

# Using Crashes in Grooves

- \* Try changing the Kick/Snare patterns
- \* Swap hands over so weaker hand plays the Crash
- \* Try playing these in time to music

1 2

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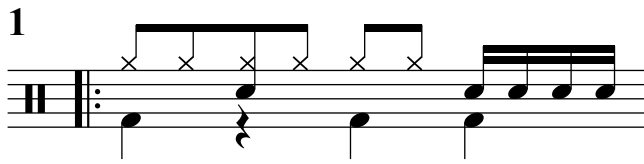
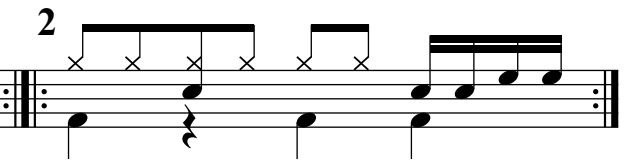
11 12

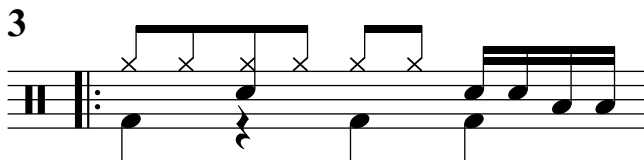
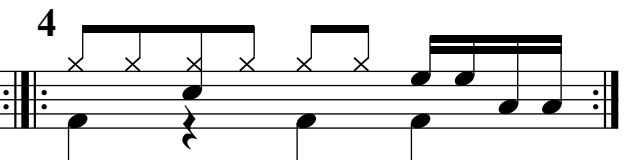
13 14

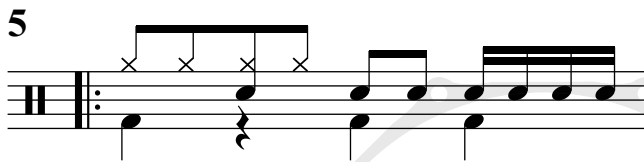
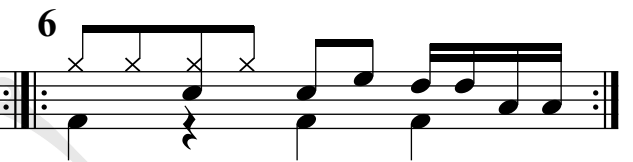
15

# 16th Note One & Two Beat Fills


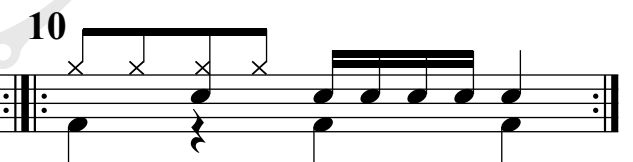
\* Try playing a Crash on beat 1 instead of the Hats  
\* Try using different Rudiments to play these fills  
\* Add your own dynamics

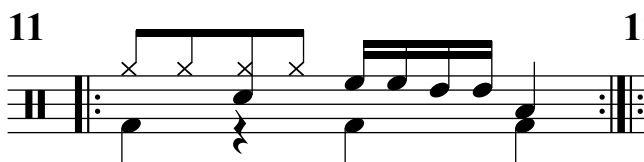

1  2 

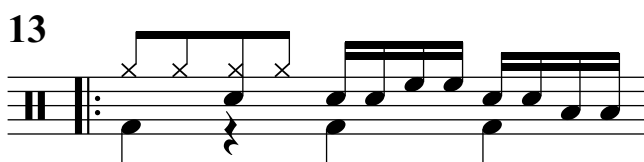

3  4 

5  6 

7  8 

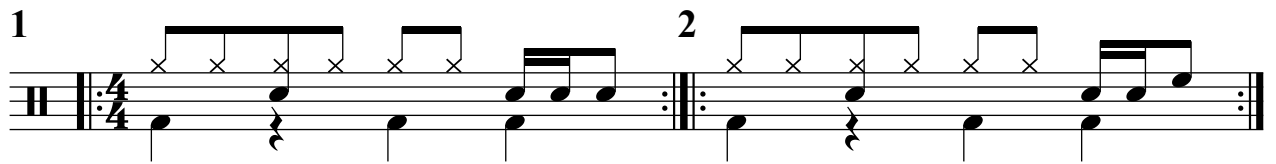
9  10 

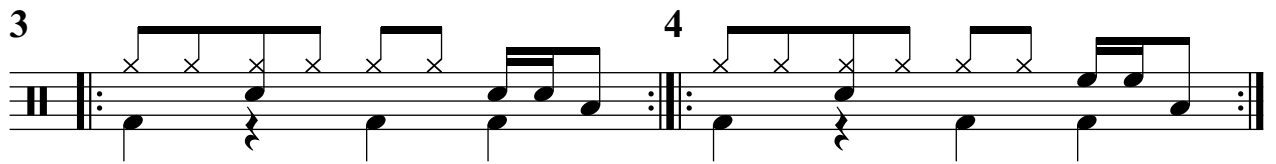
11  12 

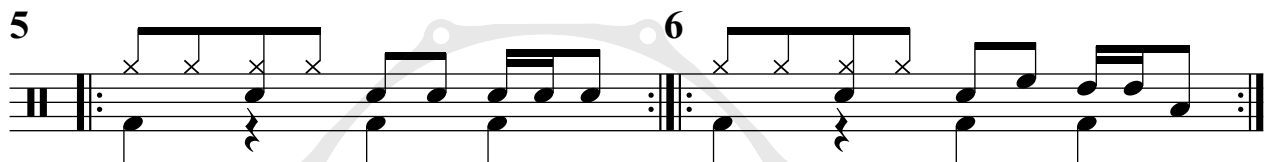
13  14 

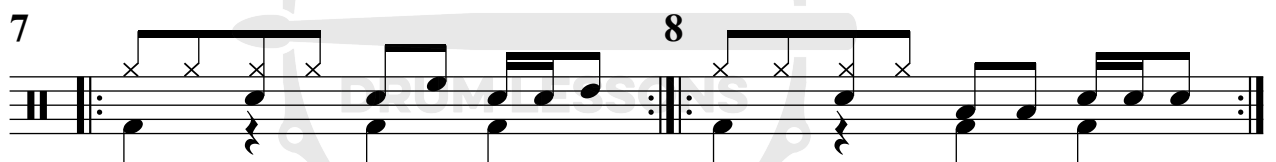
# Two 16ths/One 8th One & Two Beat Fills

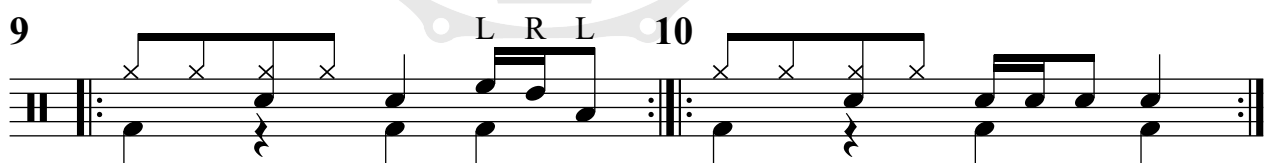
\* Try playing a Crash on beat 1 instead of the Hats  
\* Use the Ride instead of the Hats  
\* Add your own dynamics

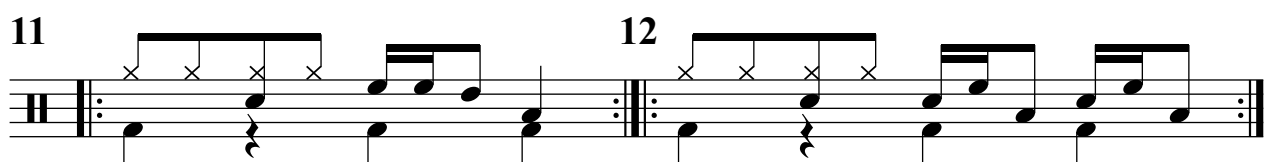
1 

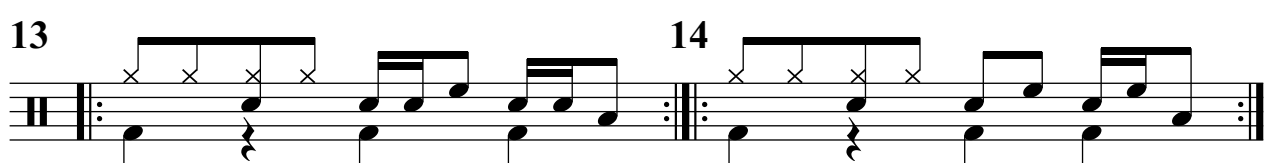
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## 1 & A Primer

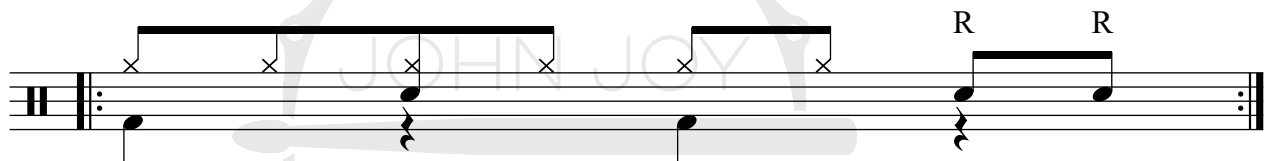
Many people struggle to accurately play & understand the 1 & A note grouping. To best understand it, it is best seen in the context of semiquavers.



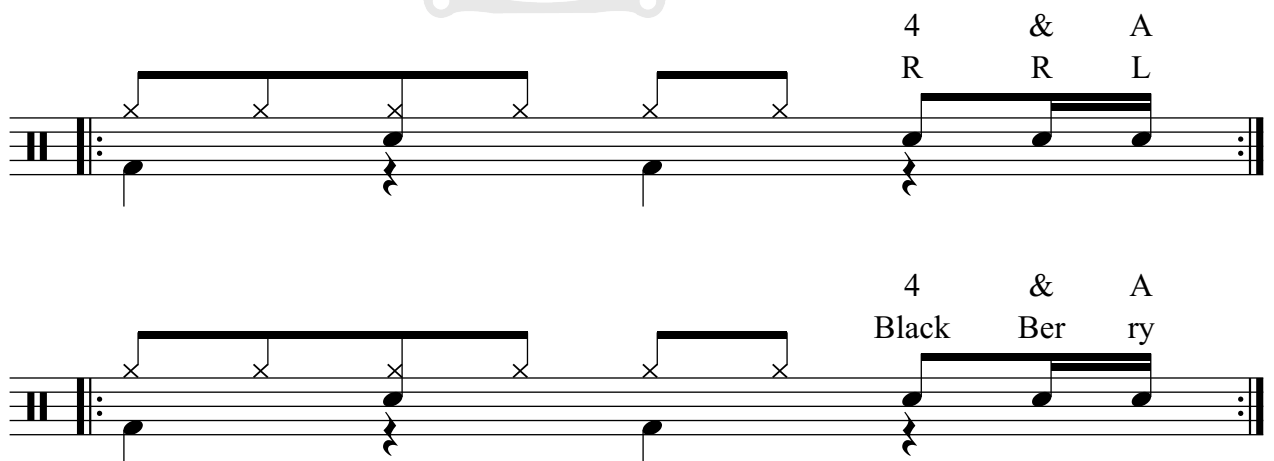
The next stage is to look at the most natural sticking for this grouping.



Finally, let's put the note grouping into a familiar context. If we get the right hand pattern comfortable first it makes the final note easier to get in the correct place.



Once this is really comfortable, we can add in the left hand playing the final note. If the count (in this case "4 & A") causes you problems, you could substitute it with the word "Blackberry" as shown below.



# 8th & Two 16ths One & Two Beat Fills

\* Try playing a Crash on beat 1 instead of the Hats  
\* Try changing the Kick/Snare patterns  
\* Experiment with different stickings

1 2

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## Variations

- \* Experiment with moving your hands to different drums
- \* Try swappng the Ride for the Hi-Hat
- \* Use the Hi-Hat variations with the Tom Patterns
- \* Use different Kick/Snare Patterns

### 1. Ride Cymbal (shown below written in the two most common ways)

Musical notation for Ride Cymbal variations 1 and 2. The first variation shows a pattern of eighth notes on the top staff with 'x' marks above them, and a bass drum pattern on the bottom staff. The second variation is similar but includes a 'Ride' label above the staff.

### 2. Ride Cymbal with Hi-hat variation (1)

Musical notation for Ride Cymbal with Hi-hat variation (1). The top staff shows a pattern of eighth notes with 'x' marks, and the bottom staff shows a bass drum pattern.

### 3. Ride Cymbal with Hi-hat variation (2)

Musical notation for Ride Cymbal with Hi-hat variation (2). The top staff shows a pattern of eighth notes with 'x' marks, and the bottom staff shows a bass drum pattern.

### 4. Ride Cymbal with Hi-hat variation (3)

Musical notation for Ride Cymbal with Hi-hat variation (3). The top staff shows a pattern of eighth notes with 'x' marks, and the bottom staff shows a bass drum pattern.

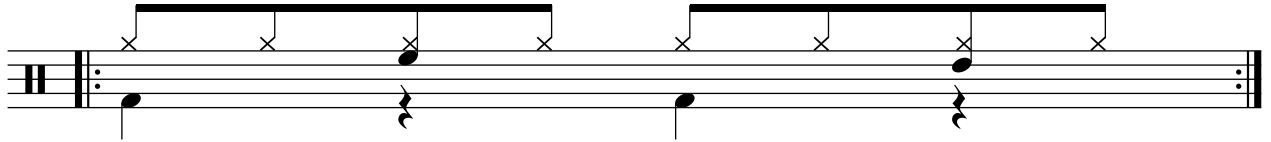
### 5. Snare Drum

Musical notation for Snare Drum. The top staff shows a pattern of eighth notes, and the bottom staff shows a bass drum pattern.

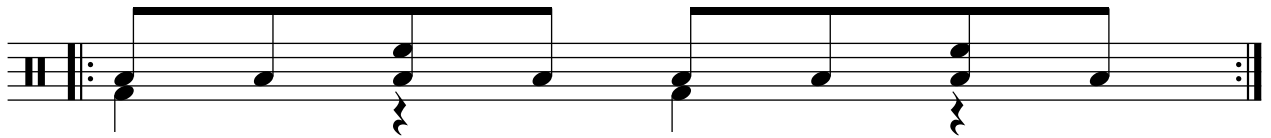
### 6. Floor Tom

Musical notation for Floor Tom. The top staff shows a pattern of eighth notes, and the bottom staff shows a bass drum pattern.

7. Tom Toms instead of Snare (Try LH on HH!)



8. Floor Tom & Top Tom



Try writing your own variations out below:

Five empty musical staves for writing variations. Each staff has a treble clef and a key signature of one sharp (F#). The watermark 'JOHN JOY DRUM LESSONS .COM' is centered over the page, featuring a drum set and a drumstick.