

TUTORIAL #3: THREE BEAT FIGURES

The importance of the 3-beat figure as related to musical jazz drumming performance cannot be overstated.

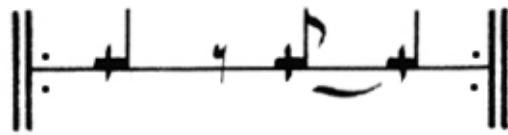
A few listenings to the brilliant composite solos of Max Roach and the creative time playing of Elvin Jones, should clarify what we mean.

Any three beat figure when superimposed over common time, will result in a 3-bar resolution.

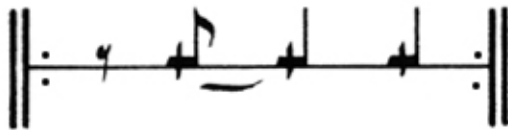
View the jazz drumming performance examples below and use the following guidelines for their development:

1. Play each figure many times over 12-bar of common time with right-hand on cymbal. Feet basic time. Jazz interpretation. Quarter note=40.
2. Count out loud in 12-bar phrases and enunciate the quarter notes only, counting from 1 to 12. Attaining control over this concept before applying to music is a must.
3. When control and understanding is attained, play these figures to a slow blues track and be sure you are hearing and feeling this application in the context of common time. Listen closely to the bass line and chord changes and know where you are in the music at all times.
4. Finally, eliminate the bass drum in 4 and play right-hand and bass drum together on all notes. Hi-hat 2 and 4.

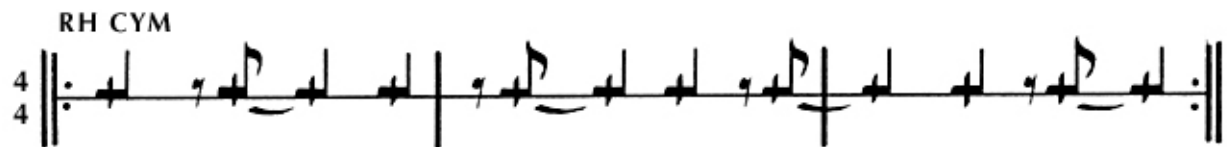
3-BEAT FIGURE #1: DOWNBEAT TO UPBEAT



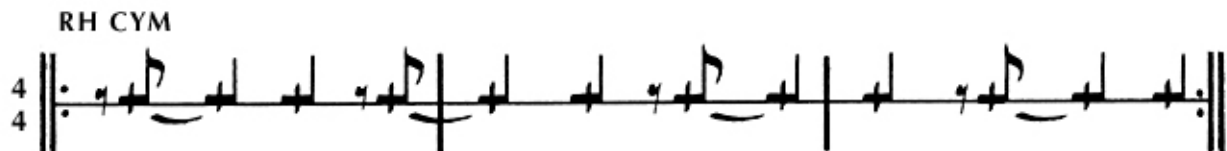
3-BEAT FIGURE #2: UPBEAT TO DOWNBEAT



3-BAR RESOLUTION IN COMMON TIME OF 3-BEAT FIGURE #1



3-BAR RESOLUTION IN COMMON TIME OF 3-BEAT FIGURE #2



Be absolutely sure during musical performance that you are hearing and feeling these superimpositions in the context of common time. Listen closely to the bass line and chord changes and be able to follow them through the entire composition.

Whatever you do, study each exercise very carefully and begin by playing to a slow blues. Do not hesitate to play one exercise through to the entire track. The main thing is control and, of course, knowing where you are in the music at all times. Listen closely to the bass line and chord changes.

Do not miss out on my new book, *The Essence of Jazz Drumming*. It will open you up to many improvisational possibilities.

Code:

R = Right Hand Ride Cymbal

L = Left Hand Snare Drum

BD = Bass Drum

HH = Hi Hat

Play HH 2 and 4 when HH is not part of the 3 beat extension.

Focus on the rhythmical line created by the RH CYM.