

Contents



	<u>PAGE</u>	
	4	Introduction
Chapter One	5	MIDI Overview
Chapter Two	7	What Equipment Do I Need?
Chapter Three	9	The Role of the Drummer
Chapter Four	10	Basic Drum Programming Concepts
Chapter Five	12	Pop/Rock Programming
Chapter Six	23	Country Music Programming
Chapter Seven	29	Basic Swing Programming
Chapter Eight	35	BeBop/Hard Bop Programming
Chapter Nine	39	Modern Jazz/Fusion Programming
Chapter Ten	41	Ballad Programming
Chapter Eleven	43	Shuffle Groove Programming
Chapter Twelve	47	12/8 Blues or Ballad Programming
Chapter Thirteen	51	Latin Percussion Programming

Chapter Seven



Basic Swing Programming

Big Band/Dixieland

Traditional jazz contains varying styles of music that encompass live musicians who interact with one another. Because of the improvisatory nature of jazz, the drummer interacts with the other musicians very freely, as if having a conversation. Unlike pop/rock, which tends to be rhythmically consistent from bar to bar, the jazz drummer may not play the same thing twice during a complete section. It is important to understand the style you are programming and be as true to that art form as possible. Traditional jazz is one of the hardest styles to program, but with a few hints, you will be able to program quality drum parts.

Sounds are the first important aspect to discuss. Traditional jazz began shortly after the turn of the twentieth century and used very realistic drum sounds. If you need to listen to a few recordings for reference, listen to any original recordings by Duke Ellington, Count Basie, or Glenn Miller.

Beat 7-1 is the basic groove found in all swing drumming and is the father of all other swing grooves. It can be played at a wide variety of tempos, from sultry ballads to up-tempo big band dance tunes to burning improvisations.



Beat 7-1:

♩ = 130

Ride Cym.
S.D.
B.D.
Ped. H.H.

This groove is based on the triplet. A triplet subdivides a beat into three equal parts rather than two or four parts. This triplet pattern is what makes swing music *swing*. It is important to note that this will change the quantizing numbers you will use. Depending on your sequencer, you will need to figure out exactly what those numbers are. For example, on the 480 ticks/beat system, you divide 480 by 3 to get 160 ticks. This is the length of each eighth-note triplet for this particular system. The triplets in one beat will be on ticks 000, 160, and 320. (The tick numbers may vary among different manufacturers.)

Let's set the tempo to $mm = 130$, which is a medium tempo for this style. When programming any style of music, you must remember to start programming the drums with the most important element of the beat. As I mentioned earlier, the ride cymbal is the key instrument of swing drumming.