
DRUM WARS

— **Realistic Drum Solos Unfolded** —

By Carmine Appice, Vinny Appice, and Eric Fischer



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CARMINE'S SOLO

Exercises and Examples

Notation Key

The notation key consists of two staves. The top staff shows symbols for Tom 1, Tom 2, Snare Drum, Snare Drum (ghost note), Floor Tom, Right Bass Drum (BD1), Left Bass Drum (BD2), and Left & Right Bass Drums played together (BD2/BD1). The bottom staff shows symbols for LHS China Cymbal, LHS Crash Cymbal, RHS China Cymbal, RHS Crash Cymbal, Shade Cymbal, Hi-Hat half open w/stick, Hi-Hat w/foot, Stick Clicking, and Ride Cymbal.

Before introducing the Intro Groove of Carmine's solo, here's a quick explanation of how the notation is used throughout.

The "L" and "R" denote sticking for the hands only. The feet have their dedicated positions on the staff that indicate right or left foot (BD1 and BD2, respectively). The examples below show two ways in which the sticking for the hands can be notated. They are played exactly the same.

Musical notation example 1. It features three staves: R CHINA (China Cymbal), SD (Snare Drum), and BD2 BD1 (Bass Drums). The notation includes various symbols for each part. Below the staves, the sticking for the hands is indicated by letters: R, L, L, R, R/L, R, L, L, R, R, R/L, R. There are also accents (>) over some notes.

The example above is the same as the one below.

Musical notation example 2. It features three staves: R CHINA (China Cymbal), SD (Snare Drum), and BD2 BD1 (Bass Drums). The notation includes various symbols for each part. Below the staves, the sticking for the hands is indicated by letters: R, R, R, R, R, R, R, R. There are also accents (>) over some notes.

INTRO GROOVE

This section begins at 19:57 (100% normal speed), at 13:52 (75% of the normal speed), and at 4:50 (50% of the normal speed).

♩ = 95

slightly swung

R L R L R L R R R R R R R R R R r r L R L R L R L L R L L R L R L L L

f *accel.* Hi-hat played half open with right hand unless otherwise noted.

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

R L L L r L L/R L L L L L L

The basic groove consists of eighth notes on the half-open hi-hat, a syncopated bass drum, and the snare on beats 2 and 4.

HH
SD
BD1

Adding ghost notes on the snare drum creates the following pattern.

HH
SD
BD1

The ghost notes make up a pattern of sixteenth notes played among the snare, hi-hat, and bass drum, and should be counted as such.

1 e & a

Each set of four sixteenths is equal to one quarter note.

1 e & a 2 e & a 3 e & a 4 e & a