PERCUSSION

Stephane Chamberland is a drummer, clinician, educator, and author. He is an independent solo artist that has been playing and recording with countless musicians, performing hundreds of live shows around the world. He is endorsed by Mapex Drums, Sabian Cymbals, Promark Sticks, Shure Microphones, Gon Bops Percussion, and Evans Drumheads. For more information, visit www.stephanechamberland.com.

By Stephane Chamberland

Applying Rudiments to Open-Handed Groove Concepts Part 2

Picking up from where we left off in part one from the May/June 2018 issue:

Transitional Phrases

The transitional phrases would be two strokes or three strokes that we will be playing in between the rudimental phrase to complete the subdivision in relation to the time signature we are in. We will have single stroke rolls (RL or LR), double stroke rolls (RR or LL), and combinations (RRL, LLR, LRR, and RLL). These will be essential to our freedom to improvise.

Here, we'll only be using the singles, but be aware of all the possibilities to get total freedom while composing and playing.

In Ex. 1, I will be using half a triple paradiddle, half a double paradiddle, and a small single stroke roll.

In the final example, Ex. 2, I will be using a full single paradiddle, a full paradiddle-diddle, half a single paradiddle, and a small single stroke roll.

Improvisation

Now that you understand the concept, you can start creating your own phrases. It's very important in the learning process to compose your own material using what you have learned. By just copying what you have learned, you will never get to the stage of finding your own voice. Remember that art is about finding your personal and unique expression. Drumset playing is still amidst a big evolution and it's our turn to find new ways to express ourselves. Spend some time creating something new with the information you have learned from the outside world.

Now let's get to it! Take a piece of paper right now and write five different ideas and work through each of the steps we have learned so far.

Good luck and have fun!

