

Kicks and Snares

Type each block of code, and press Run to hear how it sounds.

First make a kick and cymbal loop that you are happy with from the previous page: [First Loops](#)

```
# Your kick and cymbal loop goes here

live_loop :snares do
  sleep 0.5
  sample :drum_snare_hard
  sleep 0.5
end
```

If you add up the sleeps in your `:drums` loop, and the sleeps in the `:snares` loop, are they the same? Make sure they are so that both loops play in sync.

Now change the first sleep in the snares loop to `1.5` -- now your snares loop is twice as long as your drums loop, which means that the snares play every other bar.

Let's add some variety...

```
live_loop :snares do
  sleep 1.5
  sample :drum_snare_hard
  sleep 0.25
  if rand < 0.3
    sample :drum_snare_hard, amp: 0.3
  end
  sleep 0.25
end
```

What do you think that `rand` command does?
