

# Lesson 5 Add fills to the basic beat

## Add variety with the crash cymbal

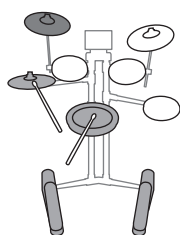
To add an accent, strike the crash cymbal at the head of the pattern (beat 1).



It's common for drummers to add an accent by striking the crash cymbal at the head beat, when a song develops, or at other key points in the song. As you'll understand in later exercises, this accent is often used in combination with fills. The sound of the crash cymbal at the initial beat can lift a song and add variety at song-transition points. It also lets drummers convey the looping feel of the beat.

### Exercise 5-1

Try inserting the crash cymbal into a basic four-beat loop.



In this exercise, at the head of a simple 8-beat, all you have to do is hit the crash cymbal instead of the hi-hat.

On the first beat of the first bar, use the right hand to strike the crash cymbal, and then switch to striking the hi-hat. Keep practicing until you can do this transition smoothly every time.

To make the rhythm sound snappy, you also have to work on exactly synchronizing the crash cymbal and bass drum. If you find this difficult, it will get easier if you keep up the 4-way independence practice on page 9.

## Playing patterns to match song development

### Fill

Let's try to play "fill in" patterns, which are one of the highlights for a drummer.

At parts that join measures, song transitions, and other key moments in the song, fills give the repeating pattern special phrasing.

According to the mood of the song, fills can uplift or, conversely, settle things down. Fills have an important role and can make a decisive difference to the music being conveyed.

The next exercise involves adding fills to the pattern you practiced in Lesson 4 (p.13), Stick control. Try a fill while playing the basic beat.

#### Step up advice Use the tom-toms!

In the fill sections, instead of the snare drum, play the three tom-toms (high, low, and floor). See how they can create a different atmosphere.

## Exercise 5-2

Insert fills into the beat of a basic four-bar loop.

CD  
Track 01~03

## LEVEL 1

In this type of basic four-bar loop, it's best to count the bars as follows: "1 and, 2 and, 3 and, 4 and;" "2 and, 2 and, 3 and, 4 and;" "3 and, 2 and, ..."

## LEVEL 2

Take care when switching from the basic beat pattern to the fill. Before getting to the fill section, if you can form a clear image in your mind of the pattern you're going to play, you will be able to play it smoothly.

## LEVEL 3

During the 8-count fill, there are rests on counts 5 and 8. Be sure to give the rests proper attention.

# Learn drum notation and basic musical symbols

## Learn percussion notation and the symbols for each instrument

Percussion scores use the standard 5-line staff used for musical notation. Match the symbols to the instruments shown on the left page.

Remember the position on the staff by being aware of the pitch of the instrument.

- × Crash/Ride cymbal
- × Hi-hat cymbals
- High tom
- Snare drum
- Floor tom
- Bass drum
- Low tom

## Get acquainted with basic musical-notation symbols

In a percussion score the duration of notes and rests is marked like that of normal music scores. You can use the tables below for reference.

Name of note	Symbol	Fraction of whole note	Fraction of quarter note	Name of rest	Symbol	Fraction of quarter rest
Whole note	○	1	4	Whole rest	—	4
Half note	♩	$\frac{1}{2}$	2	Half rest	—	2
Quarter note	♪	$\frac{1}{4}$	1	Quarter rest	∩	1
8th note	♪	$\frac{1}{8}$	$\frac{1}{2}$	8th rest	∩	$\frac{1}{2}$
16th note	♪	$\frac{1}{16}$	$\frac{1}{4}$	16th rest	∩	$\frac{1}{4}$

Name of note	Symbol	Duration	Multiple of quarter note
Dotted half note	♩.	♩ + ♩	3
Dotted quarter note	♪.	♪ + ♩	$1 + \frac{1}{2} = 1.5$
Dotted 8th note	♪.	♪ + ♩	$\frac{1}{2} + \frac{1}{4} = 0.75$