

# Keller Central Percussion ESSENTIAL FUNDAMENTALS

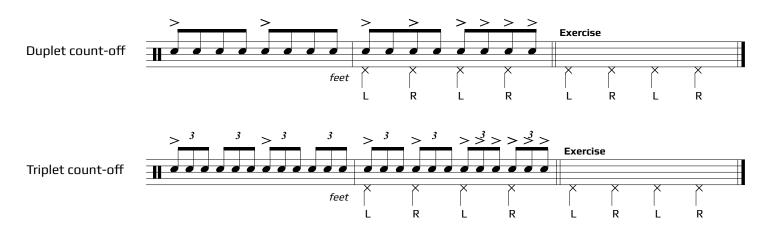
a collection of basic to advanced technique exercises for the classroom and the parking lot



# BATTETZY ESSENTIALS

The following pages include basic to advanced technique and coordination exercises for the marching percussion idiom. Also included are arounds and splits for tenors and basses for some exercises. Be sure you have a firm grasp of each exercise on one surface before you attempt to learn the splits. These are by no means all the exercises that can be played in the drumline setting, but they represent a solid place to start as we work towards a unified rudimental approach.

In a group setting, all exercises will begin with a count off. Be able to perform all exercises while marking time with your feet. As the exercises are defined, we will also add some cosmetics that will aid in timing and uniformity of the drumline "look."



The releases to some the exercises in this packet are implied. We will also add a "sticks in" on beat 2 following the release of each exercise.

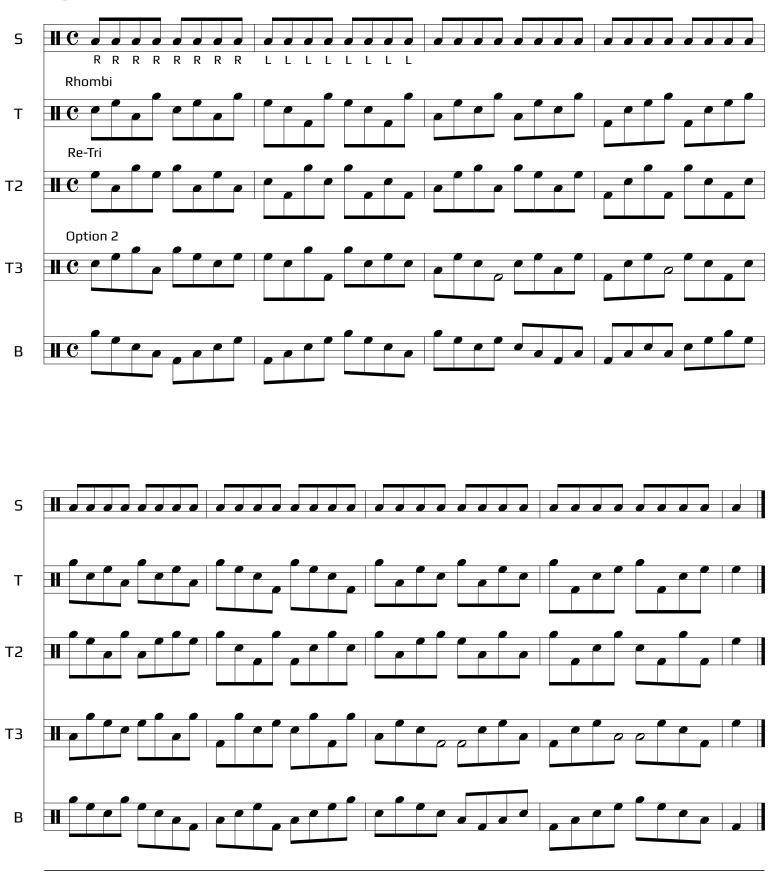
#### A note about practicing...

Remember that constant self-evaluation is crucial to your development as a percussionist and musician. Use tools to help yourself evaluate, such as a metronome, a mirror, or video of yourself.

Ask yourself these questions: Am I playing in time? Are my heights correct? Are my stick paths straight up and down? Are there any unnecessary motions? Is my body symmetrical? Am I breathing calmly? Is there tension in my back, shoulders, arms or wrist? Do I look relaxed? Am I making it look easy?

## **ONE**height

#### **Eights**



#### 8 to 1

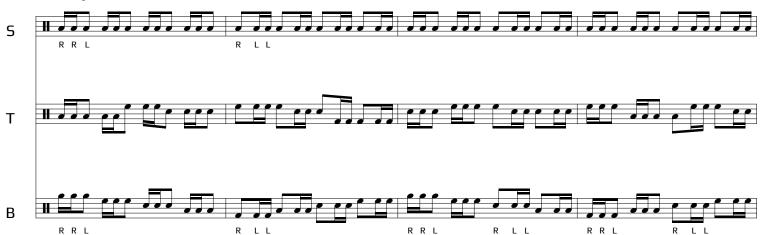


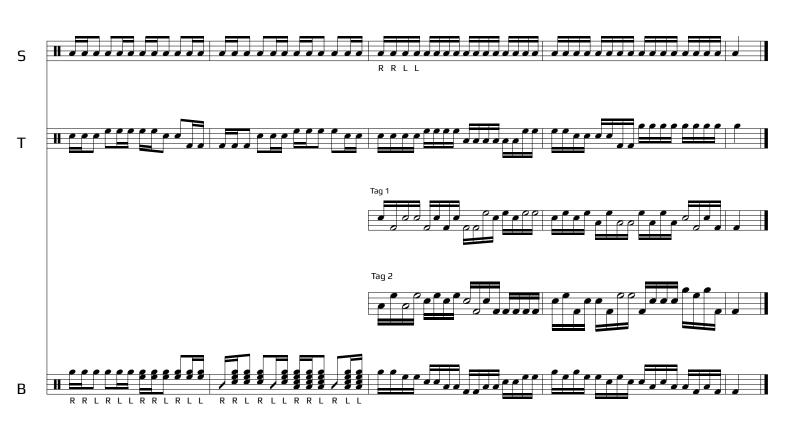


#### **Stick Control**

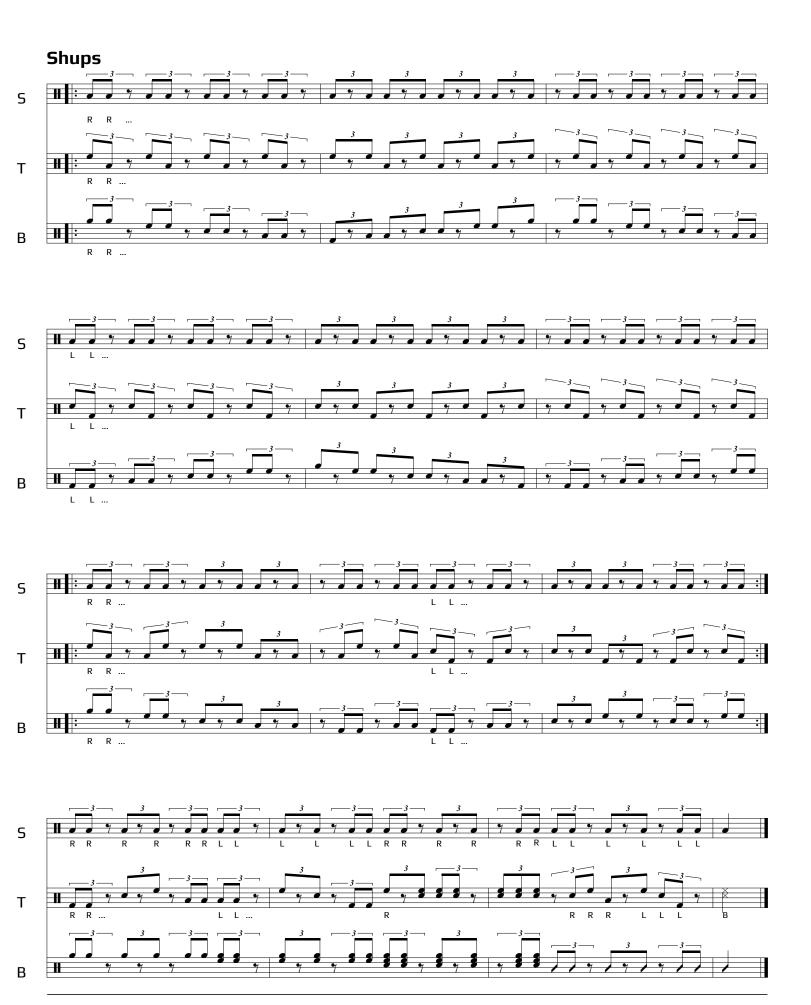


## Gallop





## **Double Beat** Т R R R R LL LL LL R R R R R R R R L L L L LL LL LL LLLL RR RR RR RR A/B LLLL RR RR R L L L L L В S



#### **Triplet Roll Build-up (Trolls)**



## Jedi

As a percussionist, one must never stop counting- drumline is no different. Each member of the percussion section must count precisely to place each note exactly where it belongs. Jedi Eights is an exercise that tests your focus and your ability to count and maintain a steady, unified subdivision among the entire group. With some practice the drumline will be able to conjure clean attacks seemingly out of thin air.

Jedi Eights is created by taking an eight note and displacing it by one eight note each measure. In 4/4 time there are 8 eighth notes between each note you play.

#### **Jedi Eights**



The same principle can be applied to any combination of notes or rhythm to create multiple different Jedi exercises. The possibilities are endless.

The next example shows a Jedi exercise using two conjoined eighth notes. Notice that when the second eighth note gets pushed past the barline, it loops back to the beginning of the measure.

#### **Two Notes**



This version of Jedi displaces two quarter notes.

#### Quarter Notes



Try building your own Jedi exercise with a dotted quarter note space between each note.

#### **Dotted Quarter Notes**



This concept can be applied to any time signature. This version of Jedi is in 6/8 time.

#### Six-Eight

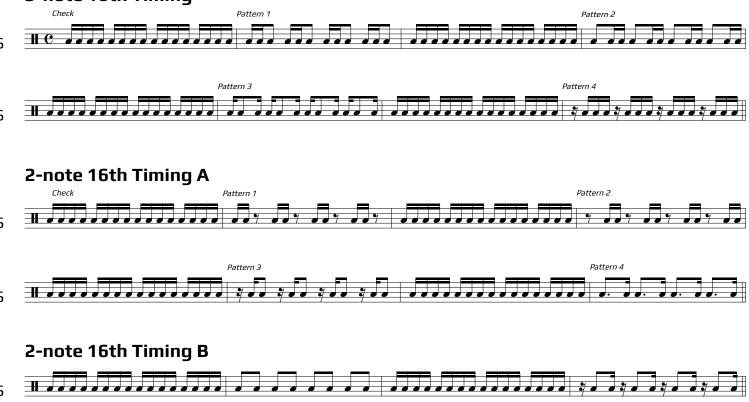


## **Timing**

You may have heard it said that timing is everything. When it comes to an entire battery percussion section striving for absolute cleanliness and precision this couldn't be more true. In our daily practice as percussionists it is important to create exercises that test our understanding of different subdivisions, our ability to group notes in those subdivisions,

The first example is a 16th note timing exercise made up of 3-note patterns that align with 16th notes. There are 4 patterns in all. Each is preceded by subdivision called the "check." All patterns can be played with any sticking, but should be mastered with natural sticking first.





The same concept can be applied to any subdivision of the beat. Here are some examples based on triplets.

#### 2-note Triplet Timing



#### 1-note Triplet Timing



All of these exercises should be played with multiple stickings and should be applied to the 4-2-1 formula.

**4-2-1** refers to the number or repetitions of each pattern. The "4" portion is given above. Next you would play 2 counts of each pattern with 2 counts of check. Then you would repeat the "2" portion. Finally you would play 1 count of each pattern with 1 count of check. You would then play the "1" portion 3 more times.

#### **Pantera**

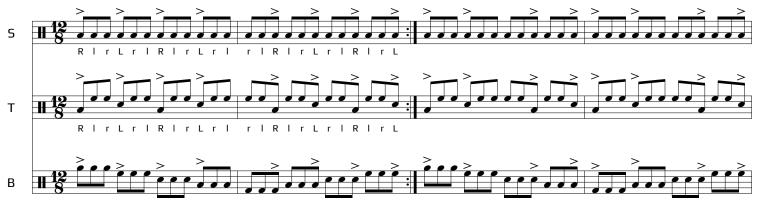


## **TWO**heights

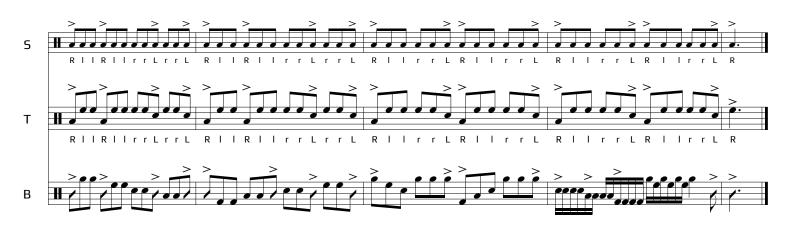
#### **Bucks Breakdown**



#### **Old School**









## "The Grid"

Percussion music uses many different rhythmic subdivisions and a variety of embellishments. When you start to combine rhythms and accents with things like flams and diddles the possibilities are endless. The term "Grid" refers to an exercise that moves an embellishment across all the parts of a specific subdivision. It is a percussionist's way of preparing for anything.

Below is the most basic grid exercise based on the sixteenth note subdivision. As you count sixteenth notes, the beat is divided into 4 parts called "partials." In a grid exercise the embellishment, in this case an accent, moves sequencially across each partial. Always be aware of how the accent relates to the downbeat (your feet). Repetition helps to build consistency in the timing of each pattern.

#### **Sixteenth Accent Grid**

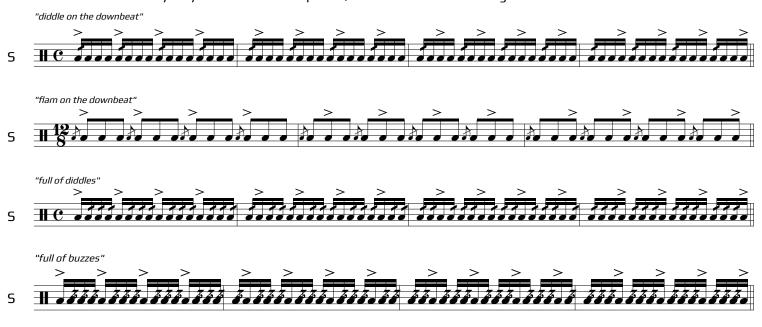


#### **Triplet Accent Grid**



Like the timing exercises earlier in the packet, the grid is to be played in the **4-2-1** format. You should also play the patterns **backwards** (in reverse order) and **off the left** hand.

Below are some examples of what it looks like to add an embellishment (in this case a diddle) to the grid. The embellishment usually stays anchored to one partial, but could also move along with the accent.





The possibilities are endless...

In 7/8 time notes are often grouped in groups of two or three. Below is the skeleton for a grid on which you can place various stickings and rudiments. The most common variation consists of paradiddles and paradiddle-diddles, but it is by no means the only possible combination. Try flam taps and flam accents or change the paradiddle-diddles to double paradiddles. Again, the possibilities are endless.



RrrLIIRrrLII RrrrLIIIRrrrLIII RITITTLIIIRITTLIII

## **THREE**heights

#### A.T.G. (accent, tap, grace)



#### Flam Tap Build-up



#### **Finger Pyramid**





#### The Big 3





#### Flam Breakdowns





#### Pataflaflas



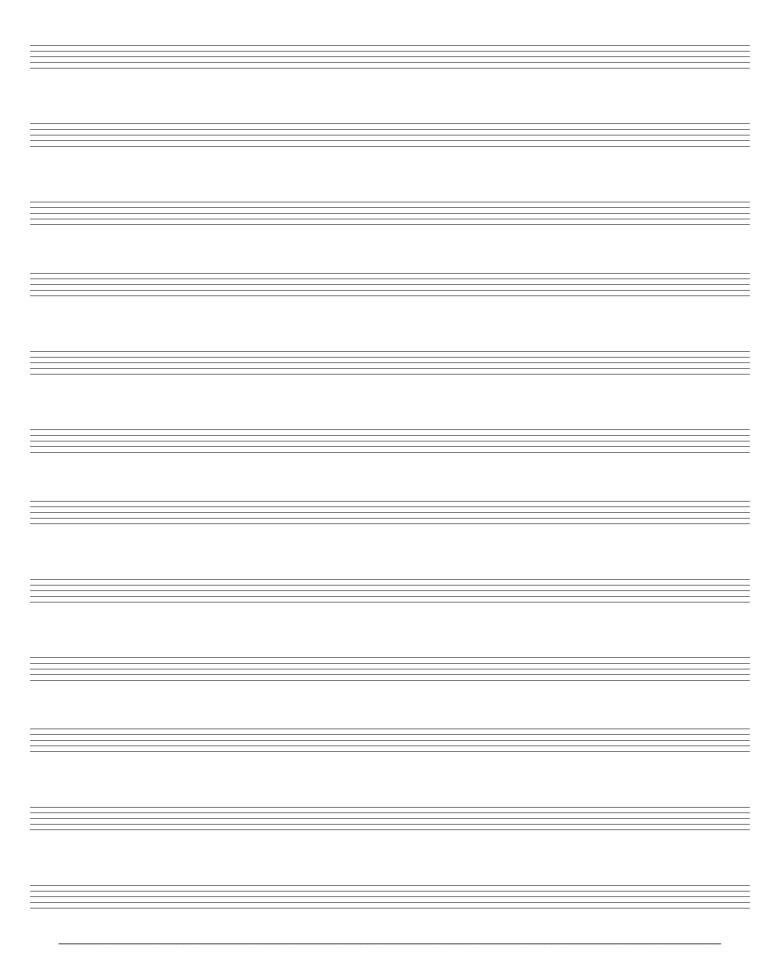
#### Swiss Army Triplets

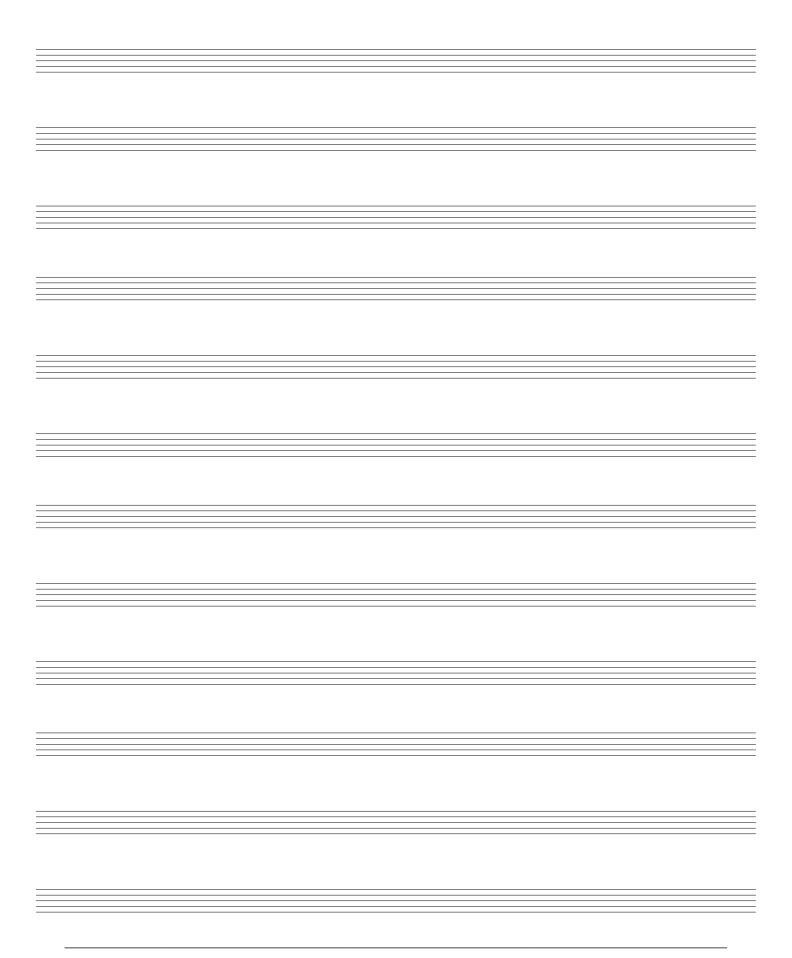


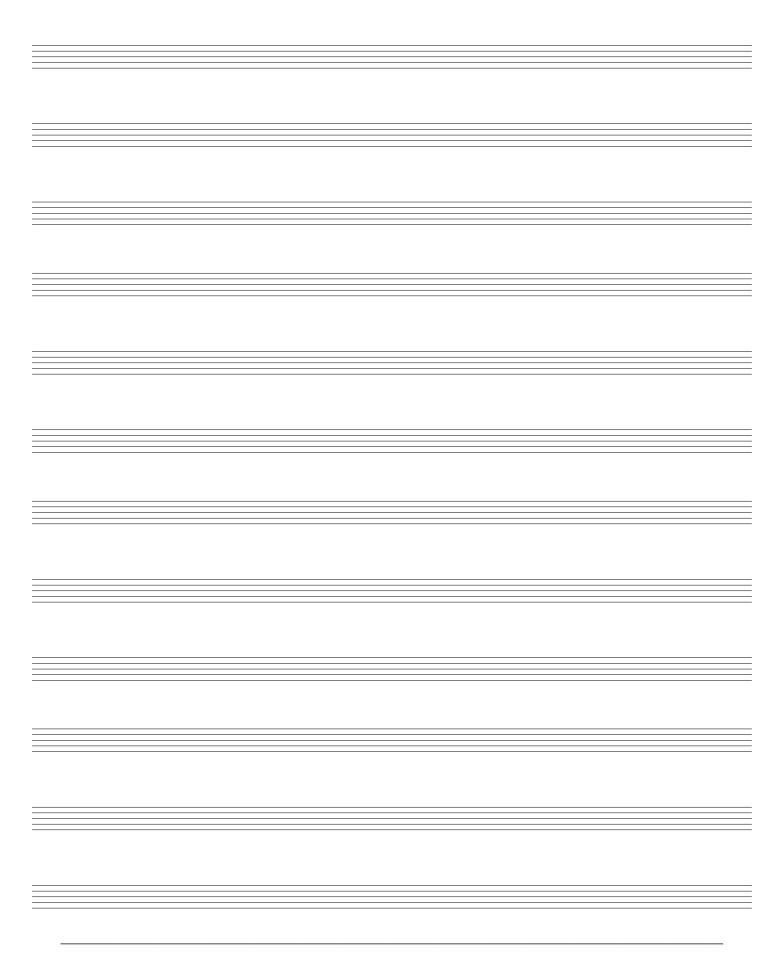
#### **Flamskis**









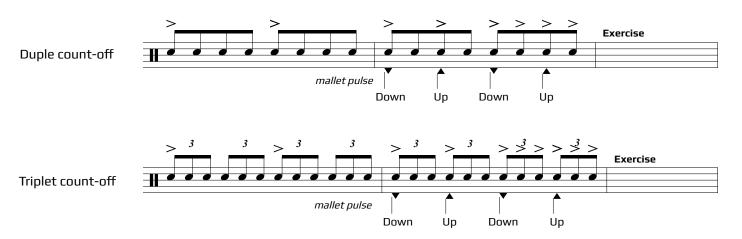




## FIZONT ENSEMBLE ESSENTIALS

The following pages include basic to advanced technique and coordination exercises for the marching percussion idiom. Also included are the drumset and practice pad accompaniments for each exercise. A strong grasp of the piston stroke, and basic 4-mallet technique will be helpful in learning these exercises. In addition, students are expected to know the 12 major scales, as most of the exercises are scale-based. These are by no means all the exercises that can be played in the front ensemble setting, but they represent a solid place to start as we work towards a unified visual and musical approach.

In a group setting, all exercises will begin with a count off. As the exercises are defined, we will also add some cosmetics that will aid in timing and uniformity of the drumline "look."



The releases to some of the exercises in this packet are implied. After the release, return to set position and wait for instructions.

#### A note about practicing...

Remember that constant self-evaluation is crucial to your development as a percussionist and musician. Use tools to help yourself evaluate, such as a metronome, a mirror, or video of yourself.

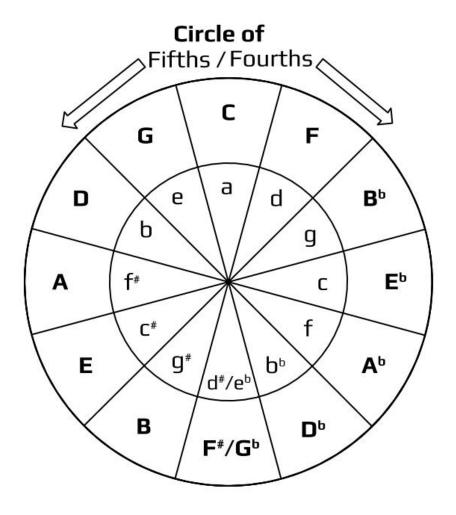
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## **TWO**mallets

Most of the two mallet exercises are written in C major, but are intended to be transposed to all 12 major/minor keys. Use the exercise below to practice all 12 major scales and arpeggios, then begin practicing their relative minor keys. Memorizing the key signatures and the order of accidentals is essential to success on keyboard percussion instruments.

#### **Scales and Arpeggios**





Flats are always added to the key signature in this order: B, E, A, D, G, C, F Sharps are always added to the key signature in this order: F, C, G, D, A, E, B This exercise is meant to build an efficient piston stroke. The stroke is initiated from the wrist starting at the appropriate dynamic height and returning to that height after striking the bar. When changing notes, the mallet arcs smoothly from note to note. This exercise also helps to improve the accuracy of each hand.

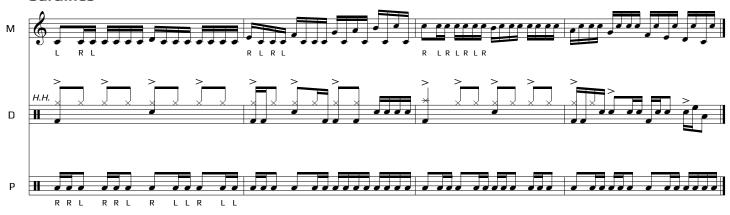


The Green exercises are well-known scale exercises meant to increase familiarity and facility within all the major keys. These exercises should be performed in all keys in a variety of orders (i.e. circle of 4ths, circle of 5ths, chromatic.)



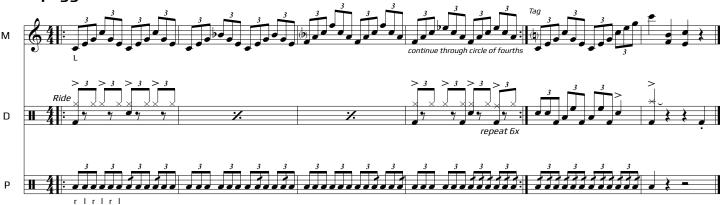
Sardines is an exercise to develop fast hands and eyes for accuracy. The exercise can start in any key and continues chromatically until the instructor signals "last time." There are also multiple variations of this exercise including off-the-left (descending first), minor, modal, and octatonic.

#### **Sardines**



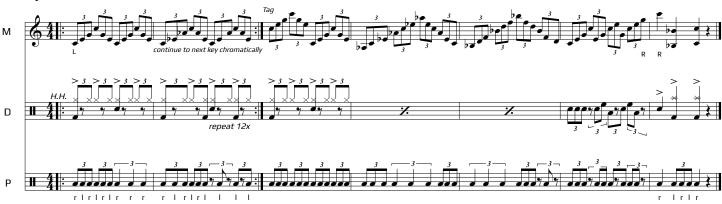
These exercises are meant to increase fluidity as you play arpeggios in all keys. The first is based on dominant seventh chords. Repeat the first section until you have made it through all major keys in the circle of fourths. You will need to jump down an octave before the Bb arpeggio and again every four measures so that you don't go out of range for the keyboard. The progression should bring you back to the note you started on, then you will play the "tag."



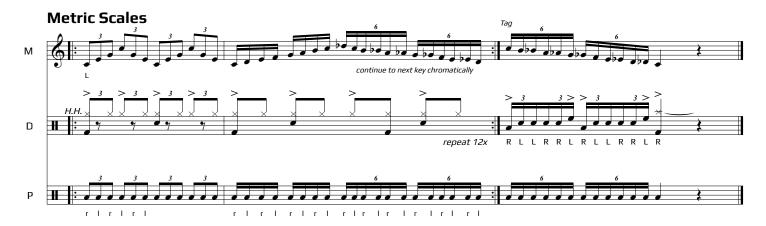


Epic Dominance gets its name from the unique and open sound of the flat VI chord. Repeat the first section until you have moved up chromatically through all the keys. Once you reach C again, play the "tag."

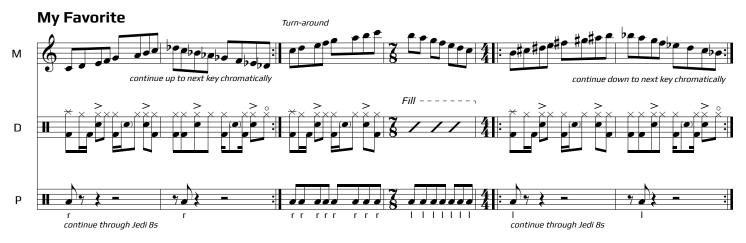
#### **Epic Dominance**



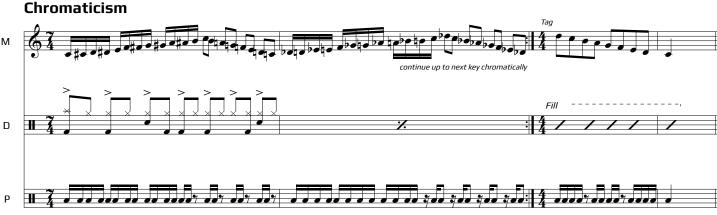
Metric Scales mixes arpeggios, major scales, and chromatic scales along with the rhythms that fit naturally. Be careful not to morph the rhythms as you switch subdivisions. Repeat the first section until you've moved up chromatically through all the key. Play C again and continue through the last measure, giving you a two octave chromatic scale.



My Favorite tests your ability to quickly recall the shapes of all the major scales in a chromatic sequence. Play one scale up, and the next one down. For an added challenge, try the exercise descending first or do the whole thing in minor keys.



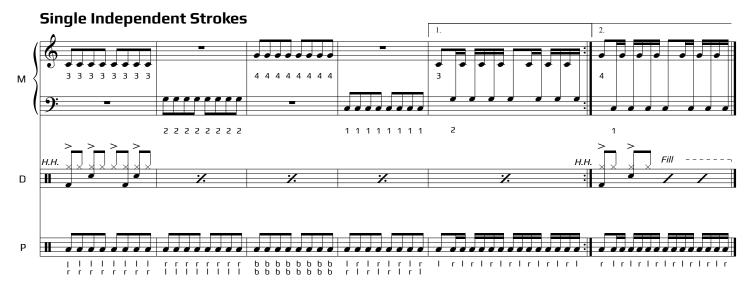
Chromaticism combines the chromatic scale with the diatonic scale, again testing your knowledge and flexibility between keys. This exercise can also be played in reverse order starting with an ascending major scale and a descending chromatic scale.



continue through 16th 2 note timing

## **FOUR**mallets

The Single Independent stoke is created by a rotating wrist motion similar to changing a light bulb. Turn the wrist to play a note with one mallet while the other mallet in that hand floats above the note it will play next. Velocity in the stroke is created by the torque (turning power) of the wrist. Small intervals require more torque than large intervals. Vary the key signature and intervals used in this exercise.



<sup>\*</sup> to strengthen single independent strokes, try any of the 2 mallet exercises in the packet while holding 4 mallets.

The next exercise is a study of intervals and the Single Alternating stroke. Single Alternating strokes are simply Single Independent strokes that alternate between the mallets on one hand. Start very slowly when learning this exercise and be careful not to "see-saw." Each mallet should have its own lift before it strikes the key. Work to be very accurate with the interval changes.

#### Pie (single alternating strokes)



Falling Fifths works on the Double Vertical stroke. This stroke is accomplished by using a vertical wrist motion to move both mallets at the same rate. Be sure to use the full range of motion of the wrist before incorporating the arm and return to the up position after each chord. Listen very carefully to ensure that all four mallets are striking the keys at the same time.

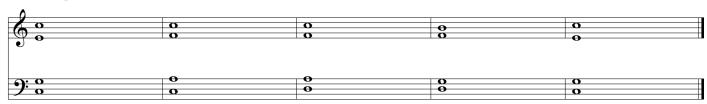


Transpose the chord progression below into all the keys. The chord is named by the scale degree that it is built on (ex. I- C chord, II=D chord, V=G chord). All notes are also affected by the key signature of the key you are transposing to. Knowing this progression in all keys will help you gain a basic understanding of music theory, and learn music faster.

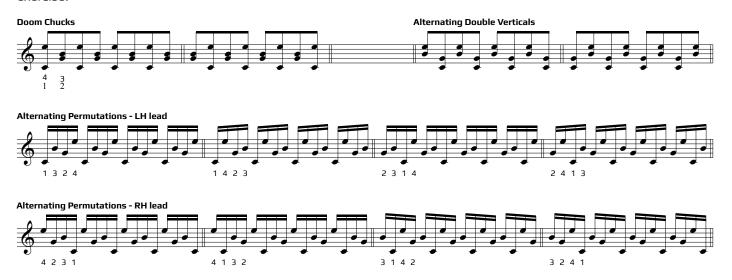
#### **Chord Progression (closed position)**



#### **Chord Progression (open position)**



Below are some sticking variations you can apply to Falling Fifths or the chord progression. These variations allow you to practice different stroke types, permutations, and roll techniques. Each measure is a pattern to be applied to the whole exercise.



Double Laterals are executed with a single vertical wrist motion and a slight scooping motion so that one mallet strikes before the other. You may want to begin practicing double laterals as flams at first, and then smooth them out into the rhythm below.



The patterns below incorporate multiple stroke types including double laterals and double verticals. Work to make the rhythms as smooth as possible.



