

HOW TO IMPROVE YOUR TIME

DEVELOPING CONSISTENT TIME

The drummer must play all parts of the set in time. Before playing comping* figures on the snare drum and the bass drum, make sure that your ride cymbal and hi-hat have "locked in".

Example:

Ride Cymbal

Hi-Hat

*comp means to accompany in a complimentary fashion.

Once locked in, gradually add comping figures on the snare drum and bass drum. Don't get too busy too fast. Try to achieve a balance of on the beat and off the beat figures.

FORM/STRUCTURE

The form of a tune must be adhered to by the drummer as well as the rest of the group. While there are many different musical forms, two of the most common song forms are:

Blues almost always 12 measures in length

A-A-B-A a standard song form usually 32 measures in length, consisting of four 8 measure phrases.

Note: One time through a form is called a chorus.

For Example:

A Melody	A Melody repeated with a possible slight variation	B Contrasting material (also called bridge or release)	A Return to original melody or variation
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BEBOP COMPING FIGURES (ONE MEASURE)

The image displays five staves of musical notation for bebop comping figures in 4/4 time. Each staff contains four measures of music. The first staff shows a simple pattern: rest, quarter note, eighth note, quarter note. The second staff shows a pattern: quarter note, eighth note, quarter note, eighth note. The third staff shows a pattern: quarter note, eighth note, quarter note, eighth note. The fourth staff shows a pattern: quarter note, eighth note, quarter note, eighth note, with a triplet of eighth notes in the fourth measure. The fifth staff shows a pattern: quarter note, eighth note, quarter note, eighth note, with triplets of eighth notes in the second, third, fourth, and fifth measures.

PRACTICE SUGGESTIONS

1. Play the one bar figures 4 times and then play 4 bars of time.
2. Also play 3 bars of time and the figure in the 4th measure.
3. Try singing a melody while you play a figure.
4. Try playing a 2 measure comping figure by playing measure 1 to 2, 1 to 3, 1 to 4, etc.

TWO MEASURE PATTERNS FOR IMPROVISATION

The image contains six musical staves for drum improvisation. The first staff is in 4/4 time and features eighth-note patterns with triplets. The second staff is in 4/4 time with eighth-note patterns and accents. The third staff is in 7/8 time with eighth-note patterns and accents. The fourth staff is in 4/4 time with continuous eighth-note triplets. The fifth staff is in 4/4 time with eighth-note patterns and triplets. The sixth staff is in 4/4 time with eighth-note patterns and triplets.

Foxy



Type of Tune	Medium Bebop
Form	A-A-B-A (16 measures)
Tempo	♩ = 120
Number of Choruses	9
Count-off	2 measures bass count-off
Tune Format	<ol style="list-style-type: none"> 1. Play the head in one time with a 2 feel on the A sections. 2. Comp time for 7 choruses. 3. Play the head out. The last A section has a turn around, 3 times ending on the "and" of 4.

Suggested Listening

Drummer	Leader	Album	Tune
Kenny Clarke	Miles Davis	The Best of Miles Davis	Doxy

Notes



Nigeria

Type of Tune	Bebop
Form	A-B-A-B (8-12-8-8) (36 measures)
Tempo	$\text{♩} = 276$
Number of Choruses	10
Count-off	4 measures bass count-off
Tune Format	<ol style="list-style-type: none"> 1. Play the whole in four. 2. Comp time for 8 choruses. 3. Play the head out and end on beat 1 of 4 of the 7th measure of the last B section.

Suggested Listening

Drummer	Leader	Album	Tune
Philly Jo Jones	Miles Davis	Cookin' with the Miles Davis Quintet	Airegin

Notes