

# MOAJE SWING ETUDE 1

DRUMS

(BASED ON THERE WILL NEVER BE ANOTHER YOU)

COMP. ERIC WARREN

WRITTEN MUSIC IS TO SERVE AS A GUIDE

BUT NOT NECESARRILY TO BE PLAYED NOTE FOR NOTE.

PERFORMERS ARE ENCOURAGED TO ADD PROPPER STYLISTIC ELEMENTS.

MEDIUM SWING  $\text{♩} = 126$

Drum notation for the first section of the piece, measures 1-16. The notation is written on a single staff in 4/4 time. It features a variety of rhythmic patterns, including eighth notes, quarter notes, and sixteenth notes, often marked with 'x' to indicate specific drum sounds. A dynamic marking of *mf* is present at the beginning.

17 WALK IN 4

Drum notation for the second section of the piece, measures 17-24. This section is titled "WALK IN 4" and is written in 4/4 time. It consists of four measures of a steady, rhythmic pattern represented by diagonal slashes. The notation is written on a single staff.

DRUMS

# MOAJE LATIN ETUDE 1

COMP. ERIC WARREN

(BASED ON BLUE BOSSA)

WRITTEN MUSIC IS TO SERVE AS A GUIDE  
BUT NOT NECESARRILY TO BE PLAYED NOTE FOR NOTE.  
PERFORMERS ARE ENCOURAGED TO ADD PROPPER STYLISTIC ELEMENTS.

BOSSA NOVA  $\text{♩} = 140$

17

CONTINUE AD LIB

# Missouri Association for Jazz Education

## Required Drum Set Styles

As you perform each style:

- First, establish the style.
- Second, comp (ad lib) while maintaining the groove.

edited by Michael Sekelsky

Past-PAS Drum Set Committee - chair

audio/video examples of grooves:

<http://vicfirth.com/tommy-igoe-groove-essentials/>

**Note:** The snare rhythms are not mandatory; other rhythms are allowed.

**Play alongs for all styles:** *Groove Essentials* by Tommy Igoe, Hudson Music.

### Legend

Legend for drum set notation:

- Ride Cymbal (x)
- Hi hat w/stick (x)
- Snare (solid dot)
- Snare ghost note (solid dot with slash)
- Latin rim knock (solid dot with vertical line)
- Bass Drum (solid dot)
- Hi hat w/foot (x)

**Basic Swing:** ♩ = 100 (or moderate tempo)

Basic Swing drum pattern (2 measures):

Measure 1: Ride Cymbal (x), Hi hat w/stick (x), Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 2: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

**Shuffle (swing):** ♩ = 120 (or moderate tempo)

Shuffle (swing) drum pattern (3 measures):

Measure 1: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 2: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 3: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

**Jazz Waltz:** ♩ = 120 (or moderate tempo)

Jazz Waltz drum pattern (4 measures):

Measure 1: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 2: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 3: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 4: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

**Bossa Nova, 2-3 version:** ♩ = 120 (or faster tempo)

Bossa Nova, 2-3 version drum pattern (6 measures):

Measure 1: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 2: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 3: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 4: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 5: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 6: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

**Samba:** ♩ = 100 (or faster tempo)

Samba drum pattern (measures 8-9):

Measure 8: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 9: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Samba drum pattern (measures 9-10):

Measure 9: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 10: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

**Funk:** ♩ = 100 (or moderate tempo)

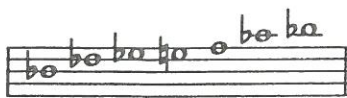
Funk drum pattern (10 measures):

Measure 1: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 2: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 3: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).

Measure 4: Snare (solid dot), Snare ghost note (solid dot with slash), Latin rim knock (solid dot with vertical line), Bass Drum (solid dot), Hi hat w/foot (x).



Bb BLUES SCALE

# 1. Bb BLUES



## Kenny'll Make It

♩ = 96

### A MELODY

Chord changes for Melody: Bb7, Eb7, Bb7, F-, Bb7, Eb7, Eb7, Bb7, DØ, G7+9, C-, F7, D-, G7, C-, F7.

### B SWING FEEL - Play 4 Choruses

Chord changes for Swing Feel: Bb7, Eb7, Bb7, F-, Bb7, Eb7, Eb7, Bb7, DØ, G7+9, C-, F7, D-, G7, C-, F7.

### C BOSSA NOVA FEEL - Play 4 Choruses

Chord changes for Bossa Nova Feel: Bb7, Eb7, Bb7, F-, Bb7, Eb7, EØ7, BbΔ, C-, D-, Db-, C-, F7, D-, G7, C-, F7.

DRUMS

# THE PREACHER

LISTEN AND ANALYZE HEAD



Track 7  
JAZZ DEMO

PLAY THE HEAD



Track 8  
PLAY ALONG

BY HORACE SILVER

## DOWN-HOME SWING INTRO

## SOLO SECTION - 2 CHORUSES

## ⊕ CODA

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