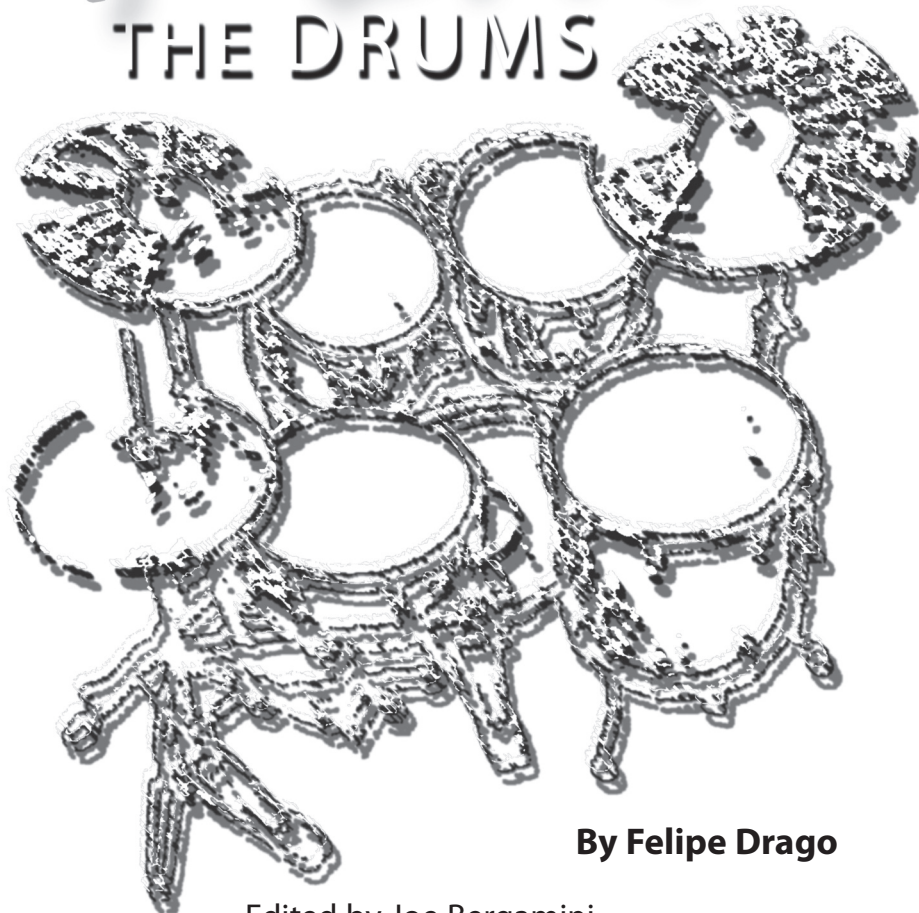


PLAY

THE DRUMS



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Felipe Drago - drums



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Drum Key

Hi-Hat	Snare Drum	Bass Drum



1.

1 2 3 4

5.

1 2 3 4

2.

1 2 3 4



6.

1 2 3 4

3.

1 2 3 4

7.

1 2 3 4



4.

1 2 3 4

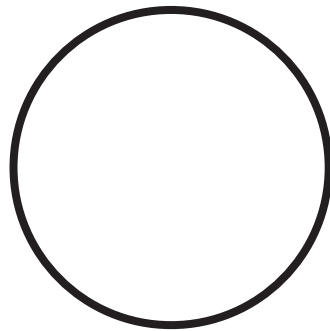
8.

1 2 3 4

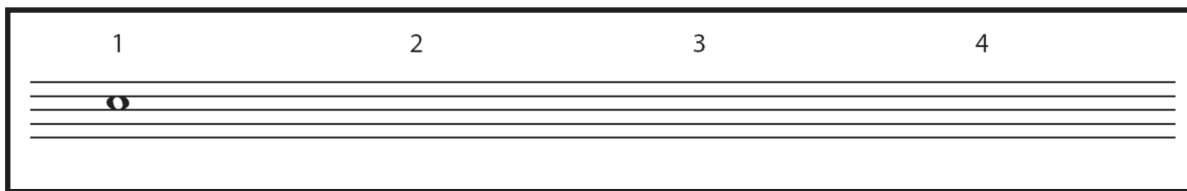
Theory

4.1) Notes and Rests

The symbols used to represent rhythm and the duration of the sound are called **notes** and the symbols used to represent the duration of silence are called **rests**. In order to better understand how this works, let's compare one measure to a pizza.



If you don't cut out any slices, you have the entire pizza, and there is a note that fills the entire bar. It is called a **whole note** (in British English it is the semibreve). It looks like this in the bar:



In drumming, this means that you play the note and wait a whole bar to play again, as we cannot increase the duration of the notes—but on a saxophone, for example, it means the player has to be blowing the note during all four beats without interruption. Even though as drummers we are not able to make the notes longer with our instrument, we need to learn the same note values as the other musicians. If we see music with whole notes, we can use parts of the drumset that have longer sounds in order to support that note value, or play a roll.

Moving on with our musical pizza, if we cut it in half, we will have, obviously, two halves.

