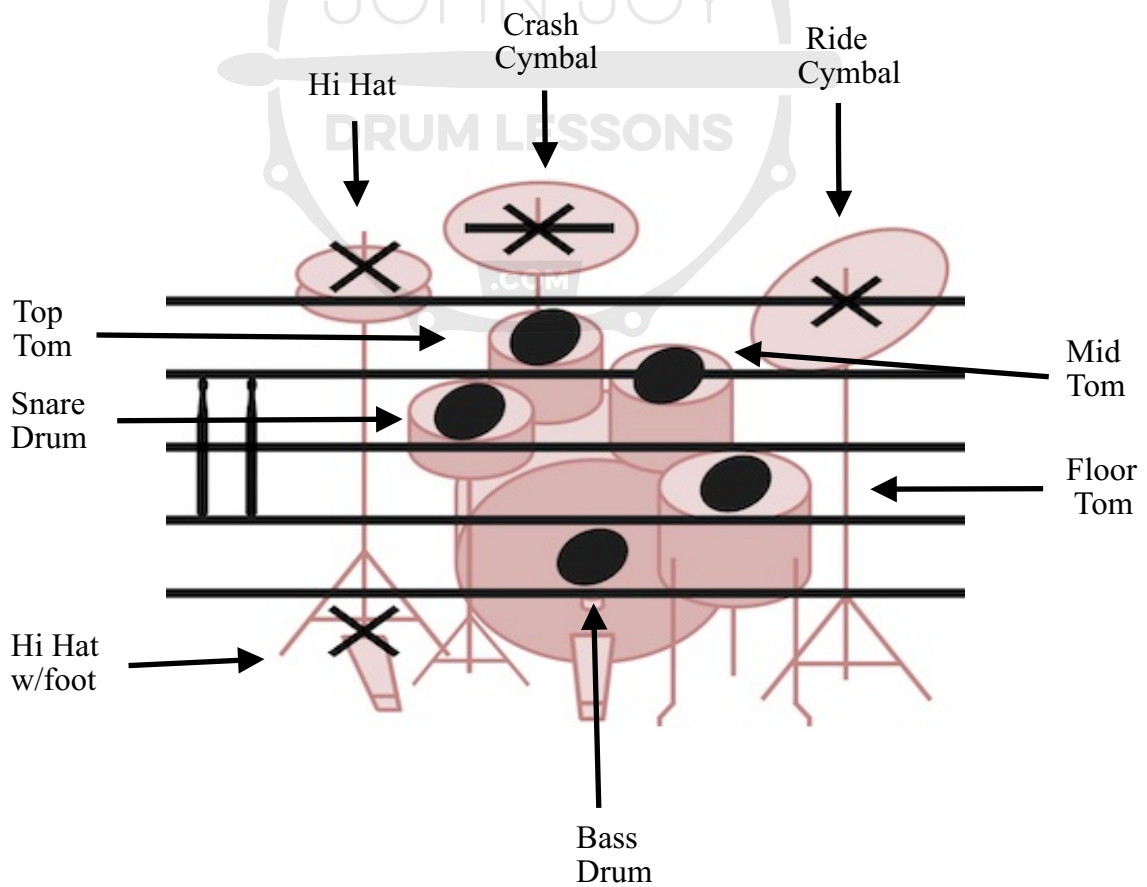


Drum Kit Notation

Hi Hat or Ride Cymbal Ride Cymbal Crash Cymbal Open Hi Hat Closed Hi Hat

Hi Hat w/Foot Hi Hat w/Foot

Top Tom Mid Tom Snare Drum Floor Tom Bass Drum



Anatomy of the Snare Drum & Cymbals

