

Essential Drum Ensemble

Level 1



Name _____



Essential Drum Ensemble

Playing in a drum ensemble is easy and heaps of fun. All you need is a pair of sticks and something to hit. Anything that doesn't scream or leave sticks marks is fair game. So that excludes your brother, sister, guinea pig and your expensive wooden furniture.

Since time began people have been hitting things to create a beat or a rhythm, and why? It must have something to do with what it does inside our brains - It makes us feel good. So shaking or hitting something to create music might be one of the easiest ways to feel good and make the world feel like a better place.

Sticks are labelled as 7A, 5A or B and come with either wooden or nylon tips.

- 7A sticks are thinner and good for light playing and smaller hands.
- 5A are a medium size. A size 5B stick is slightly longer than the A version
- Wooden tips produce a warmer sound when playing cymbals but do eventually wear
- Nylon tips produce a brighter sound on cymbals and don't wear out.
- Good quality drum sticks usually cost between \$15 - \$25.



A practice pad is a cheap entry point into drumming. Prices start around \$25 for a solid rubber pad or \$35 for a tuneable pad. A pad that has a rim or is able to produce more than one sound is helpful when practicing drum beats.

Music shops in the north of Adelaide are Music Corner North in Salisbury and B Music in Gawler.

A Metronome is an essential tool for improving your drumming. It helps by beating a steady tempo and it also helps us to measure and track our progress. There are lots of free apps available for both android and apple phones and tablets.

So we now we know what we will need to get started, Let's GO!

A handwritten signature in black ink, appearing to read 'Chris Yeend'.

Chris Yeend

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Drum Barossa

Drum Barossa is a community drumming group that meets once a month for a drumming jam.

More information about our events can be found at drumbarossa.com

In the education section you can find more detailed information about choosing percussion instrument as well as some demos of the exercises and songs found in this book.



3 matched grip ways of holding the stick

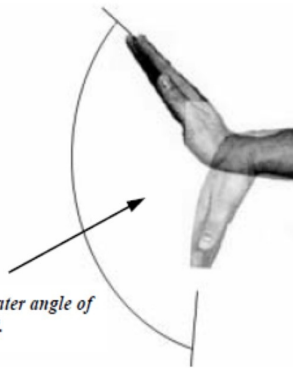
German: it's characterized by the position of the palm which is totally parallel to the ground. In this way the wrist has a wide mobility upwards and downwards and this offers a simplicity of movement. Good for power.

French: the palm of the hand is perpendicular (at 90 degrees) to the ground. The thumb is in a vertical position. With this grip the wrist has a minor simplicity of movement and for this reason fingers have more emphasis;

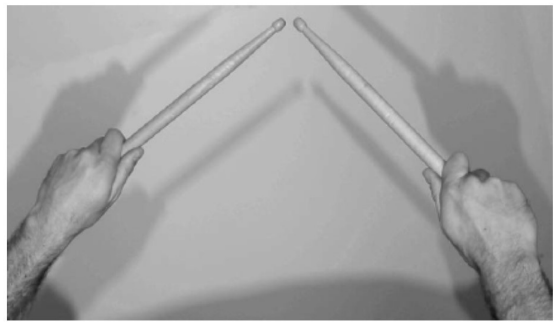
American: This is a middle way between the German and the French grip. In the American grip the palm is at 45 degrees in respect to the ground, giving a lot of importance to the articulation of the wrist as well as to the fingers.

German

Palms facing down
Thumbs on the
inside of the stick

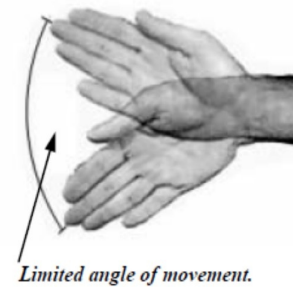


Offers greater wrist motion.
Therefore greater power



French Grip

Palms facing inwards
Thumbs on Top



Offers less wrist motion.
But easier use of fingers



American

Palms at a 45° angle
Thumbs halfway

Good balance between
speed and power

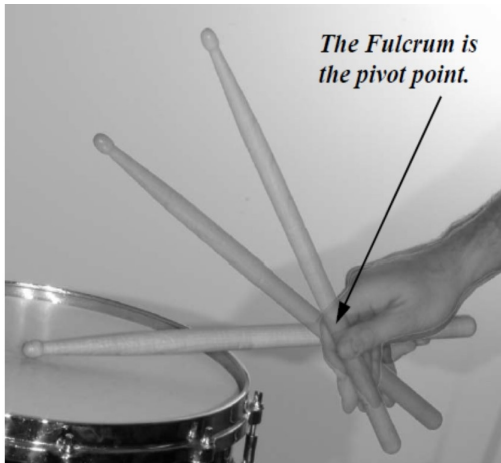
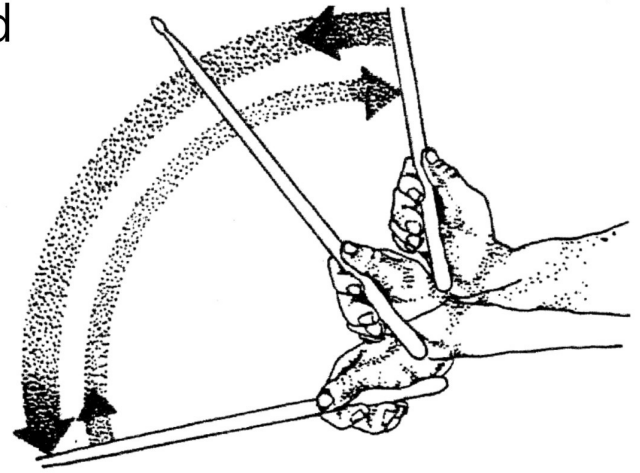


Keep your wrist loose and relaxed

Drop the stick into the drum.

Allow the stick to **REBOUND** out of the drum

Every stroke consists of a down and up wrist motion.



Imagine you are dropping a basketball and allow it to **rebound** back to it's starting position

The point where the stick pivots from is called the **FULCRUM**.



German



American



French



Rebound Stroke exercises 1

♩ = 80 -130 bpm

Groups of 8

RRRRRRRR LLLLLLLL RRRRRRRR LLLLLLLL

Groups of 6

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

Groups of 4

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

Double Strokes

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

Single Strokes

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

Eighths and Sixteenths

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

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

Quarter Notes - Crotchets

♩ = 120 bpm

Count - 1 2 3 4 1 2 3 4 1 2 3 rest

1

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

2

R L R L R L R L

Word Association

3

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

4

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

Eighth Notes - Quavers

♩ = 108 bpm

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

1 2 3 4 1 + 2 + 3 + 4 +

5

Chip Chip Hot Dog Hot Dog

1 2 3 + 4 +

6

7

Chip Hot Dog Hot Dog Chip

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

8

♩ = 120 bpm

Two Sounds

High sound

1

Low sound

2

3

4

♩ = 120 bpm

Sounds Like Rock

High sound

5

Left Hand

R L R L R L

6

7

8

R L R L R

Unison - To play exactly together

Accuracy Before Speed

Start Slowly

Gradually increase your tempo

Practice with a Metronome

Keep a record of your Speed

In Percussion Ensemble,
Precision is Everything

One Band - One Sound



Time Signatures

Top number tells us the number of beats per bar

1 2 3 4 COMMON TIME

The bottom number tells us what kind of note each beat will look like

2 = 4 = 8 = 16 =

CUT COMMON

OR

Simple time signatures
beat subdivisible by 2

Compound time signatures
beat subdivisible by 3


2 PULSES PER BAR


3 PULSES PER BAR

4 PULSES PER BAR

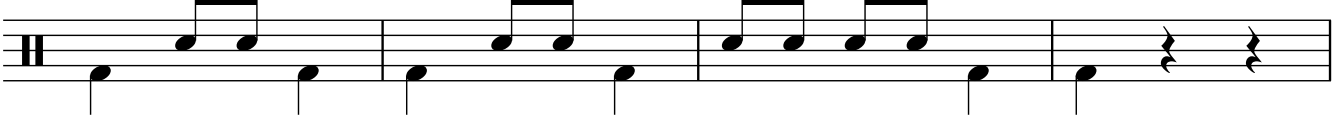
Three at a Time


♩ = 140 bpm

1 

2 

Two Sounds

3 

4 

Two to Six

♩ = 160 bpm

5 

6 

7 

8 

Sixteenth Note Solo

♩ = 110 bpm

1

Sixteenth Notes with Two Sounds

2

Rim Sound

Bass Tone

Sixteenth Notes with Three Sounds

3

Stick Click

Buckets of Beats



♩ = 110 bpm

Rim Sound

1

Bass Tone

2

3

4

5

6

7

8

Accent

Play the note louder
Use a down stroke

Paradiddles

Musical notation for a basic paradiddle exercise in 2/4 time. The first measure contains notes with accents and fingerings: R, R, R, L, L, L. The second measure contains notes with accents and fingerings: R, R, R, L, L, L.

Single Paradiddle

Musical notation for a single paradiddle exercise in 2/4 time. The first measure contains notes with accents and fingerings: R, L, R, R, L, R, L, L. The second measure contains notes with accents and fingerings: R, L, R, R, L, R, L, L.

Double Paradiddle

Musical notation for a double paradiddle exercise in 3/4 time. The first measure contains notes with accents and fingerings: R, L, R, L, R, R. The second measure contains notes with accents and fingerings: L, R, L, R, L, L.

Triple Paradiddle

Musical notation for a triple paradiddle exercise in 4/4 time. The first measure contains notes with accents and fingerings: R, L, R, L, R, L, R, R. The second measure contains notes with accents and fingerings: L, R, L, R, L, R, L, L.

Hand Warm Up Exercise 2

♩ = 60 - 130 bpm

Single Strokes

Musical notation for single strokes exercise. The first measure contains notes with fingerings: 1, 2, 3, 4, 5, 6, 7, 8. The second measure contains notes with fingerings: 1, 2, 3, 4, 5, 6, 7, 8.

Double Strokes

Musical notation for double strokes exercise. The first measure contains notes with fingerings: 1, 2, 3, 4, 5, 6, 7, 8. The second measure contains notes with fingerings: 1, 2, 3, 4, 5, 6, 7, 8.

Single Paradiddle

Musical notation for single paradiddle exercise. The first measure contains notes with fingerings: 1, 2, 3, 4, 5, 6, 7, 8. The second measure contains notes with fingerings: 1, 2, 3, 4, 5, 6, 7, 8.

Eighth Note Rests- Quavers Rests

♩ = 110 bpm

Eighth Note Rest - Rest for half a beat

rest + Hot Dog Hot Dog chip rest Hot Dog rest + chip rest chip

1 + 2 + 3 + 4 + 1 + 2 + 3 + 4 + 1 + 2 + 3 + 4 + 1 + 2 + 3 + 4 +

R R RL R L LRL R R L R L LRL R R R

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

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

Resting Up

♩ = 125 bpm

Hands Together

♩ = 100 bpm

Groups of 4

Right Hand

Together R R R

1

Left Hand

Groups of 3

Tog R

2

Groups of 2

Tog R Tog R

3

Hands Together

Tog Tog Tog Tog Tog Tog

4

Groups of 4

Right Hand

Tog L L L

5

Left Hand

Groups of 3

Tog L L

6

Groups of 2

Tog L L

7

Hands Together

Tog Tog Tog Tog Tog

8

Bucket Drumming Beats

Cymbal Sound
Right Hand

♩ = 100 bpm

1

2

Bass Sound
Left Hand

Snare Sound
Left Hand

3

4

Bass Snare

B B S

5

6

B B S S

B B S B

7

8

B B S B

B S B B S

9

10

B S B B S B

B S B S B

11

12

B S B S

B B S B B B S

Bucket of Fun

♩ = 116 bpm

The musical score for "Bucket of Fun" consists of eight staves, numbered 1 through 8. Each staff begins with a treble clef, a key signature of one sharp (F#), and a 4/4 time signature. The tempo is marked as 116 bpm. The notation includes various rhythmic patterns, such as quarter notes, eighth notes, and sixteenth notes, along with rests and dynamic markings. The score is written in a standard musical notation style, with a focus on rhythmic complexity and melodic development across the eight staves.

Glossary

Fulcrum	pivot point of stick
German Grip	Palms down. Thumb on the inside of the stick
French Grip	Palms facing each other. Thumb on top of the stick
Metronome	A device that beats a steady tempo
BPM	Beats Per Minute. How tempo is measured in music
Unison	When sounds are played precisely together
Bar	A small section of music containing a specific number of beats or counts
Time Signature	A description of how many beats are in each bar
Accent >	Play the note louder



Quarter note/Crotchet 1 beat

Sounds like - [Chip](#)



Quarter note rest 1 beat rest



Eighth note/Quaver 1/2 beat

Sounds like - [Hot-Dog](#)



Eighth note rest 1/2 beat rest



Sixteenth Notes 1/4 of a beat

Single Strokes R L R L R L R L etc

Double Strokes R R L L R R L L

Single Paradiddle R L R R L R L L