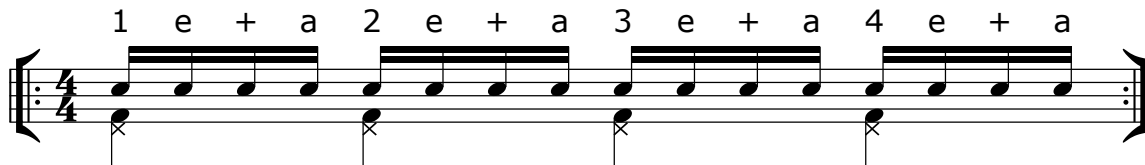


Improvised 16th Solo concept

Here is an idea to get you moving around the drums,
and thinking about creativity and **phrasing**!

Start out with 16ths on the snare, over 1/4 notes with your feet. Counting is important, as it will help you visualise where the beats are supposed to line up!



Starting slowly, move your hands **RANDOMLY** around the drums and cymbals.

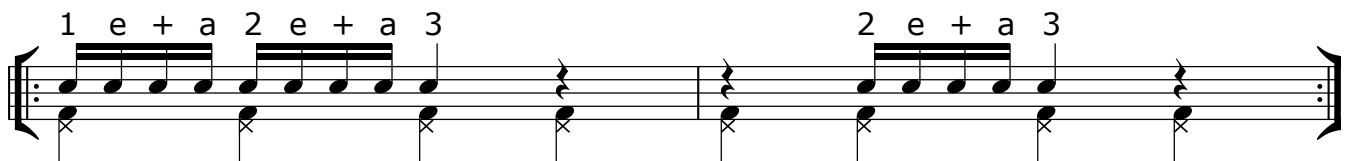
Keep counting!

Spend quite a lot of time on this - you will hopefully discover which movements are easy or hard, what might sound good and bad, and maybe even some ideas for fills.

The next step, is to break up your solo into phrases. This is really an infinite process, and at the end of the day, your ears will tell you what sounds best.

To start, get the above pattern going on the snare,
but **stop and start** with your hands every now and again.
(waiting for you to try...)

...you might end up with something like this:



There is nothing wrong with a big messy random solo, but the idea with this lesson is to go through enough "trial and error", until you start hearing catchy little patterns. This is the mentality in Jazz soloing, where the drummer attempts to make **melodic** passages, feeding off other the instrumentalists.

Like I said, this is a **creative** exercise, but it may help for you to play through a few melodic phrases that are written out. The next page starts with some two-bar phrases, then a couple of phrases spanning four-bars.

Remember:

Try to come up with your own, as soloing is a way of voicing **YOUR** musicality!

Try these on the snare first, then orchestrate them around the kit:

1 e + a 2 e + a 4 e + a 1 e + a 3 e + a

1 e + a + a 3 e 4 e + a + a 2 e 3 e + a 4 e

1 e + a 2 e + a 3 e + a 4 e + a 3 e + 4 e +

1 e a 2 + a e + 2 + a 3 + a

1 e + a 2 + + 1 3 e + a 4 e + a

3 4 1 e + a 2 e + a 3

1 e + 2 e + 3 e + + a 1 + a 2 + a 3

1 e + + a 3 4 e + + a 2 e + a 3

Can you hear the patterns? Do they sound balanced?!

Now that you've learned some rules, go ahead and break them...

Advanced users can explore contrasting dynamics, and leaving out the feet!