

The first eight examples are some basic eight-note bassdrum variations. Try to create some other variations too. Practice them in various tempos and dynamic levels. Use different sound sources too. The right hand part can be played on the half open hi-hat, on the ride cymbal, on the floor tom, or even on the snare drum. The left hand part can be played on the snare drum cross stick, or on the small tom. Experiment!

Examples 1 through 8 are musical notation for bass drum patterns in 4/4 time. Each example consists of two measures of music. The notation uses 'x' marks on a five-line staff to represent eighth notes. Examples 1-4 show patterns where the bass drum plays on the first and third beats of each measure. Examples 5-8 show patterns where the bass drum plays on the second and fourth beats of each measure.

Create two bar grooves using the previous examples. Try various combinations. Example 9 is a combination of examples 3 and 5.

Example 9 is a two-bar groove. The first bar follows the pattern of example 3 (bass drum on beats 1 and 3), and the second bar follows the pattern of example 5 (bass drum on beats 2 and 4).

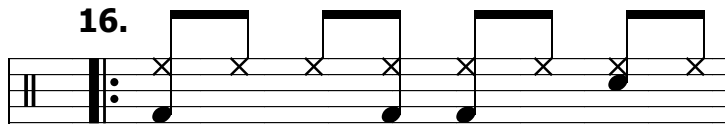
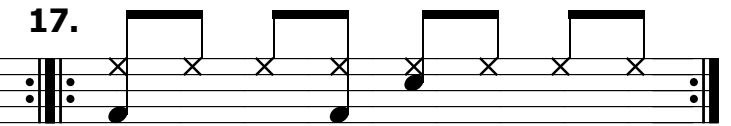
It's possible to create two bar grooves in which the second bar doesn't start with the bass drum.

Examples 10 and 11 are two-bar grooves. In both, the first bar has a bass drum on beats 1 and 3. In example 10, the second bar starts with a bass drum on beat 2. In example 11, the second bar starts with a bass drum on beat 4.

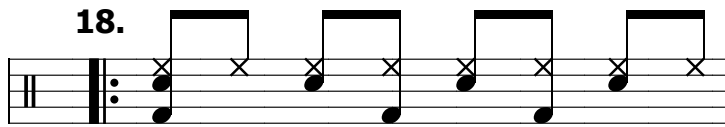
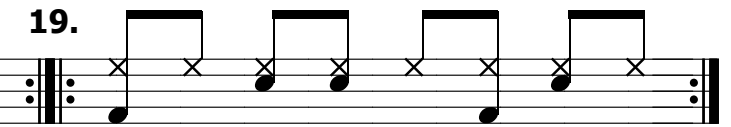
Practice the above examples using the following hi-hat ostinatos: one handed sixteenths, quarters, eight-note upbeats, hand to hand sixteenth notes. The difficulty of the hand-foot coordination gradually increases. Examples 12 thru 15 are example 3, using the ostinatos.

Examples 12 through 15 show the bass drum pattern from example 3 (bass drum on beats 1 and 3) with different hi-hat ostinatos. Example 12 uses one-handed sixteenth notes. Example 13 uses quarter notes. Example 14 uses eighth-note upbeats. Example 15 uses hand-to-hand sixteenth notes.

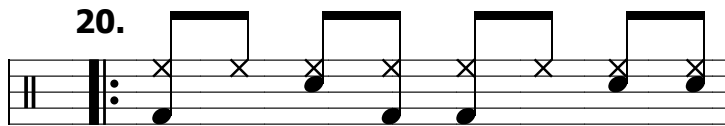
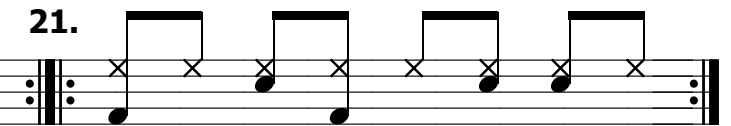
Create grooves using the following snare drum variations. Leave out the first snare note, as in example 16 then move it to beat three, as in example 17.

16.  **17.** 


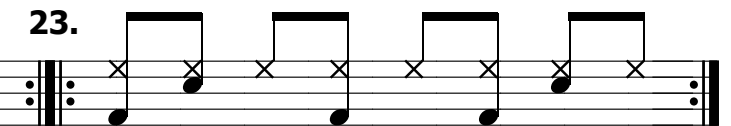
Play the snare drum on all quarters as in example 18, add a note to the "and" of two (example

18.  **19.** 

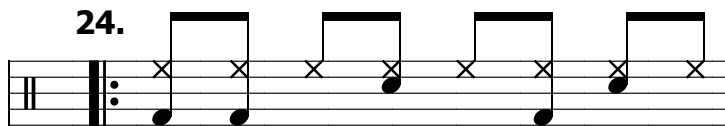
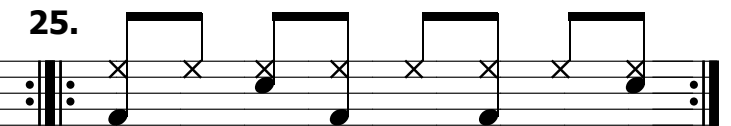
Add snare drum notes to the "and" of four (example 20), and to the "and" of three (example 21).

20.  **21.** 

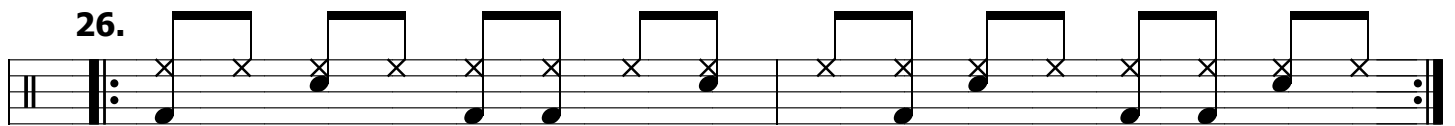
Try moving the backbeat one eighth earlier. Put it on the "and" of three, as in example 22, and to the "and" of one, as in example 23.

22.  **23.** 

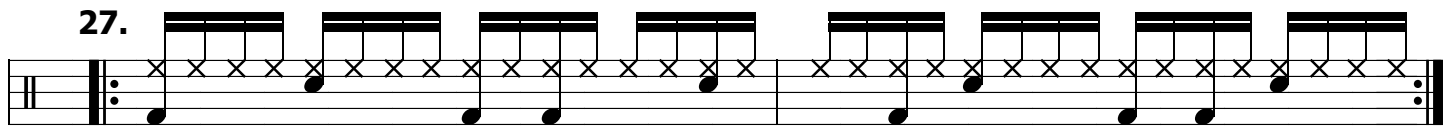
Displace the backbeat one eighth later. Put it on the "and" of two, as in example 24, and to the "and" of four, as in example 25.

24.  **25.** 

Example 26 is a two bar groove using the backbeat displacement idea.

26. 

Use the following hi-hat variations in the above examples, and in your own variations. Play them using one handed sixteenths (example 27), quarters (example 28), upbeats (example 29) and hand to hand sixteenths (example 30).

27. 

28. 

29. 

30. 