

Stick Control Unleashed Part III: Jazz

Two important concepts in jazz are the ride cymbal rhythm and independence. *Stick Control* offers a lot of potential for hand and foot independence against a steady swing ride, as well as patterns that break rhythms between cymbal, snare drum and bass drum.

It's also common in jazz to support the time by 'feathering' the bass drum in 4, and to play 2 & 4 on the hi-hat. In some exercises this will be a challenge, so work slowly and methodically, adding the parts one at a time until you are comfortable with the complete pattern.

I. Jazz Independence 1: Bass Drum & Snare vs. Swing Ride

The foundation of mainstream jazz drumming is the ability to play musical figures on the drum set while playing a continuous swing rhythm on the ride cymbal. The following exercises will help get your various limbs moving independently of your cymbal hand, freeing you to develop your own style of jazz interpretation.

With the lead hand, play a steady swing ride on the cymbal. Play the R strokes on the bass drum and the L strokes on the snare, maintaining a relaxed triplet feel throughout. Because the patterns in *Stick Control* are 'mirrored', they are suitable for both right and left handed play. When comfortable, add the hi-hat on 2 & 4

Cym = Swing Ride

R = BD

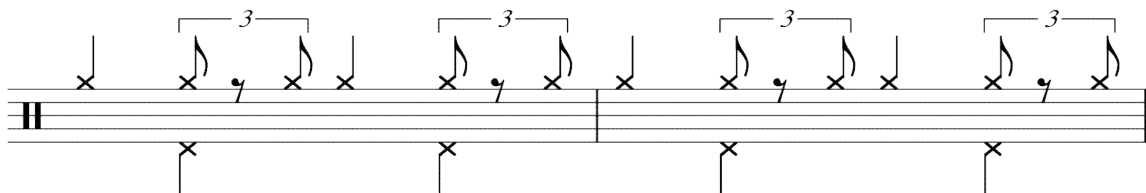
L = SN

HH = 2 & 4

Note:

At slow to medium tempos, the jazz ride is best played with a triplet feel. At faster tempos, the figures and the ride rhythm will approach eighth notes.

Play 8th notes with a relaxed triplet feel, hi-hat on 2 & 4



Advanced

- A good way to mix this up is to play two bars of plain time and then two bars of time plus the figure, i.e. 'trading 2s'. This is also your basic approach to 'comping' over a 4-bar phrase. Remember to 'swing' the 8th notes.

Two musical staves in 4/4 time showing drum notation. The first staff has a steady hi-hat pattern (R L R L) and a snare pattern (R L R L). The second staff has a steady hi-hat pattern (R L L R) and a snare pattern (L R R L).

II. Jazz Independence 2: Hi-hat & Snare vs. Swing Ride

This exercise will free up your hi-hat foot for a more 'open time' concept. Against a steady ride rhythm, play the left hand strokes on the snare and the R strokes with the hi-hat pedal in a triplet shuffle feel.

Cym = Swing Ride

R = HH

L = SN

So: R L L R / L R R L becomes HH SN SN HH / SN HH HH SN

E.g.

Musical staff in 4/4 time showing a triplet shuffle feel. The hi-hat pattern is R L R L and the snare pattern is R L R L. The notation includes triplet markings over the snare notes.

Musical staff in 4/4 time showing a triplet shuffle feel. The hi-hat pattern is R L L R and the snare pattern is L R R L. The notation includes triplet markings over the snare notes.

Advanced

1. Play the R strokes with the hi-hat foot and play the L figures with both hands together.

2. Play with no bass drum at first, and then feather the bass drum in quarter notes.

III. Jazz Independence 3: Alternating Feet vs. Snare

Let's take the open time concept a step further. Play the L strokes with the left hand on the snare, and for the R strokes play alternating feet, all the while keeping a steady swing ride on the cymbal.

Cym = Swing Ride
 R = Alternating Feet
 L = LH on SN

So: R L L R / L R R L would be played BD SN SN HH / SN BD HH SN

Play 8th notes with a relaxed triplet feel

IV. Jazz Independence 4: Shuffle Cymbal & Snare

We can add another layer of interest by using 'broken' patterns between the snare and cymbal. Interpret the lines with a shuffle feel, playing the feet in basic time, playing the R strokes on the cymbal and the L strokes on the snare.

R = Cym
L = SN
Feather BD in 4
HH on 2 & 4

So R L R L / R R L L will become CYM SN CYM SN / CYM CYM SN SN

The image shows two musical staves in 4/4 time. The first staff has a pattern of quarter notes: R L R L / R R L L. Above the second half, it says "Add Hi-hat". Below the staff, it says "etc.". The second staff has a pattern of quarter notes: R L L R / L R R L. Above the second half, it says "Add Hi-hat". Below the staff, it says "etc.".

Advanced

- Play the bass drum only on single cymbal strikes or on the last note of a group of notes on the cymbal (i.e. the 'long' tones), hi-hat on 2 & 4.

Line 5 (paradiddles) accenting long tones and reinforcing with bass drum

The image shows a musical staff in 4/4 time with a paradiddle pattern: R L R R / L R L L / R L R R / L R L L. Accents (>) are placed over the first note of each group. The staff is labeled 'H' at the beginning.

V. Jazz Independence 5: Augmented Time

An easy way to comp to fast swing is to play the figures as quarter notes, creating a 'half time feel'. The 8th notes in the lines then become 1, 2, 3, 4 rather than 1&, 2&, etc., and each bar of 8th notes would yield two bars of the figure. Keep a steady swing ride with an up-tempo 8th note feel throughout.

Cym = Fast Swing Ride (Tempo = 180 bpm)
R = BD
L = SN
HH = 2 & 4

Two musical staves in 4/4 time. The first staff shows a drum pattern with eighth notes and rests, with the instruction "Add Hi-hat" above the second half. The second staff shows a similar pattern with a different phrasing.

The next step is to count the bars in 1/1 time. Treat each bar of 4 as if the quarter notes were 16th notes, and count the bars as 1e&a / 2e&a rather than 1 2 3 4 / 2 2 3 4 etc.

Two musical staves in 4/4 time with counting. The first staff has counts "1 e & a 2 e & a 3 e & a 4 e & a" below the notes. The second staff has counts "1 e & a 2 e & a 3 e & a 4 e & a" below the notes.

Advanced

1. Play the lines in 4-bar phrases – 2 bars of time plus 2 bars of half-time figures, and in 8-bar phrases – 4 bars time + 4 bars figure.
2. Play the R figures on the cymbal, L on the snare, 2 & 4 on the hi-hat.
3. Add bass drum 'shots' to the 'strong' cymbal strokes.

3-5c Jazz Independence in Augmented Time

Add bass drum shots on long tones

A musical staff in 4/4 time with drum notation. Above the staff are cymbal strokes (x) and below are bass drum shots (>). The notation is: R L L R L R R L R L L R L R R L.

VI. Jazz Independence 6: Diminished Time

To 'comp' and add interest to slow tempo swing, you can play the figures with a double time feel between cymbal and snare. The 8th notes in the lines then become 1-uh-&-uh, 2-uh-&-uh rather than 1&, 2&, etc., and two bars of 8th notes will yield one bar of a double time figure.

R = Cym

L = SN
 Feather BD
 HH = 2 & 4

R L R L R L R L R L R L R L R L etc.

R L L R L R R L R L L R L R R L etc.

The lines can be interpreted in various ways: as strict 8th notes, swung 8th notes, 16th notes, and swung 16th note triplets. Try each ride feel with music to see the effect.

Cymbal Key

Drumset

Drs.

Drs.

Drs.

Advanced

- Also play the lines in 4-bar phrases – 2 bars of time plus 2 bars of double time figures, and in 8-bar phrases – 4 bars time then 4 bars figure.

• **Stick Control For the Snare Drummer**

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