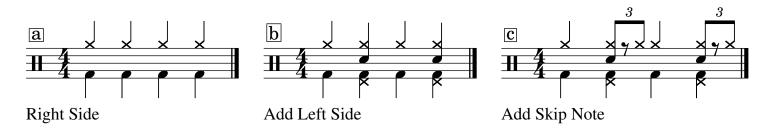
## Jazz Warmups

The most important instrument in jazz drumming is the ride cymbal. The driving quarter note pulse propels the band while the "skip" note creates the swing feel. Though it is not an exact science, triplets are the closest subdivision to what is actually played. The bass drum plays a 4-on-the-floor pattern and is "feathered"; meaning it quietly plays quarter notes, anchoring the "walking" bass line. Instead of a bass drum beater, imagine a feather in its stead. It's a good idea to play the bass drum with a heel down technique for a relaxed and quiet feel and sound. The hi-hat steps on beats 2 and 4, reinforcing the time. Typical heel up or heel down techniques work fine. An old method for the left foot is to play a heel-toe technique. The heel steps on beats 1 and 3 and is silent, while the toe steps on beats 2 and 4, resulting in a crisp sound. This is a helpful timing mechanism, but certainly not required and difficult at fast tempos.

Now that we have the basic equation of ride and feet, we focus our attention to the snare drum. The snare hand will improvise limitless figures underneath the ride pattern. This is called "comping." The term "comp" comes from two words: accompaniment and complement. We borrow the term from piano and guitar – instruments that "comp chords" underneath the soloist. Our job is to support and inspire the soloist. We can match rhythms, weave around melodic lines, question and answer, spar, and create patterns the soloist can pick up on. Eventually, the bass drum and hi-hat will become viable comping instruments and the ride pattern can be broken. In the beginning, however, we keep a steady pulse and learn to build up our comping vocabulary with basic snare patterns.



## Jazz Warmups

The following 12 exercises are taken from the Jim Chapin book. I have rearranged the order, changed the notation to triplets, and added feet. The 2nd half of each bar is the same as the first.

