

# Groove Battery Packet

2024-25 season

7-5-3

♩ = 164

Musical notation for Snare Drum, Tenors, and Bass Drums in 4/4 time. The Snare Drum part features a continuous eighth-note pattern on the right side (R) and a similar pattern on the left side (L). The Tenors part features a continuous eighth-note pattern on the right side (R) and a similar pattern on the left side (L). The Bass Drums part features a continuous eighth-note pattern on the right side (R) and a similar pattern on the left side (L).

Musical notation for Snare, Tenors, and Bass Drums in 3/4 time. The Snare part features a continuous eighth-note pattern on the right side (R) and a similar pattern on the left side (L). The Tenors part features a continuous eighth-note pattern on the right side (R) and a similar pattern on the left side (L). The Bass Drums part features a continuous eighth-note pattern on the right side (R) and a similar pattern on the left side (L).

Musical notation for Snare, Tenors, and Bass Drums in 2/4 time. The Snare part features a continuous eighth-note pattern on the right side (R) and a similar pattern on the left side (L). The Tenors part features a continuous eighth-note pattern on the right side (R) and a similar pattern on the left side (L). The Bass Drums part features a continuous eighth-note pattern on the right side (R) and a similar pattern on the left side (L).

## Variations:

- Dynamics: piano, mezzo piano, mezzo forte, forte, crescendo, decrescendo, tiered (play 1st grouping forte, 2nd grouping mezzo forte, 3rd grouping mezzo piano, 4th grouping piano etc.)
- Swung
- Swung w/ dynamics
- SING the lyrics "Am I playing ev'ry note?" "YES I'm playing ev'ry note." "Playing ev'ry note." "Ev'ry note."
- Stickings: Alternating, Doubles
- Play as triplets instead of 8th notes

## Three Four Tap Timing-Alternating Sticking

♩ = 144

Snare

Tenors

Bass Dr

Snare

Tenors

Bass Dr

Snare

Tenors

Bass Dr

### Variations:

- RH accents, LH tap
- LH accents, RH tap
- Swung
- Timing-just play the accents; just play the taps; Play only beats "one and two" of each pattern; etc.
- four measure crescendo; two measure crescendo/decrescendo etc.

# Three Camps

Variations: add rolls, flams, etc.

♩ = 180

Snare

Tenors

Bass Dr

Snare

Tenors

Bass Dr

Snare

Tenors

Bass Dr

Snare

Tenors

Bass Dr

Snare

Tenors

Bass Dr

# Big Beat Grid-Accent

♩ = 164

Snare

Tenors

Bass Dr

Snare

Tenors

Bass Dr

Snare

Tenors

Bass Dr

Snare

Tenors

Bass Dr

## Variations:

- RH accents, LH tap
- LH accents, RH tap
- Swung
- Add flams on beat 1; flam the accent; flam the note before the accent; flam the note after the accent;
- Add diddles on beat 1, etc.

# Stick Control 8th notes

♩ = 164

Musical score for Stick Control 8th notes. The score is in 4/4 time with a tempo of 164 BPM. It features three staves: Snare, Tenors, and Bass Dr. The Snare and Tenors parts consist of eighth notes with alternating R and L stick patterns. The Bass Dr part consists of eighth notes with alternating R and L stick patterns. The score is divided into six measures, each with a specific R/L pattern. The patterns are: Measure 1: R L R L R L R L; Measure 2: L R L R L R L R; Measure 3: R L R L L R L R; Measure 4: R L R L L R L R; Measure 5: R L L R R L L R; Measure 6: R L L R R L L R.

# Stick Control Triplets

♩ = 164

Musical score for Stick Control Triplets. The score is in 4/4 time with a tempo of 164 BPM. It features three staves: Snare, Tenors, and Bass Dr. The Snare and Tenors parts consist of eighth notes with alternating R and L stick patterns, with a '3' above each group of three notes indicating a triplet. The Bass Dr part consists of eighth notes with alternating R and L stick patterns, with a '3' above each group of three notes indicating a triplet. The score is divided into six measures, each with a specific R/L pattern. The patterns are: Measure 1: r l r l r l r l r l; Measure 2: l r l r l r l r l r; Measure 3: r l r l r l r l r l; Measure 4: r l r l r l r l r l; Measure 5: r l r l r l r l r l; Measure 6: r l r l r l r l r l.

# Stick Control 16th notes

♩ = 132

Musical score for Stick Control 16th notes (first system). The score is in 4/4 time with a tempo of 132 BPM. It features three staves: Snare, Tenors, and Bass Dr. The Snare and Tenors parts consist of 16th notes with alternating R and L stick patterns. The Bass Dr part consists of 16th notes with alternating R and L stick patterns. The score is divided into three measures, each with a specific R/L pattern. The patterns are: Measure 1: r l r l r l r l r l r l r l r l; Measure 2: l r l r l r l r l r l r l r l r; Measure 3: r l r l r l r l r l r l r l r l.

Musical score for Stick Control 16th notes (second system). The score is in 4/4 time with a tempo of 132 BPM. It features three staves: Snare, Tenors, and Bass Dr. The Snare and Tenors parts consist of 16th notes with alternating R and L stick patterns. The Bass Dr part consists of 16th notes with alternating R and L stick patterns. The score is divided into three measures, each with a specific R/L pattern. The patterns are: Measure 1: r l r l r l r l r l r l r l r l; Measure 2: l r l r l r l r l r l r l r l r; Measure 3: r l r l r l r l r l r l r l r l.

# Roll Breakdown

*Hmmm... why isn't there a sticking written?*

♩ = 164-200

### Variations:

- Play the entire exercise with alternating sticking
- Play 16th notes as diddles: r|rl| r|rl| RR|rl| RR|rl| etc.
- Play 16th notes as inverted diddles: r|rl| r|rl| RLL|rl| RLL|rl| etc.
- How would this exercise sound as triplets?
- How would this exercise sound as 16th notes w/ 32nd note doubles?



# 3/4 Rolls-Beat 3 Accent

♩ = 144

## Variations:

- Play ALL diddles as hertas-"make it sound like SINGLES!"
- Say the beat as you play

# Advanced Timing

Snare  
 2nd time LH lead  
 Tenors  
 2nd time LH lead  
 Bass Dr  
 2nd time LH lead

Snare  
 Tenors  
 Bass Dr

Snare  
 Tenors  
 Bass Dr

Snare  
 Tenors  
 Bass Dr

*p*

Snare  
 Tenors  
 Bass Dr

*f*

6:4

5:3

