

DRUM WARS

Realistic Drum Solos Unfolded

By Carmine Appice, Vinny Appice, and Eric Fischer



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CARMINE'S SOLO

Exercises and Examples

Notation Key

Tom 1	Tom 2	Snare Drum	Snare Drum (ghost note)	Floor Tom	Right Bass Drum (BD1)	Left Bass Drum (BD2)	Left & Right Bass Drums played together (BD2/BD1)
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LHS China Cymbal	LHS Crash Cymbal	RHS China Cymbal	RHS Crash Cymbal	Shade Cymbal	Hi-Hat half open w/stick	Hi-Hat w/foot	Stick Clicking	Ride Cymbal

Before introducing the Intro Groove of Carmine's solo, here's a quick explanation of how the notation is used throughout.

The "L" and "R" denote sticking for the hands only. The feet have their dedicated positions on the staff that indicate right or left foot (BD1 and BD2, respectively). The examples below show two ways in which the sticking for the hands can be notated. They are played exactly the same.

Drum notation example 1 showing R CHINA, SD, and BD2 BD1. It includes a 4/4 time signature and a stick pattern with R, L, L, R, R/L, R, L, L, R, R, R/L, R. The notation uses ghost note symbols and dynamic markings (>) above the notes.

The example above is the same as the one below.

Drum notation example 2 showing R CHINA, SD, and BD2 BD1. It includes a 4/4 time signature and a stick pattern with R, R, R, R, R, R, R, R. The notation uses ghost note symbols and dynamic markings (>) above the notes.

INTRO GROOVE

This section begins at 19:57 (100% normal speed), at 13:52 (75% of the normal speed), and at 4:50 (50% of the normal speed).

The basic groove consists of eighth notes on the half-open hi-hat, a syncopated bass drum, and the snare on beats 2 and 4.

Adding ghost notes on the snare drum creates the following pattern.

The ghost notes make up a pattern of sixteenth notes played among the snare, hi-hat, and bass drum, and should be counted as such.



Each set of four sixteenths is equal to one quarter note.

1 2 3 4

1 e & a 2 e & a 3 e & a 4 e & a