Mel Bay Presents

A SNARE DRUM PRIMER

by William J. Schinstine and Fred A. Hoey

- PREFACE -

The "correct start," or "beginning" in playing a musical instrument is the most important factor in the beginner's music career. Without a "correct start," the student is doomed to disappointment, frustration and failure.

Mel Bay presents A SNARE DRUM PRIMER as a scholastically-proven approach featuring a "CORRECT START" with basic, simple, easy-to-understand, progressive lessons.

A MUST FOR THE BEGINNER DURING THE TRIAL RENTAL PERIOD!



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SETTING UP THE SNARE DRUM

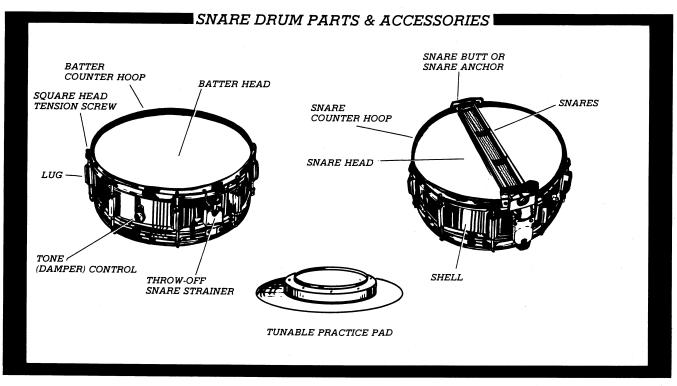
Figure 1 above shows the correct position of snare drum on stand with snare strainer near single arm of snare stand basket.

The snare drum on stand should have the proper playing angle. The drum should be parallel to the floor or tilted at a slight angle moving downward from the left hand to the right as shown in Fig. 1.

TEACHER'S MAKE SURE BOX

- 1. GET ACQUAINTED.
- 2. ACQUAINT STUDENTS WITH THEIR EQUIPMENT.
- 3. EXPLAIN HAND POSITIONS. MAKE SURE THAT THE STUDENT UNDERSTANDS THE HAND POSITIONS.
- 4. DEMONSTRATE HOW TO STRIKE THE DRUM.
- 5. INTRODUCE THE BASIC STICK EXERCISES AS A ROTE LESSON.





A CHOICE FOR HOLDING YOUR DRUM STICKS

The cause of most student difficulties can be traced to incorrect hand positions. The foundations of good drumming technique are correct hand positions. The following pictures illustrate the correct hand positions from various views. Study and refer to them often.

THE MATCHED GRIP

The Matched Grip is the simplest way to hold drum sticks correctly. In the opinion of the authors, the Matched Grip should be recommended for the beginning percussionist. Each hand holds the stick exactly the same. With the Matched grip the stick becomes an extension of the arm.



FIG. 2 View of the left hand

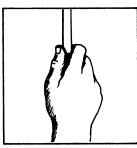


FIG. 3 View of the right hand

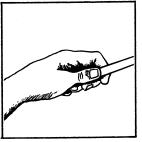


FIG. 4 View of the left hand from the right side

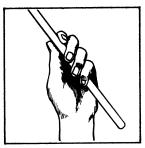


FIG. 5 The Right Hand as it would appear in a mirror

THE TRADITIONAL GRIP THE LEFT HAND POSITION

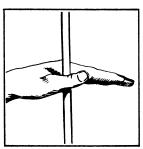


FIG. 6 Grasp the stick between the thumb & 1st finger

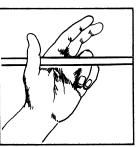


FIG. 7 Place the 3rd finger & pinky under the stick



FIG. 8 Place the 1st finger & ½ the 2nd finger over the stick



FIG. 9 View as seen in a mirror

THE RIGHT HAND POSITION

THE CONCERT GRIP

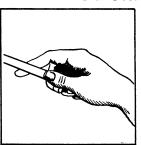


FIG. 10 View from the left side

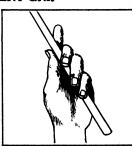


FIG. 11 Front view as it would appear in a mirror

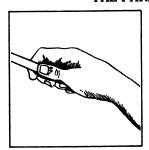


FIG. 12 View from the left side

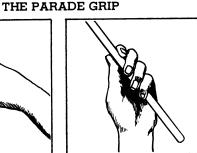


FIG. 13 Front view as it would appear in a mirror

A CHOICE OF DRUM STICKS

The models of SNARE DRUM STICKS listed below are suggested as the most practical choice for the beginning percussionist. These selections represent distinctive models and styles. Brand names are not listed.

5A	16"	SMALL SHAFT FOR SMALLEST HAND-MAXIMUM TAPER FOR BOUNCE AND FEEL.
5 B	16"	SHAFT SLIGHTLY THICKER FOR MEDIUM HAND—THIN- NEST OF "B" MODEL STICKS WITH SAME BASIC TAPER OF 5A, YET SIZED SLIGHTLY THICKER THAN 5A.
2B	16"	THE "UNIVERSAL" MODEL – THE HEAVIEST STICK REC- OMMENDED FOR BEGINNER'S. LARGER HEAD AND SHAFT THAN 5B.

THE BALANCE POINT

"Balance Point" in matched grip is the "fulcrum" where the thumb and forefinger of each hand meet on the stick indicated in FIG. 14. In "traditional grip" the balance point or "fulcrum" is the same as the right hand matched grip while the "V" formed by the thumb and forefinger of the left hand forms the balance point of the traditional left hand grip indicated in FIG. 15.

BEAD OR TIP



BUTT

THE BASIC RULE TO FIND THE BALANCE POINT

Measure from the butt end of stick a distance equal to one third of the total length of the stick. Mark the Balance Point on each stick. MEASURING THE BALANCE POINT IS A MUST BEFORE AND DURING EVERY PRACTICE SESSION.

> Regardless of grip, each stick must have 2/3rd" of length available for equal "stroke" and "sound."

> The "Balance Point" promotes an "even sound" by basically fostering an "even" or "like" 2/3rds of the stick for Basic Balance.

> > THE BALANCE POINT

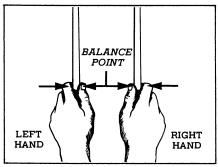


FIG. 14 THE MATCHED GRIP

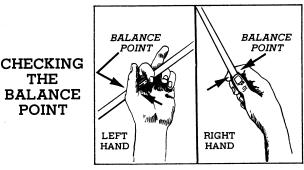


FIG. 15 THE TRADITIONAL GRIP

REMEMBER TO CHECK THE BALANCE POINT BEFORE & DURING EACH PRACTICE SESSION.

STICK POSITIONS

STRIKING THE DRUM



FIG. 16 Strike the drum near the Center for most playing



FIG. 17 Strike the drum near the Far Edge for a Softer sound

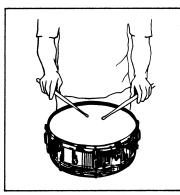


FIG. 18 View of the Matched Grip position with both sticks near the center



FIG. 19 View showing the Right Hand Down Stroke

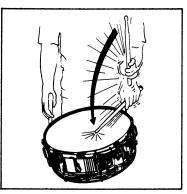


FIG. 20 View showing the Left Hand Down Stroke

On the following pages, you will find "guidesigns" indicating proper stroke and proper sticking.



INDICATES DOWN STROKE WITH RIGHT HAND



INDICATES DOWN STROKE WITH LEFT HAND

STROKE AND STICKING GUIDE

TUNING (TENSIONING) THE SNARE DRUM

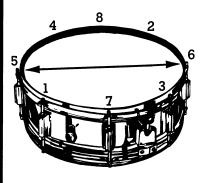


FIG. 21 THE BATTER HEAD

USING THE DRUM KEY, TIGHTEN ONE TURN AT A TIME - ACROSS FROM EACH OTHER -EXAMPLE 1-2-3-4 ETC AS SHOWN IN FIG 21. THE BATTER HEAD SHOULD HAVE A MINI-MUM OF FOUR FULL TURNS—MAXIMUM SIX. THE SNARE HEAD (FIG. 22) SHOULD BE TUNED IN THE SAME WAY WITH A MINIMUM OF FOUR TURNS AND A MAXIMUM OF SIX. TO CHECK EVEN TENSION ON EITHER HEAD COUNT THE THREADS ON THE TENSION SCREW. ALL SCREWS SHOULD HAVE THE SAME NUMBER SHOWING ABOVE THE LUG IF EVEN TENSION HAS BEEN APPLIED. TO ADJUST THE SNARES, USE ONE HALF TURNS OF THE SNARE TENSION KNOB. MAXIMUM TENSION SHOULD BE FOUR HALF TURNS.

FOR CRISP SOUNDS AND FOR FINE TUNING THE SNARE HEAD CAN BE TUNED SLIGHTLY TIGHTER THAN THE BATTER HEAD.

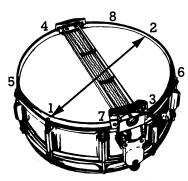


FIG. 22 SHOWING THE SNARE HEAD

EXERCISE NO. 1

"Daily Playing Exercise" starts with 10 down strokes (designated by Q) with each hand progressing to one stroke with each hand. This process is reversed by starting with one stroke with each hand and progressing to 10. This exercise is to be read across the page from left to right.

READ ACROSS THE PAGE FROM LEFT TO RIGHT

LINE

- **A** RIGHT HAND → 1234567890
- **B** LEFT HAND → ①②③④⑤②③⑨
- c right hand → 123456789
- **D** LEFT HAND → 123456789
- E RIGHT HAND → 12345678
- r left hand—> 12345678
- G RIGHT HAND → 1234567
- **H** LEFT HAND → 1234567
- I RIGHT HAND \rightarrow 123456
- J LEFT HAND → 123456
- **K** RIGHT HAND \rightarrow \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc
- L LEFT HAND \longrightarrow \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc
- **M** RIGHT HAND \rightarrow $\boxed{1}$
- N LEFT HAND → ①②③④
- o right hand → 123
- P LEFT HAND → ①②③
- Q RIGHT HAND → ①②
- R LEFT HAND → 12
- s RIGHT HAND →
- T LEFT HAND → ①

WHEN YOU HAVE FINISHED LINES A THRU T, START AT THE BOTTOM (LINE T) AND WORK BACK TO THE TOP THRU LINE A.

REPEAT THIS PAGE FIVE TIMES EACH DAY

1. MORNING 2. AFTER SCHOOL 3. BEFORE SUPPER 4. AFTER SUPPER 5. BEFORE BED Hold your drum sticks in the proper positions every time you watch TV this week. Keep shifting them from hand to hand until you can remember the position.

REVIEW

- 1. REVIEW DAILY EXERCISE NO. 1 PAGE 7 FORWARD AND BACKWARD.
- 2. VARY DAILY EXERCISE SO IT READS AS FOLLOWS:

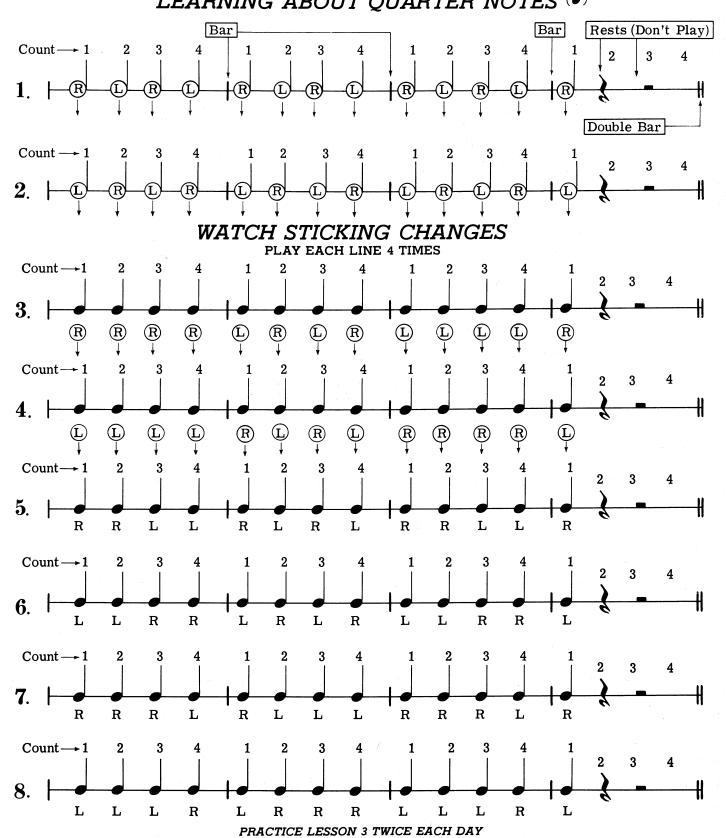
READ ACROSS THE PAGE FROM LEFT TO RIGHT

											RIGHT HAND					
NUMBER OF STROKES	- 10	8	9	7	8	6	7	5	6	4	5	3	4	2	3	1
EACH HAND	► 1	3	2	4	3	5	4	6	5	7	6	8	7	9	8	10

KERCISE NO. 21 STRIKE DRUM IN CENTER OF HEAD \mathbb{Q} = STRIKE LEFT HAND (R) = STRIKE RIGHT HAND LINE 1. LINE 2. LINE 3. LINE 4. LINE 5. LINE 6. LINE 7. LINE 8. PRACTICE THREE TIMES DAILY: MORNING, AFTER SCHOOL, AFTER SUPPER.

LESSON $oldsymbol{3}$ QUAI

EXERCISE NO. 3 *LEARNING ABOUT QUARTER NOTES*



LET YOUR STICK BOUNCE.

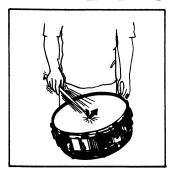
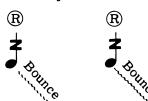


FIG. 23 The Right Hand Bounce



FIG. 24 The Left Hand Bounce

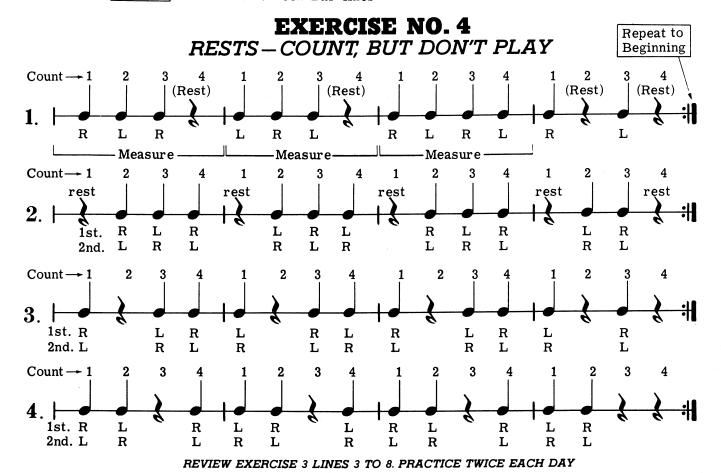






PRACTICE BOUNCING YOUR STICKS FOR SEVERAL MINUTES EACH DAY. REPEAT 10 to 1 to 10 EXERCISE IN LESSON 1 USING BOUNCES.

Measure = Distance between Bar lines





TIME (METER) SIGNATURES

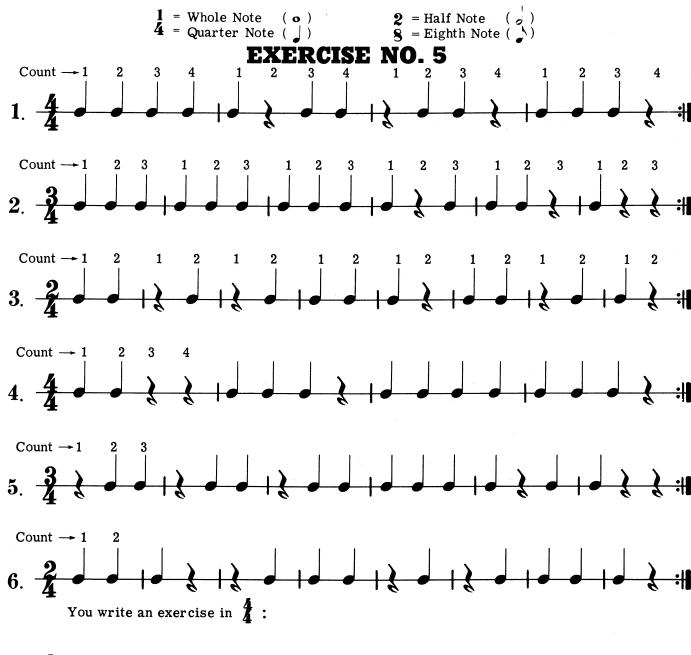
4

3

24

Top number tells how many counts in a measure. Bottom numer tells what kind of a note gets one count.

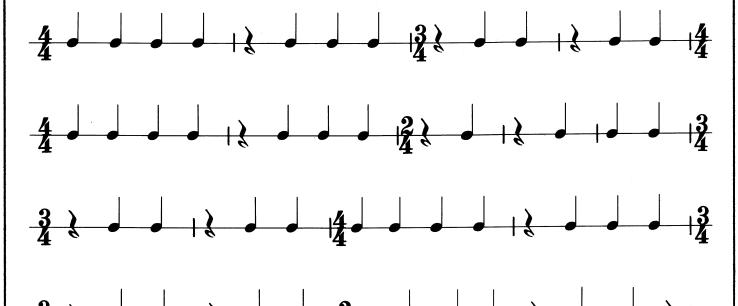
Bottom Number Code



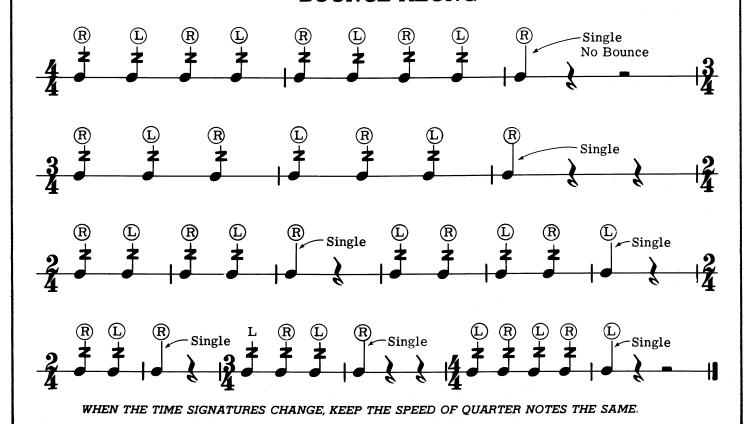
7. 4

PRACTICE EACH LINE 4 TIMES. COUNT OUT LOUD AS YOU PLAY



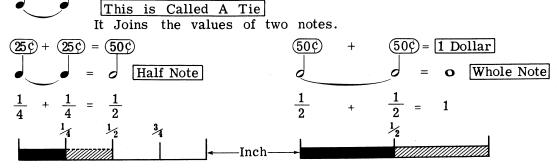


EXERCISE NO. 7BOUNCE ALONG

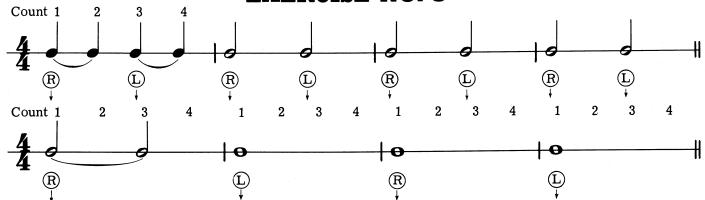




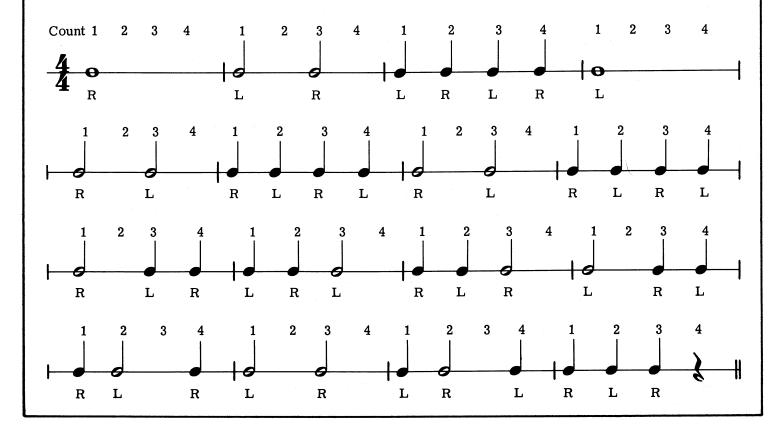




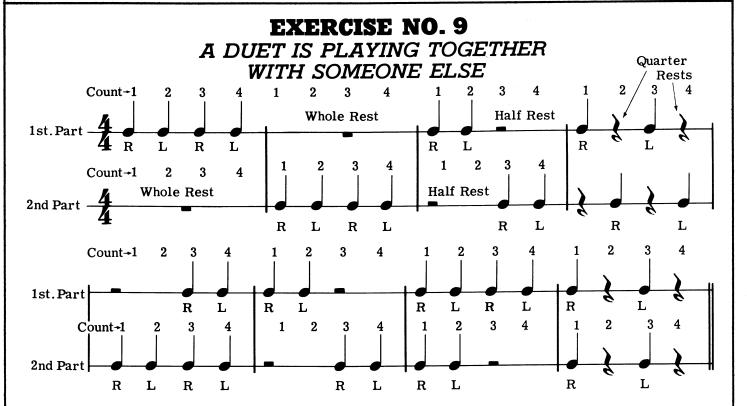
EXERCISE NO. 8



PUT THEM ALL TOGETHER



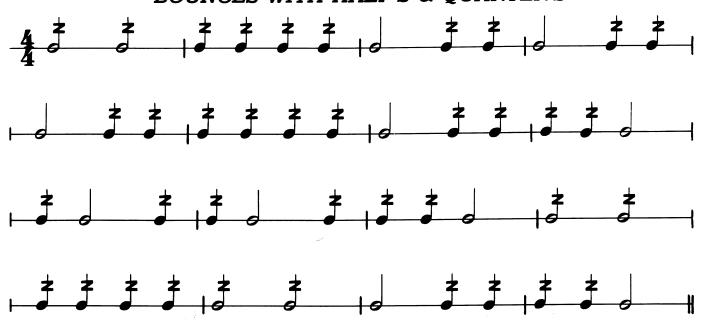




If you are in a class, divide the class in half. Have one half play part 1 and the other half play part 2.

If you have a recorder at home, record the 1st part, then play the 2nd part with the recorder. Count 1-2-3-4 before you start to play.



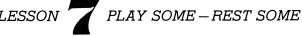


MEL BAY PRESENTS A SNARE DRUM PRIMER SCHINSTINE & HOEY HALF WAY QUIZ

CIRCLE THE CORRECT ANSWER

- IS CALLED A: HALF NOTE QUARTER NOTE REST
- BETWEEN THE BAR LINES IS CALLED: REST - TIME SIGNATURE - MEASURE
- 3. 4 IS CALLED A: TIME SIGNATURE MEASURE REST
- IS A: HALF NOTE BOUNCE BEAT WHOLE NOTE
- IS A: HALF NOTE BOUNCE BEAT WHOLE NOTE
- **6.** \downarrow IS A: NOTE BAR REST
- IS CALLED A: TIE REST BAR
- 8. | | = | | 0
- 9. 6 = 6 0
- 10. 2 HOW MANY COUNTS IN A |MEASURE |? 4 2 3

PAGE 16



EXERCISE NO. 11

RESTS

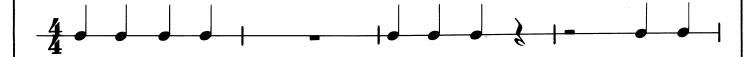
OR HOW TO KEEP QUIET



PLAY SOME - REST SOME



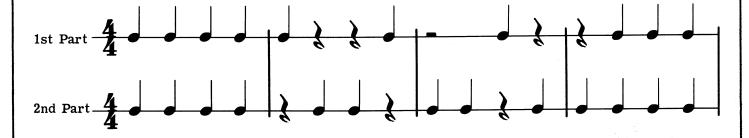


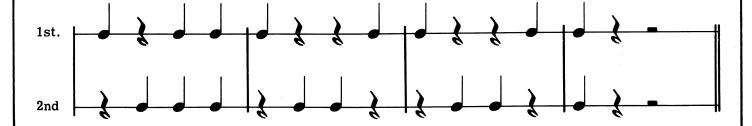




EXERCISE NO. 12

REST TOGETHER (DUET)



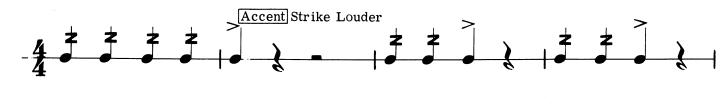




EXERCISE NO. 13

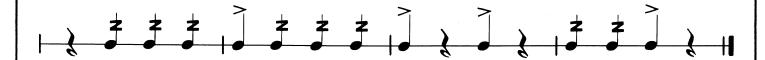
POGO STICK

BOUNCE & REST









EXERCISE NO. 14

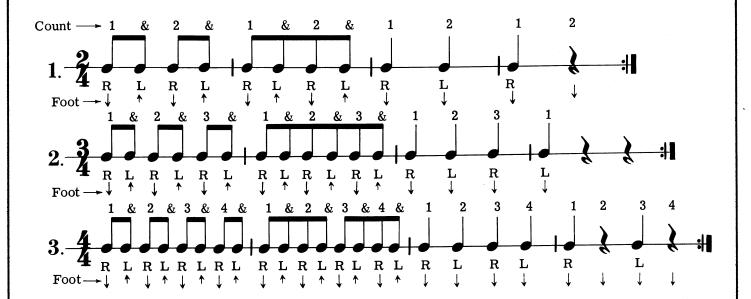
"MAGIC 16" WITH BOUNCES



INTRODUCING 8TH NOTES

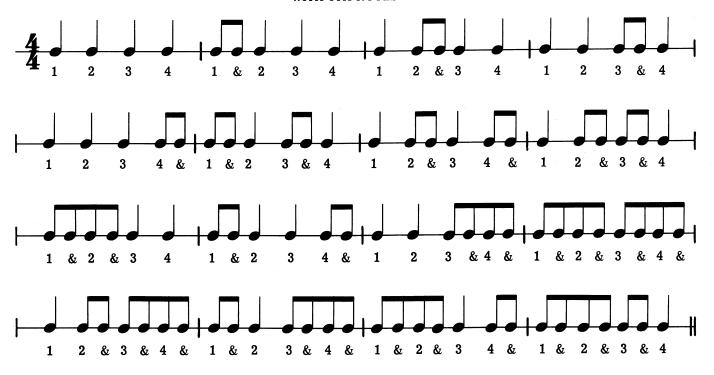
8th Notes are twice as fast as quarter Notes

(\rightarrow) single 8th Note (\rightarrow) Two or more 8th notes are joined at the top.



EXERCISE NO. 15

"MAGIC 16"
WITH 8TH NOTES

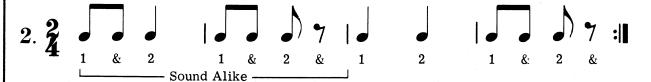


INTRODUCING 8TH RESTS

(7)8th Rest equals the value of an 8th note()

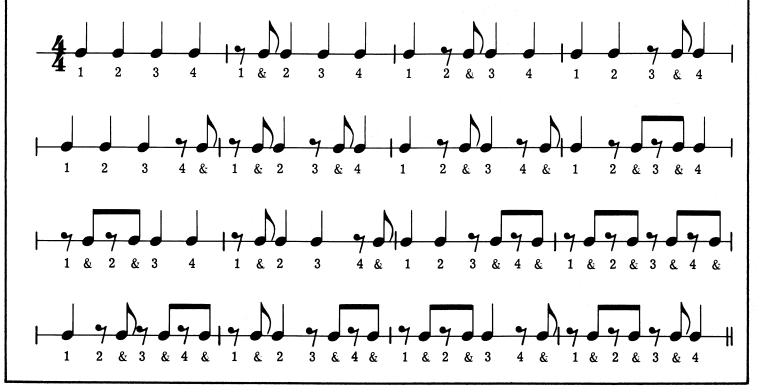


Sound Alike



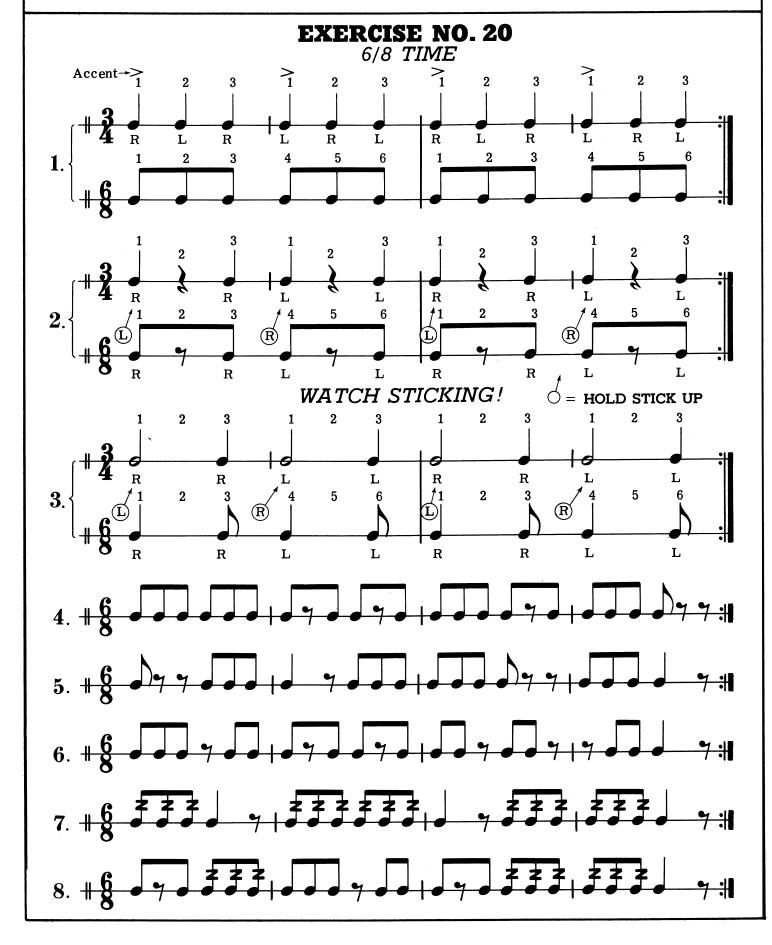
EXERCISE NO. 16

"MAGIC 16"
WITH 8TH RESTS









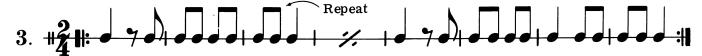
MEL BAY PRESENTS A SNARE DRUM PRIMER SCHINSTINE & HOEY

EXERCISE NO. 21REPEATS AND ENDINGS

Repeat Signs - Play all of the music between these signs twice.

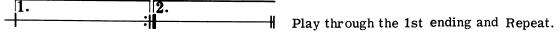






EXERCISE NO. 22

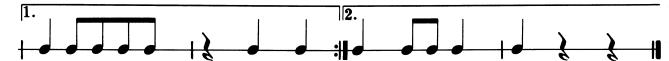
1ST & 2ND ENDINGS



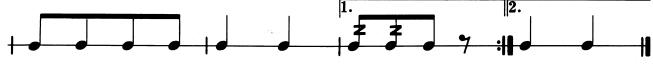
The 2nd. time skip the 1st. Ending and play the 2nd. Ending.











THE FINAL PLAYING TEST



PAGE 24

TEACHER EVALUATION

CATEGORIES	EXCELLENT	GOOD	FAIR	POOR
Right Hand Position				
Left Hand Position				
Stick Movement				
Knows How To Set Up Drum				
Attitude Toward Playing And Practic	ring			
CHANGE TO ANOTHER DISCONTINUE LESSON TEACHER CO	IS			
	7	EACHEF	S NAM	E
RTIFICATE OI				
RTIFICATE OI	F COME			
	F COME			
	F COMI	CHOOL ntitled t		ON