

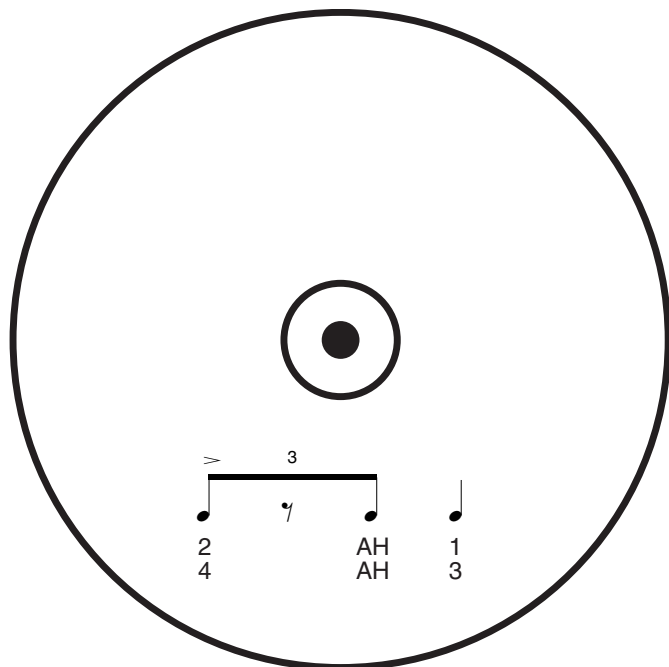
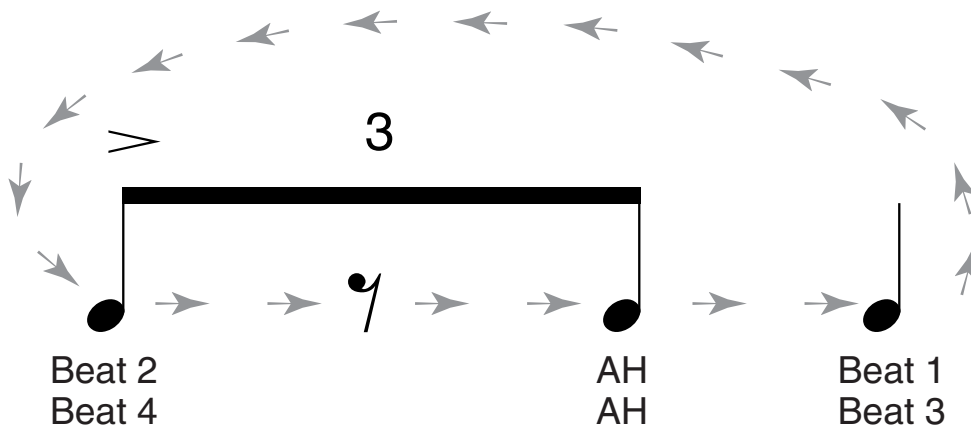
Fundamentals Track

Ride Cymbal Techniques

by
Ed Shaughnessy

The key is to generally move the hand and stick in a modified counter-clockwise motion, playing the “after-Beats” (counts 2 & 4) on the left and the “double-Beats” the “AH” note and (counts 1 & 3) on the right about four inches from the “after-Beats.” There should be a smooth overall motion to this approach, which will also tend to “broaden” the time feeling when the drummer’s ride-cymbal playing is too tight.

IMPORTANT: In the sketch below, literally “*Play the notes on the paper*” with a stick or pencil to get the proper spacing and direction of this system. Note that beats 1 & 3 are placed a bit further to the right than the “AH” notes; which enables a controlled bounce or “skipping” effect that is aided by a degree of finger control with the second finger. The author has found a rapid and marked improvement of 20% to 50% with many students and professional drummers in speed and endurance.



The “Diagram for a Faster Cymbal Beat” is shown in reduced size at left in proportion to a 20-inch cymbal, one of the most commonly used sizes for ride beat playing. Notice that the overall phrase is played approximately equal distance from the cymbal’s edge on both sides to give a generally even sound; the addition of a slight accent on “two” and “four” will help it to swing.

Remember this phrase as a guide:

Beats 1 and 3 on the right.

Beats 2 and 4 on the left.

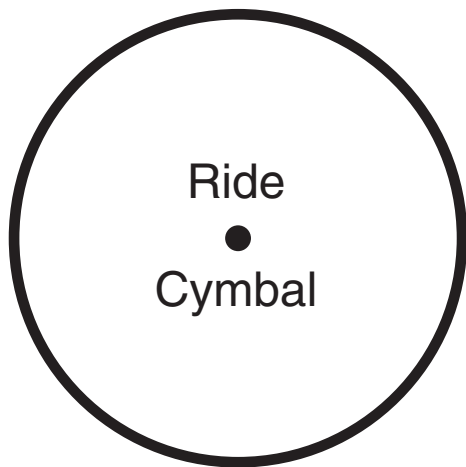
The “AH” notes in-between.

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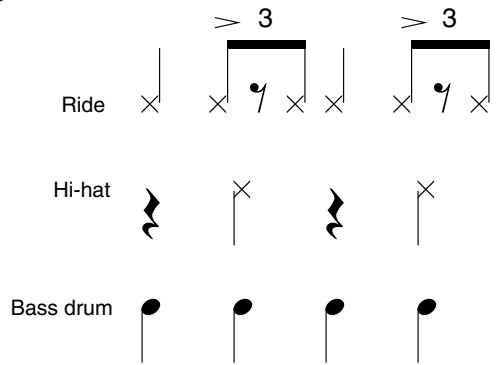
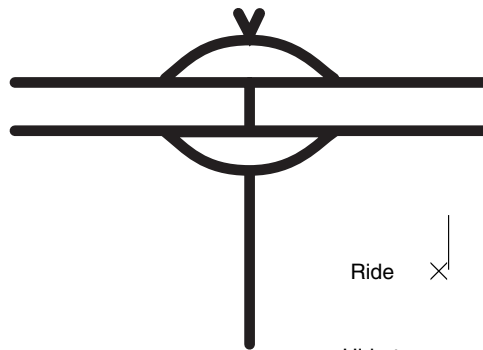


Track

Jazz Recipe



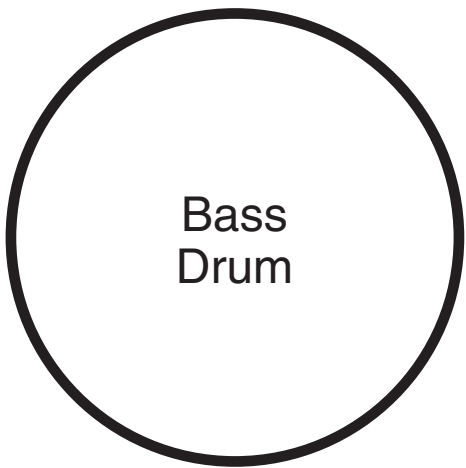
Hi-Hats with Foot



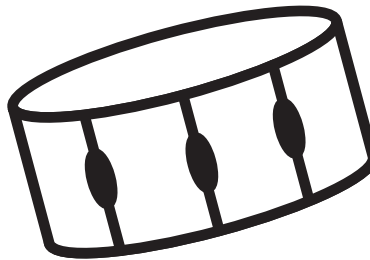
80%

Bass Drum = 20% – Rhythm (lightly)
Snare Drum – Accents

Rock/Funk Recipe



Snare Drum



80%

Ride Cymbal = 20%
(or Hi-Hat with Stick)