

Table of Contents

About the Author	3
Preface	4
Acknowledgments	5

Solos

1. The Woodpecker	6	21. Stop Time	26
(Snare Drum)		(Multiple Percussion)	
2. Rockin' on F	7	22. Can-Can	27
(Keyboard Percussion)		(Keyboard Percussion)	
3. Country Lane	8	23. Working 9 to 5	28
(Snare Drum)		(Snare Drum)	
4. Lift-Off	9	24. Jungle Jim	29
(Timpani)		(Timpani)	
5. Flat Tire	10	25. Flam City	30
(Keyboard Percussion)		(Snare Drum)	
6. Hot and Cold	11	26. Dance of the Reed Flutes	31
(Multiple Percussion)		(Keyboard Percussion)	
7. Bounce Beat	12	27. Slip and Slide	32
(Snare Drum)		(Multiple Percussion)	
8. Climbing Wall	13	28. Wild Horses	33
(Timpani)		(Timpani)	
9. Ambos a Dos	14	29. Cheki Morena	34
(Keyboard Percussion)		(Keyboard Percussion)	
10. Gemini	15	30. Rudiment Rumba	35
(Bongos)		(Multiple Percussion)	
11. Stress Out	16	31. Drag Race	36
(Snare Drum)		(Multiple Percussion)	
12. Island Jam	17	32. Double Trouble	37
(Keyboard Percussion)		(Snare Drum)	
13. A Little Diddle	18	33. Kite Festival	38
(Snare Drum)		(Keyboard Percussion)	
14. The Storm	19	34. Rush Hour	39
(Timpani)		(Timpani)	
15. Android	20	35. America (My Country, 'Tis of Thee)	40
(Keyboard Percussion)		(Keyboard Percussion)	
16. Flam Jam	21	36. Along for the Ride	41
(Snare Drum)		(Multiple Percussion)	
17. Three by Three	22	37. Step on the Gas	42
(Snare Drum)		(Multiple Percussion)	
18. Ghost Story	23	38. Surf's Up	43
(Keyboard Percussion)		(Snare Drum)	
19. Tribal Dance	24	39. Eine Kleine Nachtmusik	44
(Timpani)		(Keyboard Percussion)	
20. Sidecar	25	40. Play Zone	45
(Multiple Percussion)		(Multiple Percussion)	

Play-Along CDs Track Listing	46
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Preface

Solo Expressions for the Beginning Percussionist is designed as a sequential introduction of skills, techniques, and knowledge through the performance of 40 solos for the percussionist. The solos are designed to take the percussionist from the first experiences of a novice to that of a developing musician through the sequential development of individual and ensemble skills. Although the ordering of solos is designed to provide the student with sequential experiences in total percussion, it is also possible to play all of the solos in only one of the areas before experiencing other areas. Each solo is accompanied by a play-along CD track that coordinates with the individual solo and contains a short introduction that lets the percussionist experience the meter, volume, tempo, and style before they begin to play.

Percussion Instruments

Snare drum music may be performed on any suitable membrane instrument, including a practice pad. Students should adjust the level of the playback volume to balance with the play-along CD track accompaniment.

It is encouraged that students play the keyboard percussion solos on a variety of instruments, such as the standard bell kit, glockenspiel, xylophone, vibraphone, and marimba.

If timpani are not available, any two membrane instruments (high and low) may be substituted. Concert toms, bongos, timbales, or drumset toms are suggested alternatives; these will give the student percussionist experience with changing tones.

Student Equipment

The advancing percussion student must be required to provide the proper implements and accessories to participate fully in the comprehensive instrumental music program. A wide variety of mallets and instruments are necessary to properly study and perform percussion music. A stick bag or case will help protect equipment and accessories from damage. A black hand-sized towel should be placed on a flat music stand or table to help accommodate silent mallet changes.

Drum Rudiments

Drum rudiments, often thought of as the “scales” of drum technique, are fundamental sticking and rhythm patterns that are used in percussion playing. To develop one’s technique, it is essential to practice drum rudiments. The 40 Percussive Arts Society (PAS) International Drum Rudiments consist of the 26 traditional rudiments alongside a number of orchestral, European, and contemporary hybrid rudiments.

Rudiments should be practiced with a “slow-fast-slow” (also referred to as “open-closed-open”) approach. Start each rudiment slowly, and gradually increase the speed until the student reaches the fastest tempo that they can control. They should maintain that top speed and then gradually decrease the speed returning to their original starting tempo. The entire time limit of this approach should last from 60-120 seconds for each rudiment “breakdown.” The overall time limit can naturally increase with experience and stamina. Strive to maintain a consistent overall volume and characteristic tone quality throughout each rudiment breakdown.

Solo Expressions for the Beginning Percussionist introduces ten of these rudiments in a progressive level of difficulty that is musically appropriate and pedagogically sound, and sequences their learning to fulfill music curriculum expectations:

1. Single-Stroke Roll – alternating strokes.
2. Multiple-Bounce Roll – creating multiple rebounds from a single stroke.
3. Single Paradiddle – single and double stroke combinations.
4. Flam – performing changing stick heights to create a grace note.
5. 5-Stroke Roll – termination of rebound strokes.
6. 9-Stroke Roll – extended time value of rebound strokes.
7. Flam tap – combining two rudiments.
8. Drag – changing stick heights to create lengthened grace notes.
9. Double-Stroke Roll – controlled rebound strokes.
10. 17-Stroke Roll – extended time value of controlled rebound strokes.

Roll and Drag Interpretation

The style of music and the characteristic response of the specific percussion instrument will determine whether to play a single-stroke roll, multiple-bounce roll or a double-stroke roll to sustain the sound. A single-stroke roll sounds best on resonant percussion instruments such as timpani, bass drum, marimba, xylophone, and suspended cymbal.

On the snare drum, all measured rolls and drags can be interpreted with either multiple-bounce strokes or double strokes. Although most concert music sounds best with closed rolls, students should continually practice both styles to develop their technique. Multiple-bounce rolls (closed style) are used to create a smooth and connected sound in concert band and orchestral music. Double-stroke rolls (open style) produce an articulate and controlled sound, and can be used when the music is majestic in nature, as in a march or when the roll needs to be an articulate voice. Ultimately, let the musical style dictate the choice of roll interpretation. Although the dynamic level and tempo of the music will ultimately determine the correct roll base (stroke speed), it is helpful for young students to use the sixteenth note as the roll base for duple meters.

Guidelines for Music in *Solo Expressions for the Beginning Percussionist*

Each solo is accompanied by two tracks: 1) a complete track containing the pre-recorded solo and 2) a play-along track to practice and perform with. Listen to the complete track, which includes the play-along accompaniment with the recorded solo instrument, before practicing with the track that only contains the play-along music. By listening first, the student will get an idea of the style of the music and hear a model recording of the characteristic sound quality of the instrument at the proper performance tempo.

Practice the solo (without the recording) by using a metronome set at a slower tempo. Once the student has control of their implements and is happy with their quality of sound, they can practice with the play-along track and then perform for family and friends.

Acknowledgments

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SOLO I

The Woodpecker

James Campbell

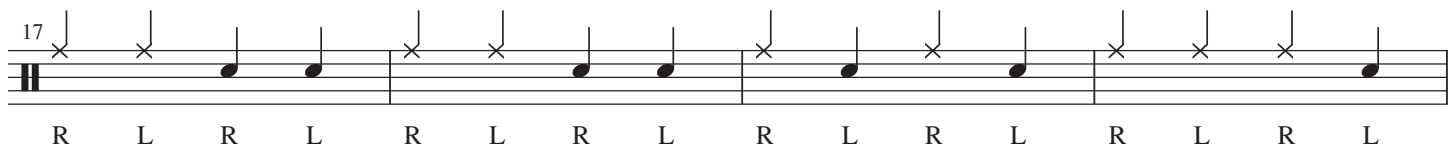
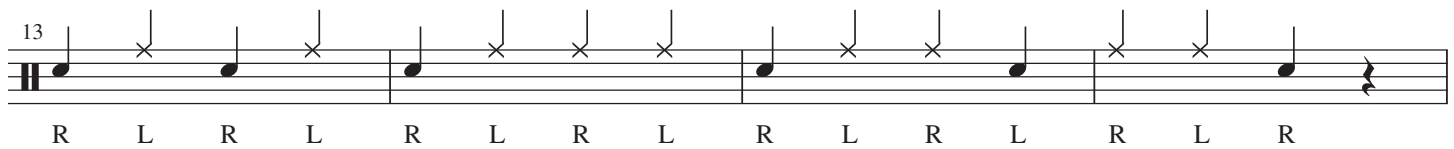
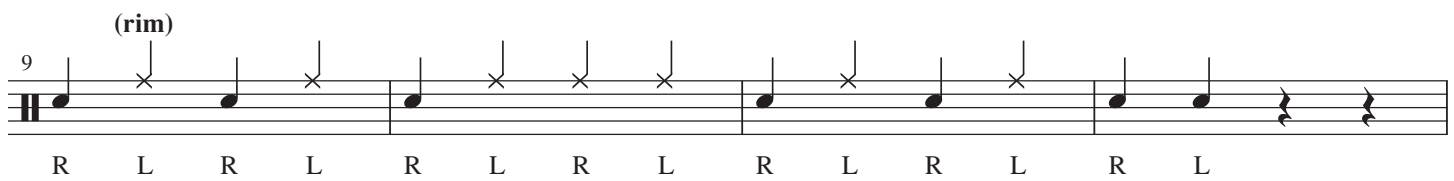
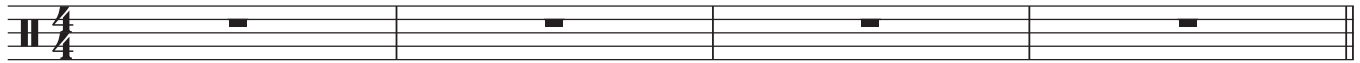


Snare Drum

- New material: Quarter notes and rests
- Play with full, relaxed strokes and avoid tension.
- The proper playing area on the drum is slightly off-center with the stick tips close together.
- Change in playing area (x = play on rim)
- Maintain a smooth tone and an even volume level as you switch hands.

Count off: 

Tempo ♩ = 110



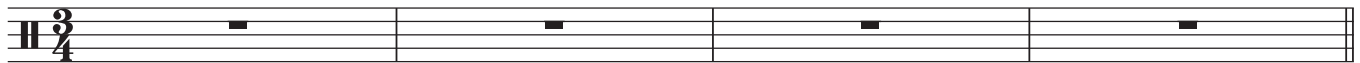
SOLO 17

Three by Three

James Campbell

Snare Drum

- New material: $\frac{3}{4}$ time signature
- Review: Multiple-bounce stroke, single paradiddles and flams
- Stay relaxed, avoid tension and always strive for good sound quality.

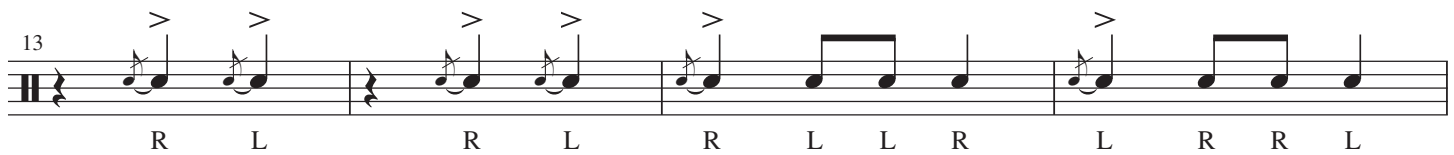
33 **1** 34Count off: Tempo $\text{♩} = 120$ 

5 

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

f 9 

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

13 

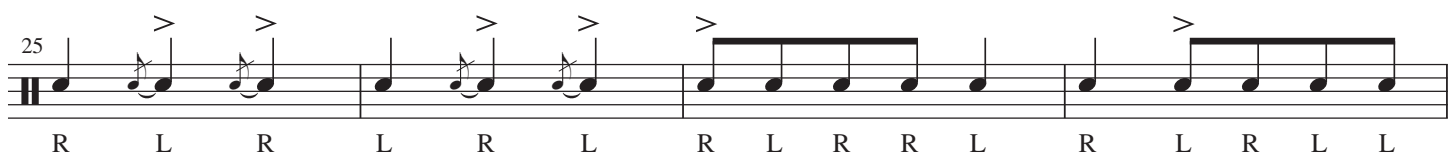
R L R L R L R L R L R L R L

17 

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

21 

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

25 

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

29 

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

33 

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

SOLO 25

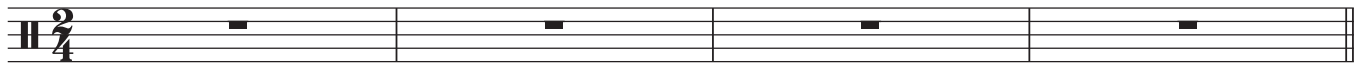
Flam City


James Campbell


9 **2** 10

Snare Drum

- New material: $\frac{2}{4}$ time signature, flam taps and sixteenth-note rhythms
- When playing alternating flams, sticks should make a quick exchange between the grace note and the main note as they rebound from hand to hand.
- The “flam tap” rudiment starts with two notes of the same value in a row. The first note is played as a flam. The second note, or “tap,” is played with the same hand that played the main note of the flam.

Count off: Tempo $\text{♩} = 98$ 

5 
mf R L R R L L R L R R L R L R R L

11 
 L R L L R R L L R L L L R L L R L L

17 
 R L R L L L R L L R L L R R L R R L

23 
 R L L R R L R L R L R R L L R R L L

29 
 R R L R L R R R L R L L R L R L R L L R L R L R R

35 
 R L L R L R L R L L R R R L R L L R L R L R L R L

41 
 R R R L R L R R R L R L R L R L R L L R R L L R L R L R

Play-Along CDs Track Listing



Solo	Complete Track	Play-Along Track
1. The Woodpecker	1	2
2. Rockin' on F	3	4
3. Country Lane	5	6
4. Lift-Off	7	8
5. Flat Tire	9	10
6. Hot and Cold	11	12
7. Bounce Beat	13	14
8. Climbing Wall	15	16
9. Ambos a Dos	17	18
10. Gemini	19	20
11. Stress Out	21	22
12. Island Jam	23	24
13. A Little Diddle	25	26
14. The Storm	27	28
15. Android	29	30
16. Flam Jam	31	32
17. Three by Three	33	34
18. Ghost Story	35	36
19. Tribal Dance	37	38
20. Sidecar	39	40



Solo	Complete Track	Play-Along Track
21. Stop Time	1	2
22. Can-Can	3	4
23. Working 9 to 5	5	6
24. Jungle Jim	7	8
25. Flam City	9	10
26. Dance of the Reed Flutes	11	12
27. Slip and Slide	13	14
28. Wild Horses	15	16
29. Cheki Morena	17	18
30. Rudiment Rumba	19	20
31. Drag Race	21	22
32. Double Trouble	23	24
33. Kite Festival	25	26
34. Rush Hour	27	28
35. America (My Country, 'Tis of Thee)	29	30
36. Along for the Ride	31	32
37. Step on the Gas	33	34
38. Surf's Up	35	36
39. Eine Kleine Nachtmusik	37	38
40. Play Zone	39	40