

THE GEEK DRUM SOLO PT. 1

It's good to use a range of techniques, so have look at your technical exercises for some hints. In this solo we should be considering using the following: **ghost notes**, **accents**, **triplets**, **open hi-hats**, and **crashes**.

Here is what you can hear played on the track:

These triplets have been subdivided in the middle

The notation shows a 4/4 time signature. It begins with a triplet of eighth notes. This is followed by a series of eighth notes, some with accents (+) and ghost notes (circled). A triplet of eighth notes is shown with a red arrow pointing to its middle note, indicating it has been subdivided. The piece concludes with another triplet of eighth notes.

Here, every note of each triplet has been subdivided

The notation shows a 4/4 time signature. It features a series of eighth notes, with several triplets of eighth notes. A red bracket spans across four of these triplets, indicating that every note within each triplet has been subdivided.

Ghost notes

Accents

The notation shows a 4/4 time signature. It features a series of eighth notes, with several triplets of eighth notes. Red arrows point to circled notes labeled 'Ghost notes' and to notes with '+' symbols labeled 'Accents'.

Crash hits

The notation shows a 4/4 time signature. It features a series of eighth notes, with several triplets of eighth notes. Red arrows point to notes with an 'x' symbol, labeled 'Crash hits'.

THE GEEK DRUM SOLO PT. 2

You can use some or all of the ideas below as a guide. Remember that this symbol at the start means that you need to play all your **eighth notes** (quavers) 'swung'. Make sure you understand this before attempting the solo.



Example 1

