EXERCISES/DRILLS

Eight On A Hand

Peaks & Valleys

Role Playing Game (RPG)

16th Note Partials

16th Note Grid

Irish Spring

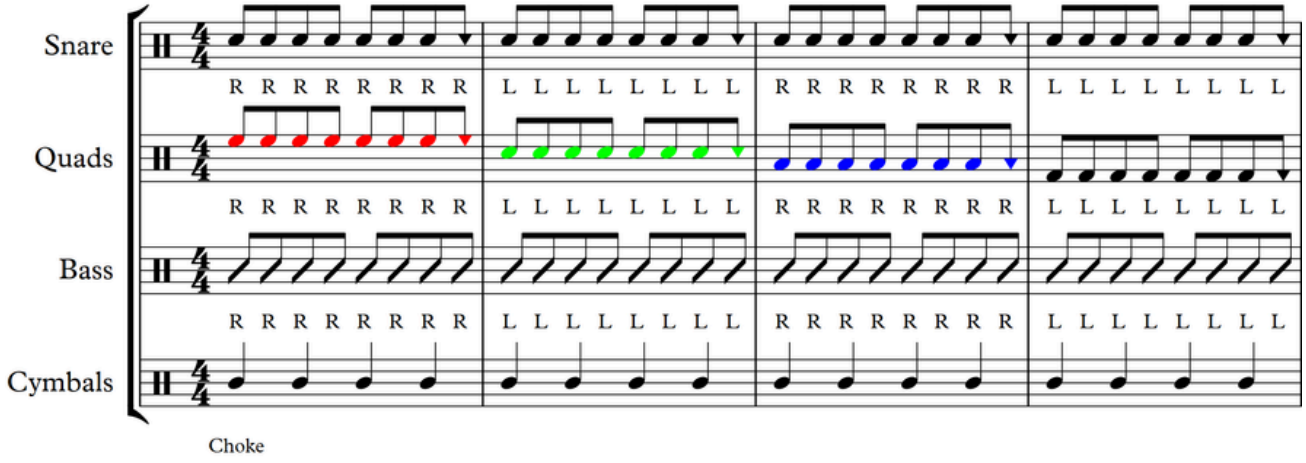
FLAM BUILDER PARADIDDLE BUILDER

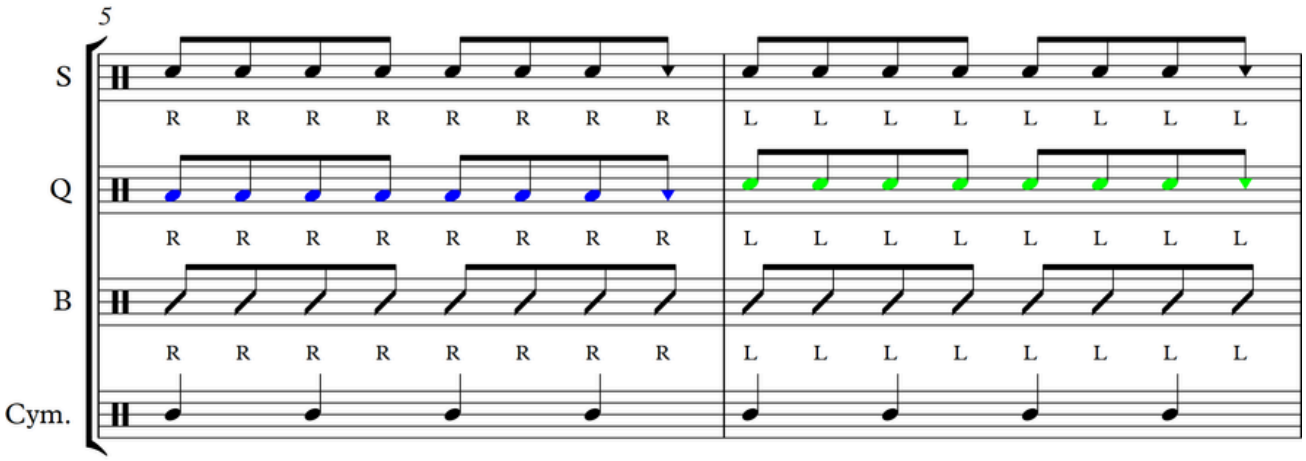
5 STROKE ROLL BUILDER 9 STROKE ROLL BUILDER

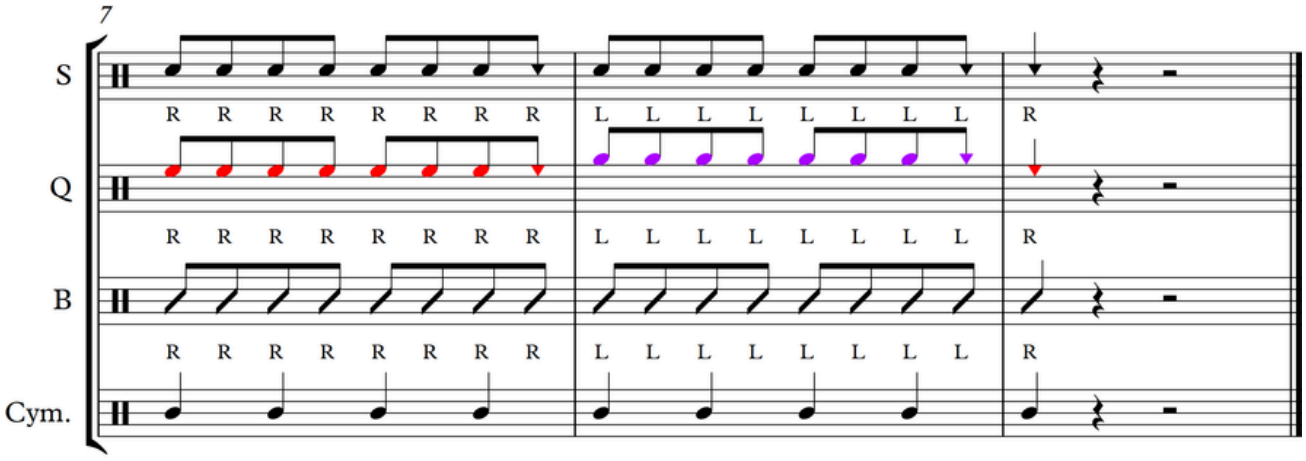
BREAK it down!

ZOMBIE Squirrels

Eight On A Hand







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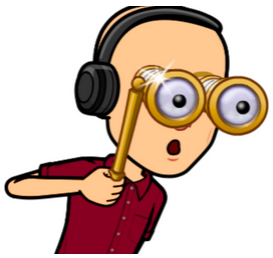
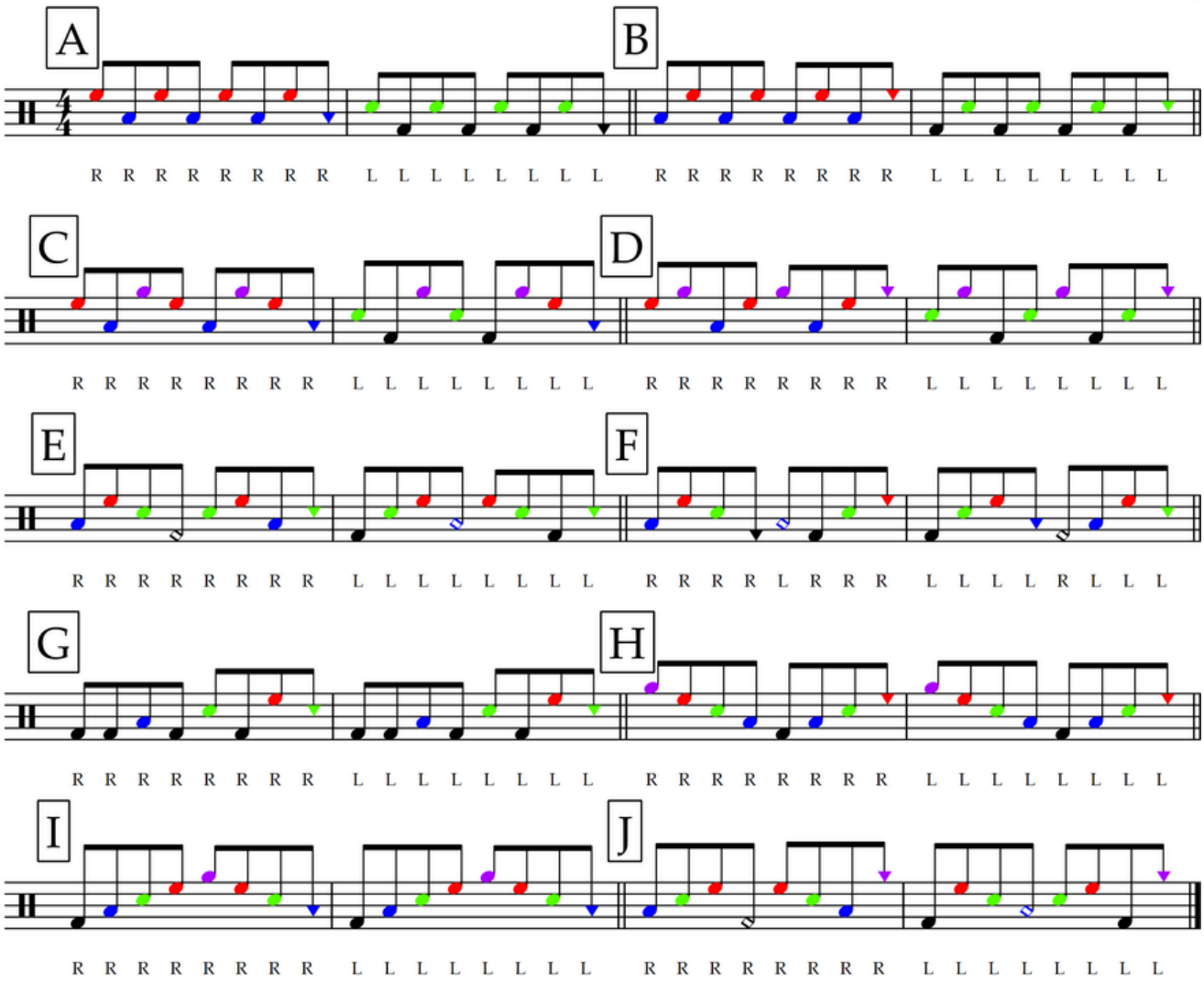
Eight On A Hand

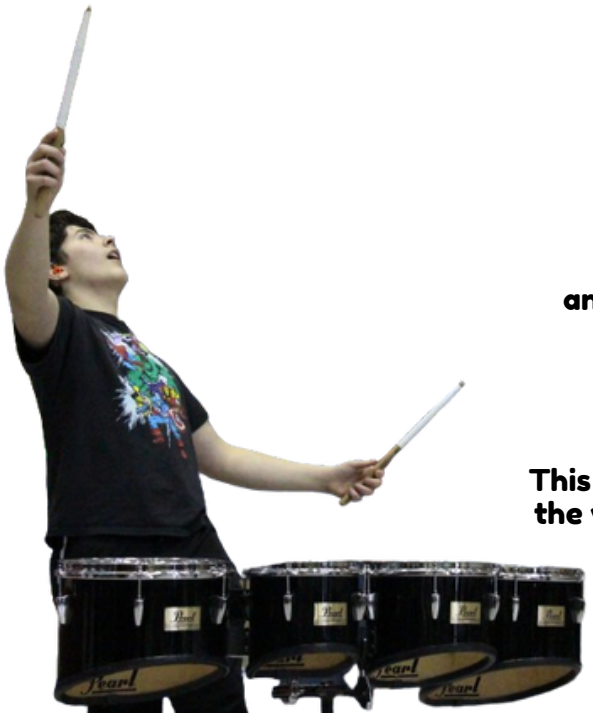
Voicing For Quads

When you can confidently and consistently play Eight On A Hand with a proper Free Stoke at all 4 levels, you can add some voicings below.



Focus on keeping the same stroke you have playing on one drum when you add voicing and moving drum to drum.





These voicing will help you moving around the drums.

[A] Down Two Drums

[B] Up Two Drums

[C] Outwards Triangles

[D] Inward Triangles

[E] Across The Drums

This voicing will challenge you with a second down stoke and crossing over the full set of quads. While still producing the same volume and quality of stoke.

[F] Over Top Crossover

This voicing is just fun! Moving your hands faster going across the whole set of quads, while producing the song from a video game I use to play in the arcades downtown Hamilton.

[G] Spy Hunter

This voicing is going to build speed and endurance. The ultimate is playing these with one hand for the whole exercise.

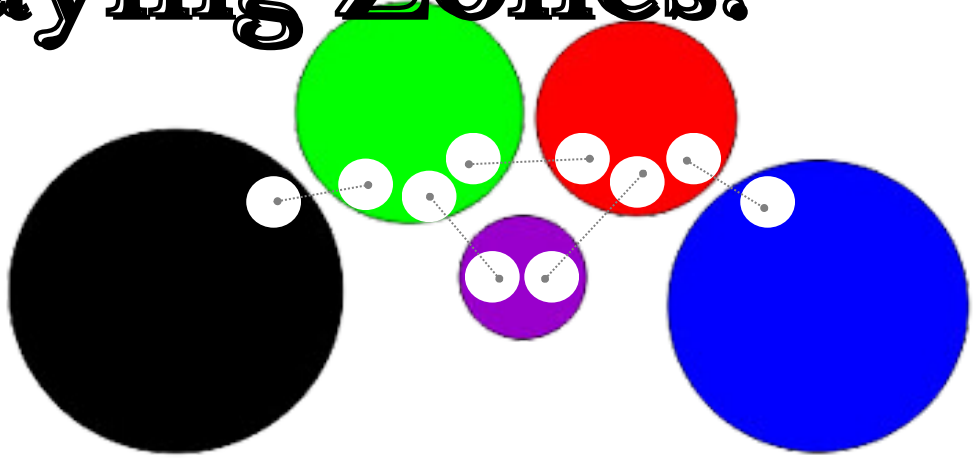
[I] One Hand Up

[H] One Hand Down

This voicing working on voicing that jumps over drums.

[I] Jumping Overs

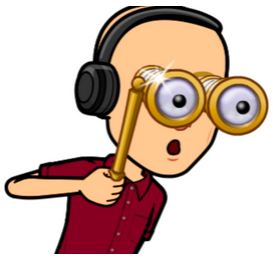
Playing Zones!



Eight On A Hand

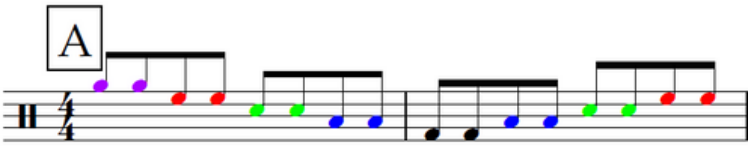
Bass Drum Splits

When you can confidently and consistently play Eight On A Hand with a proper Free Stoke at all 4 levels, it is time to add Bass Drum Splits.



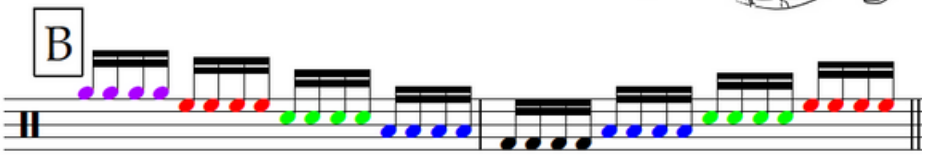
Focus on counting, matching the other bass drummers sounds when playing at the same dynamic range.
ALWAYS KEEP IS SMOOTH & FLOWING!

A



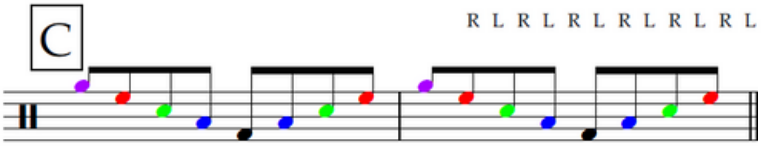
R L R L R L R L R L R L R L

B



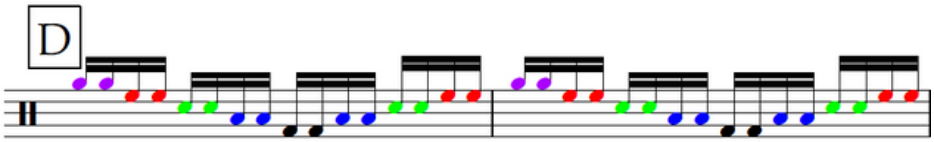
R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L

C



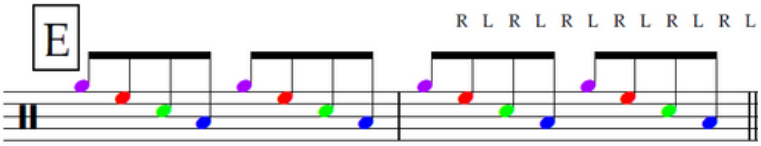
R R R R R R R R L L L L L L L L

D



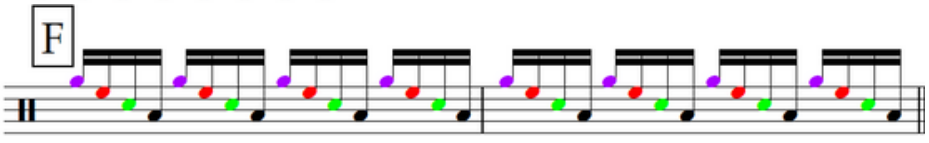
R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L

E



R R R R R R R R L L L L L L L L

F



R R R R R R R R R R R R R R R R R R R R R R R R R R R R

Splitting 8th & 16th notes on the down beat.

[A] 8th Notes Downbeat Splits

[B] 16th Notes Downbeat Splits

Splitting 8th & 16th notes on the eight notes.

[C] 8th Note Splits

[D] 16th Notes Splits

Splitting 8th & 16th notes laser beams.

[E] 8th Notes Laser Beams

[F] 16th Notes Laser Beams

When Your Not Playing

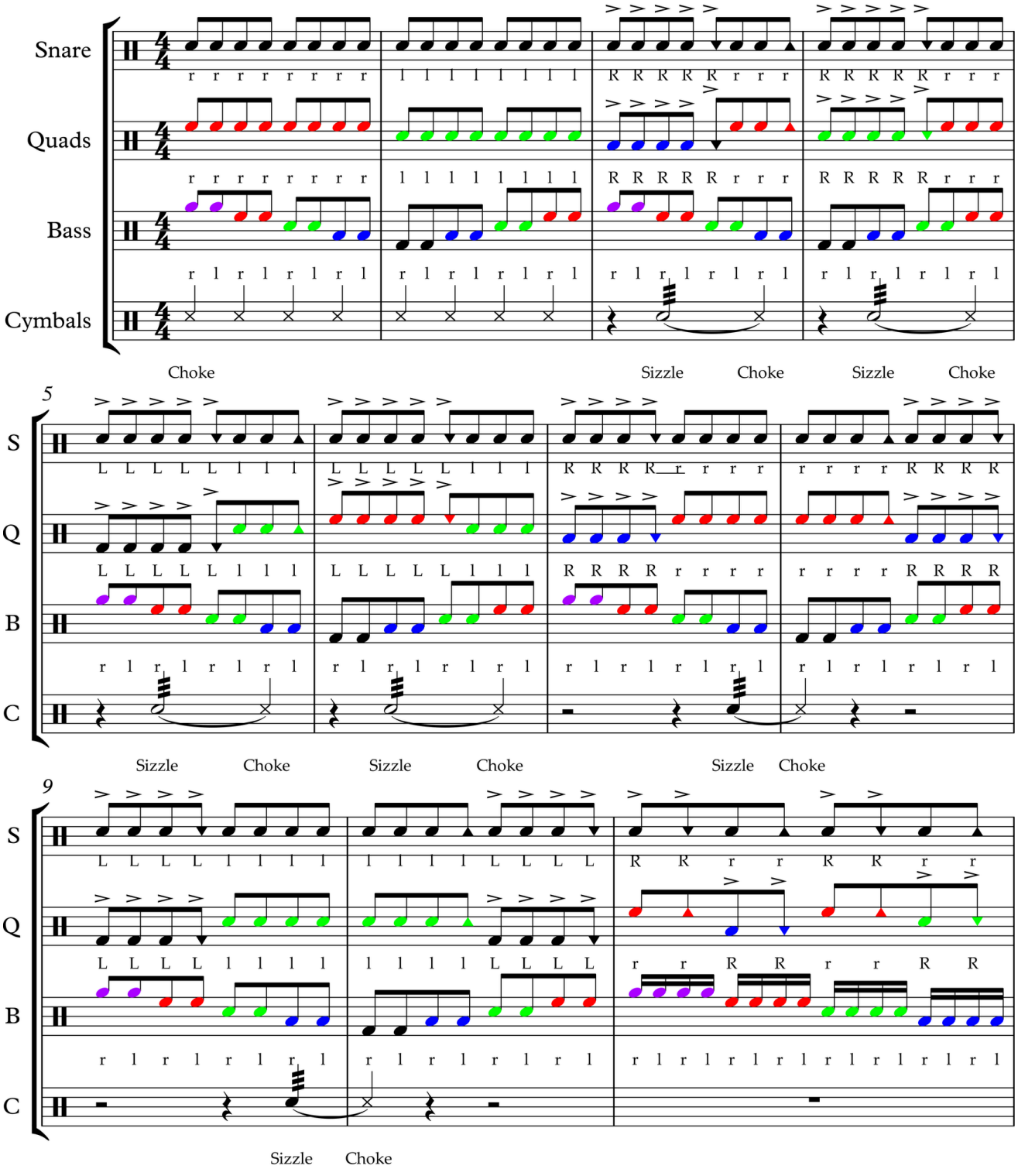
Stay In The Playing Position!

DON'T PRACTICE UNTILL YOU GET IT RIGHT...

PRACTICE IT UNTIL YOU CAN'T GET IT WRONG!

Corey Pearce PERCUSSION

Peaks & Valleys



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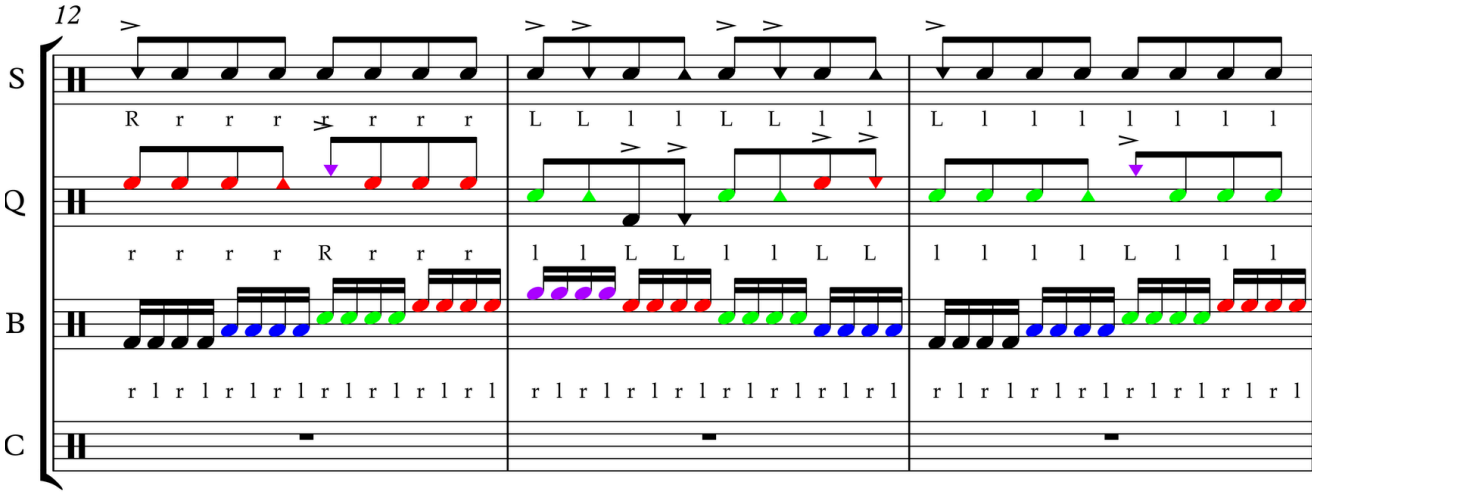
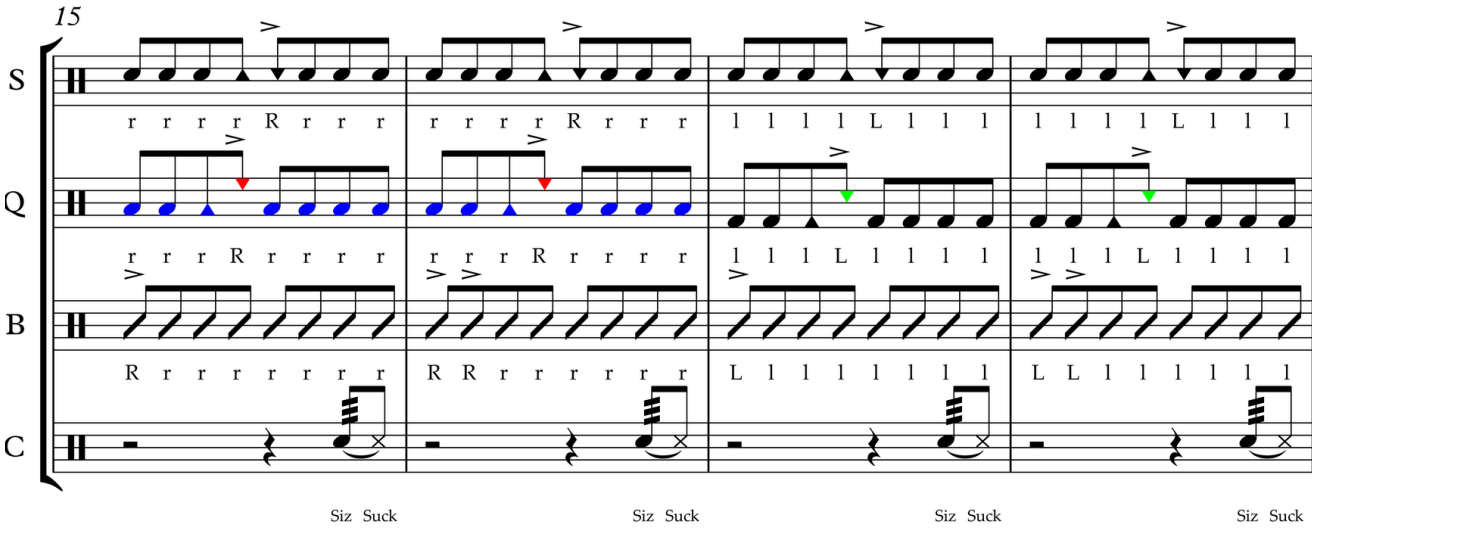
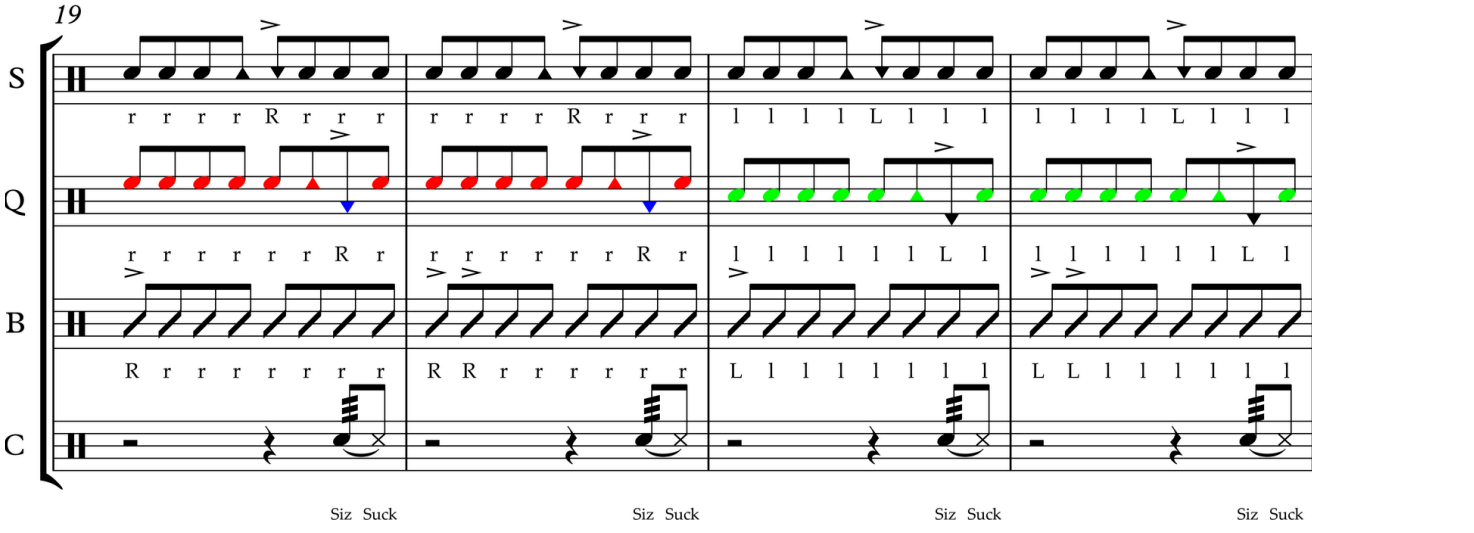
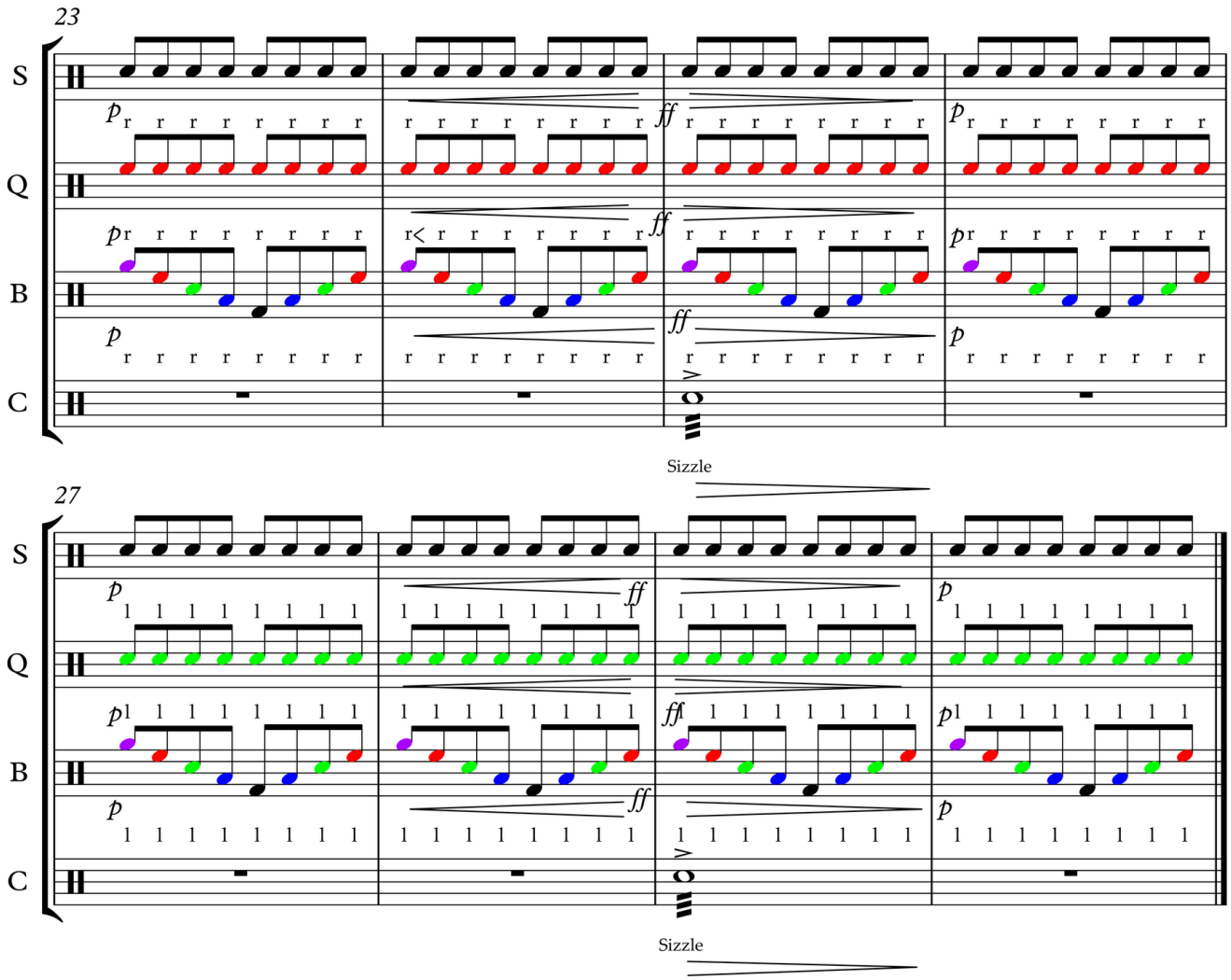
PEAKS & VALLEYS







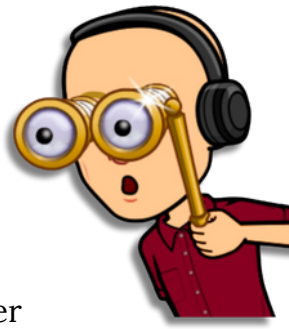


PEAKS & VALLEYS *Checklist*

- ☑ Thumb nails are facing each other.
- ☑ Proper Free Stroke and Down and Up Stroke
- ☑ Keep tacit hand in playing position
- ☑ Stroke goes straight up and down off the head.
- ☑ Each stroke produces the consistant quality of sound

WATCH FOR THIS!!!

- Speeding up when playing accents. Keep a consistent tempo.
- Making the down stroke louder then the other accents. Keep a consistent sound quality.
- Don't whip single accents. Use a proper down stroke.
- Making the up stroke louder then the other taps. Keep a consistent sound quality.



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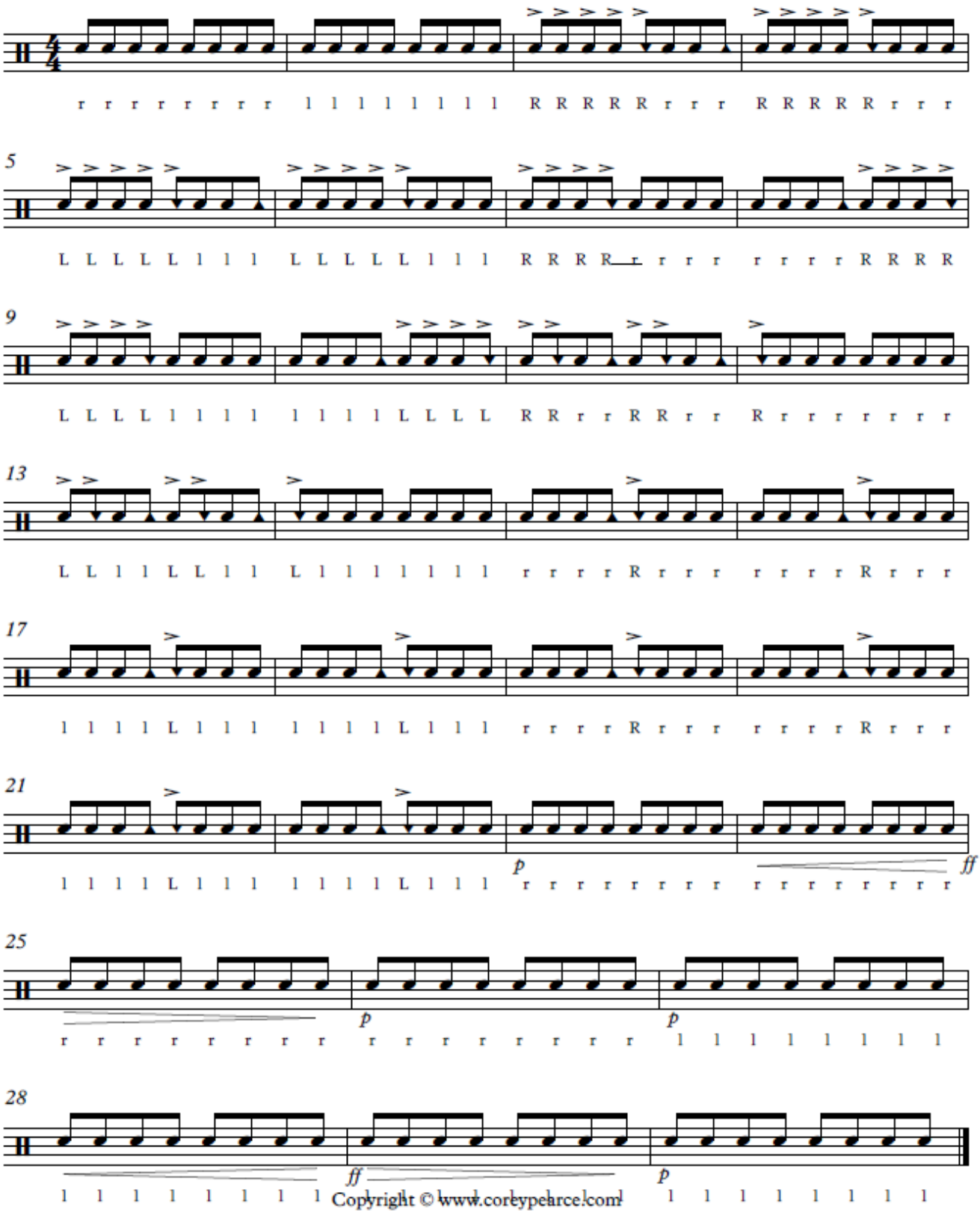
PEAKS & VALLEYS SNARE



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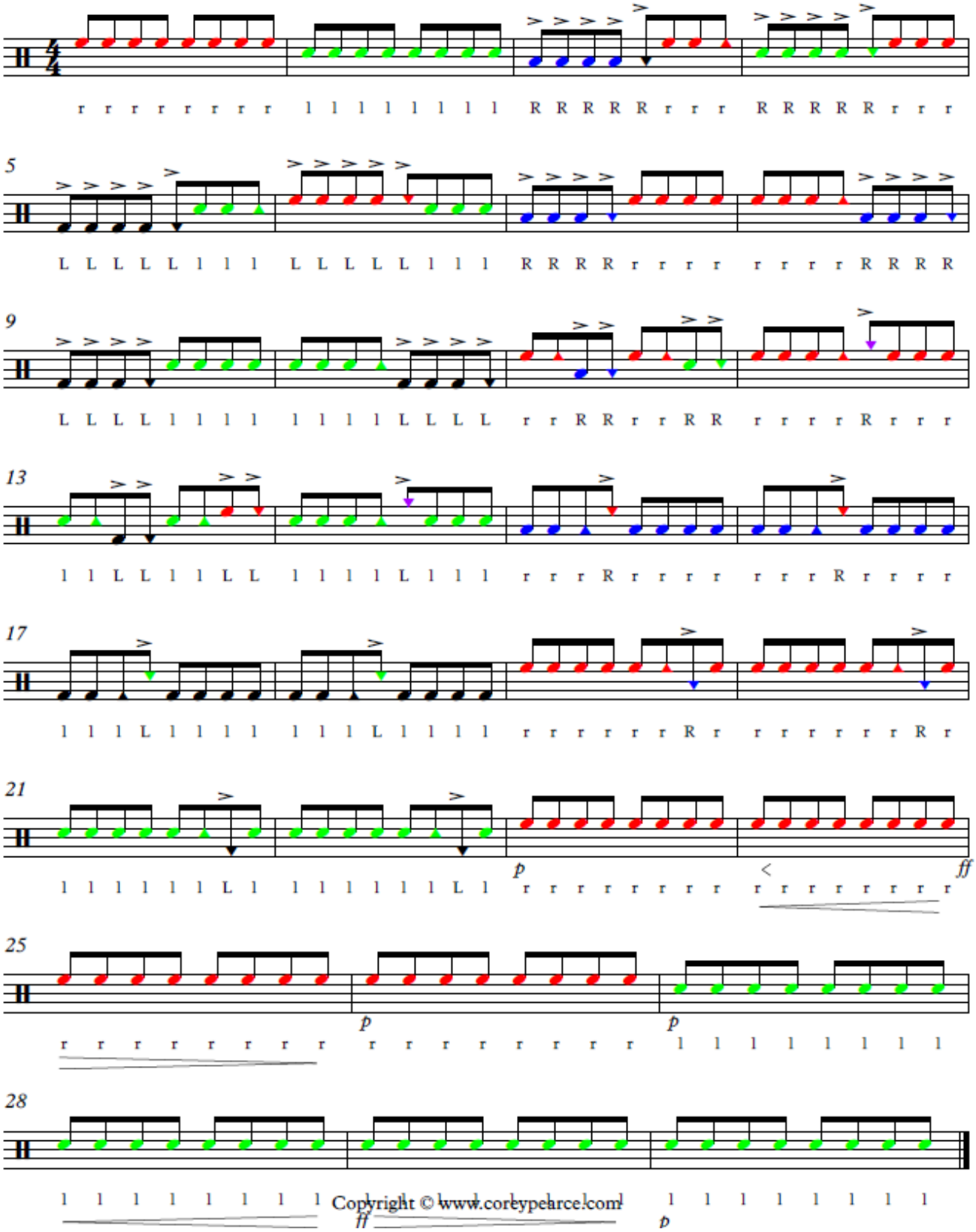
COREY PEARCE
percussion

PEAKS & VALLEYS QUADS



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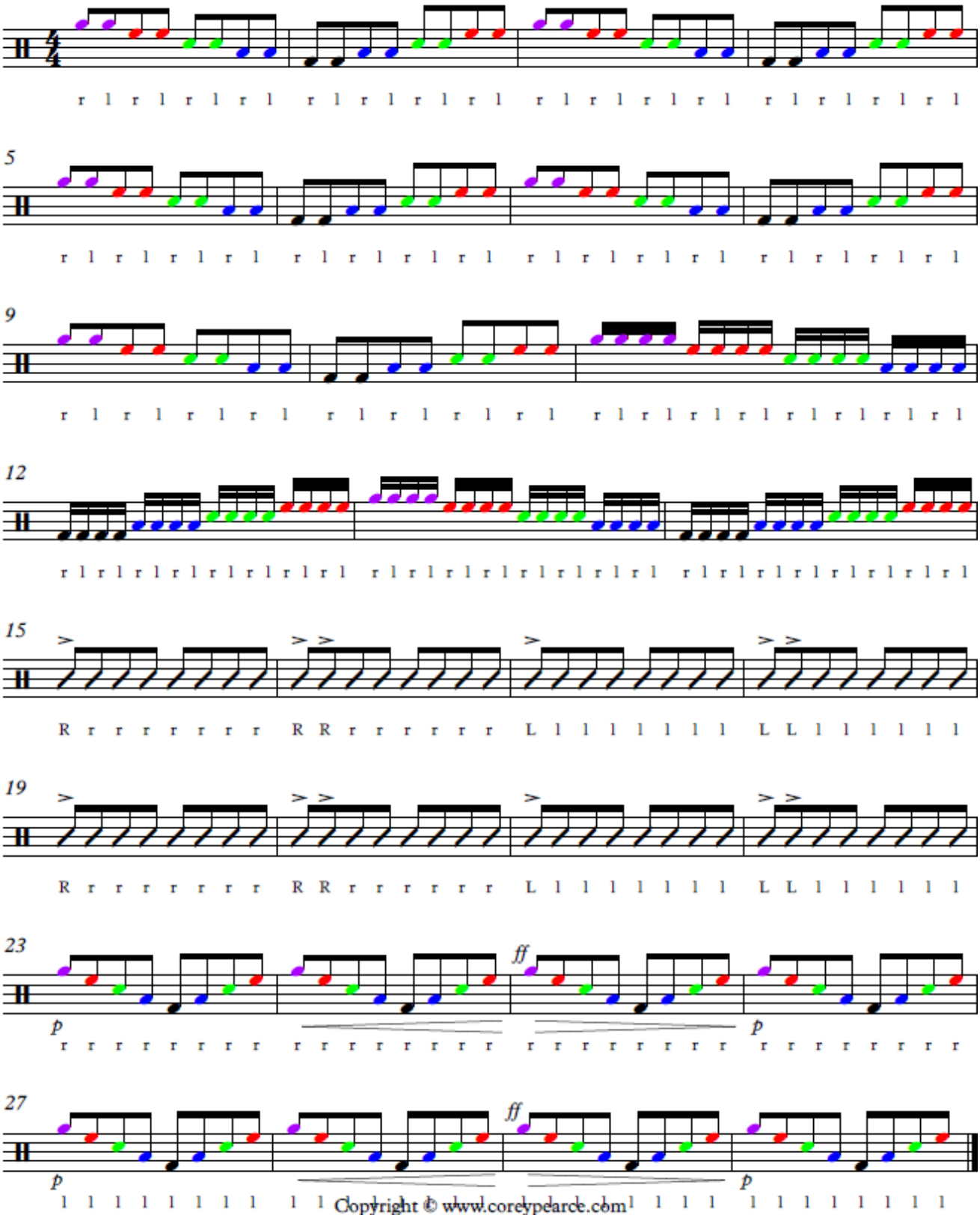
PEAKS & VALLEYS BASS DRUM



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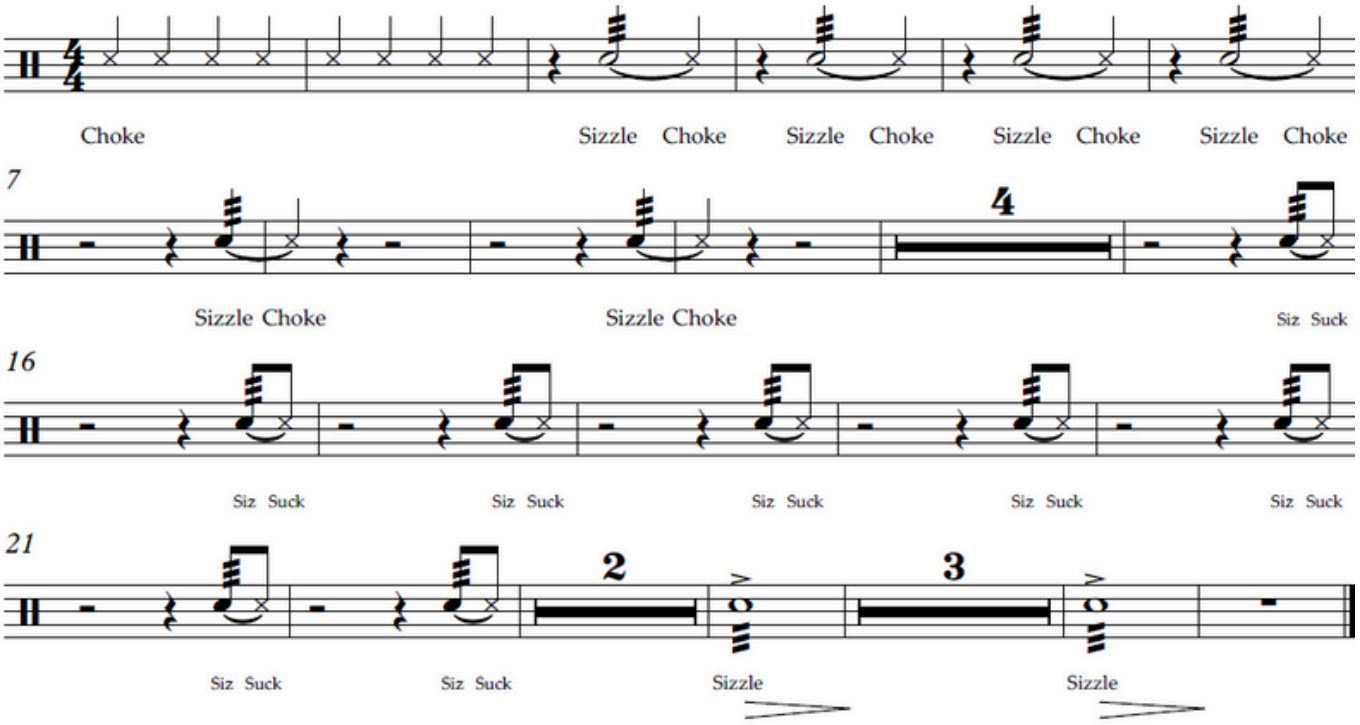
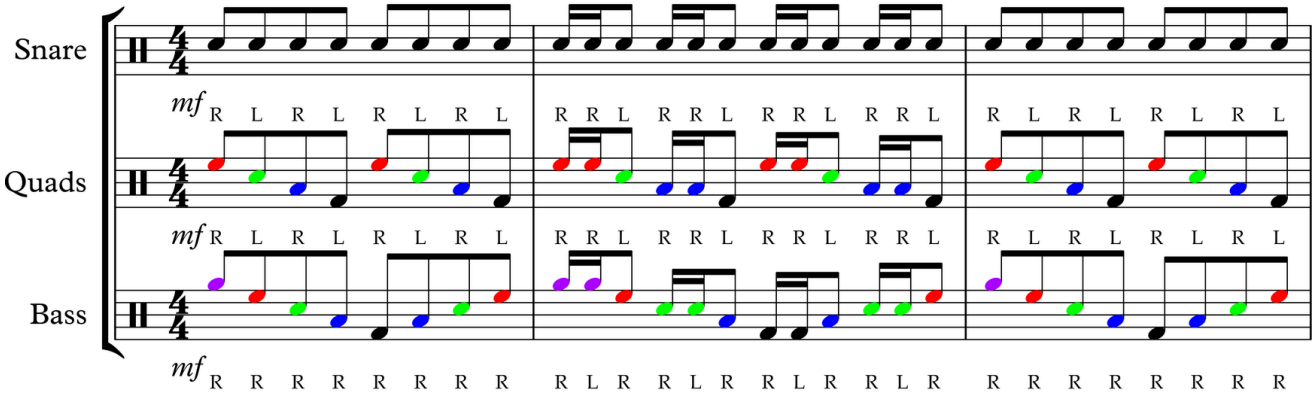
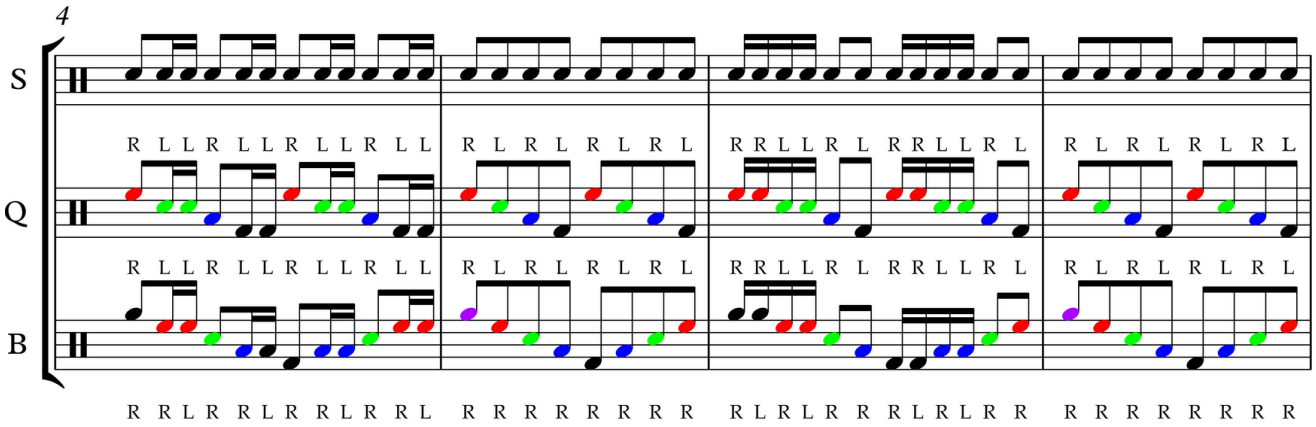
PEAKS & VALLEYS CYMBALS

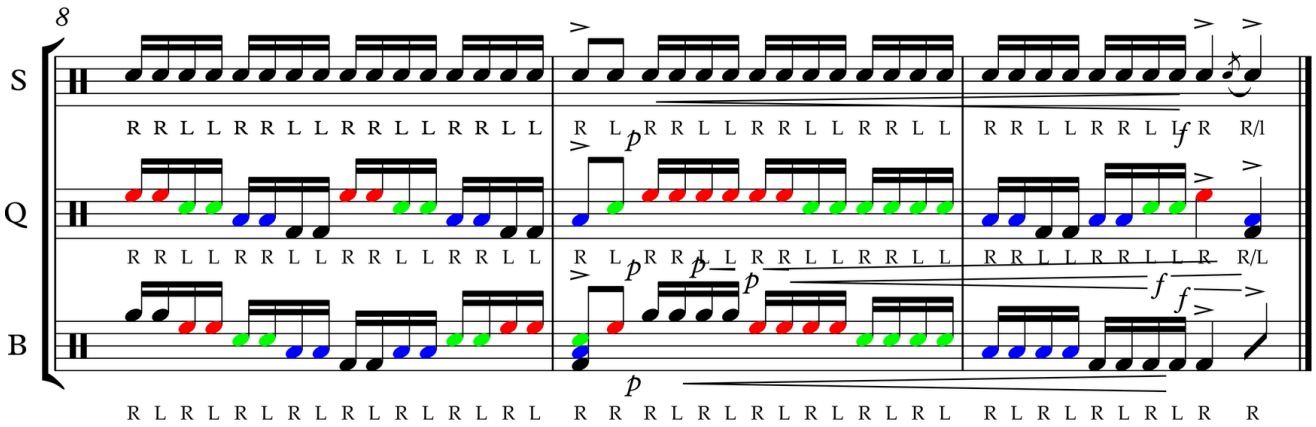


Corey Pearce
PERCUSSION

Role Playing Game (RPG)







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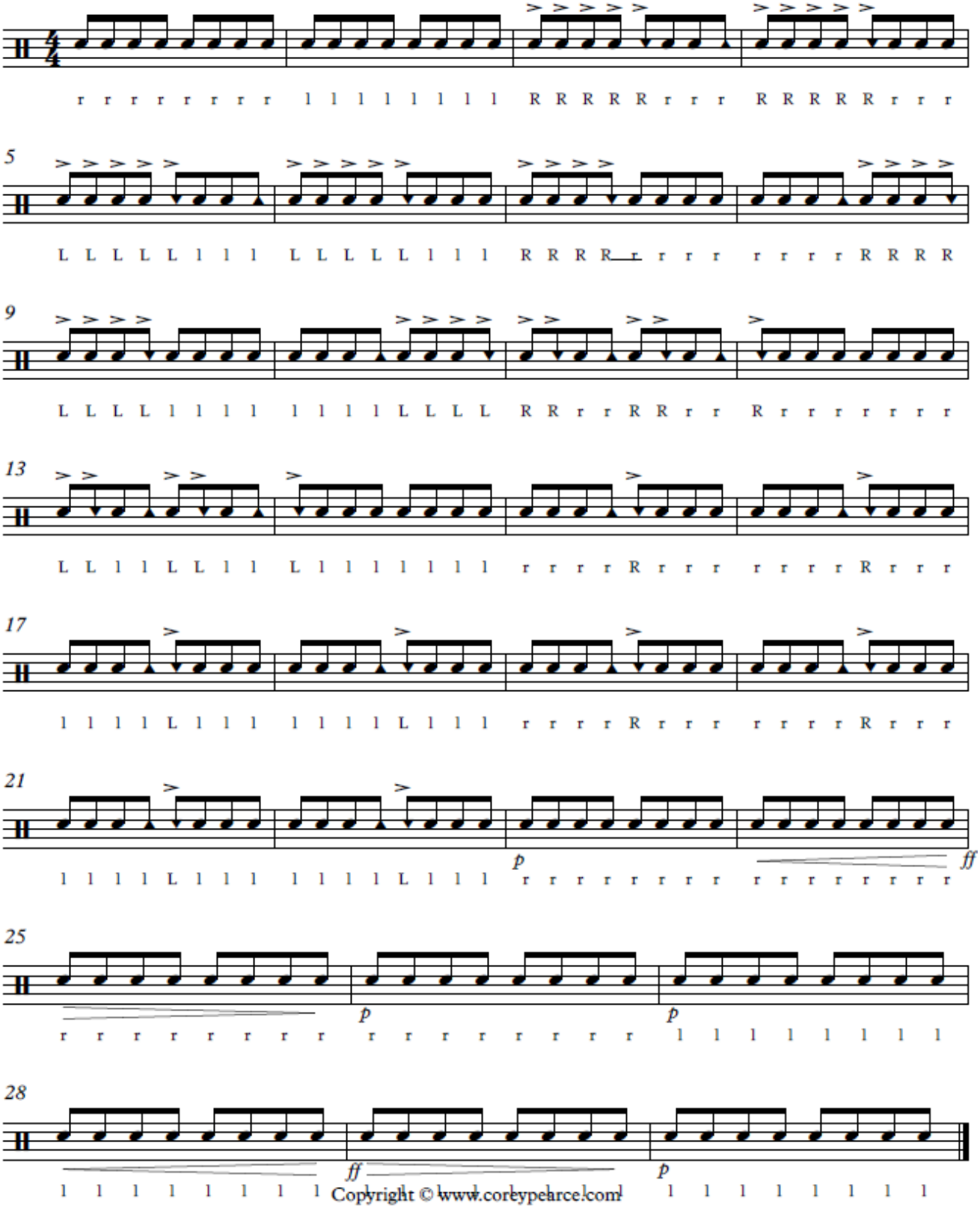
Snare

Role Playing Game (RPG)



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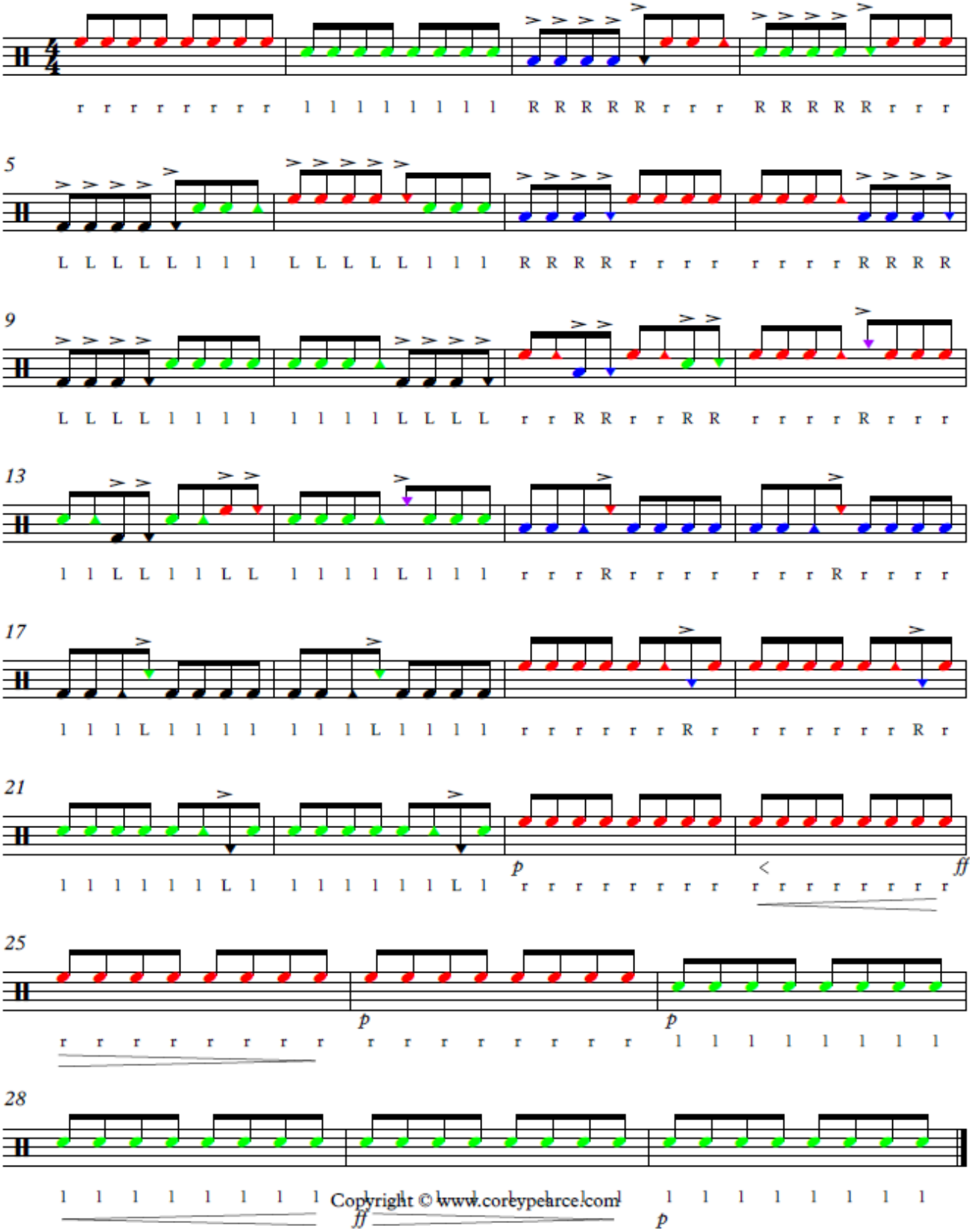
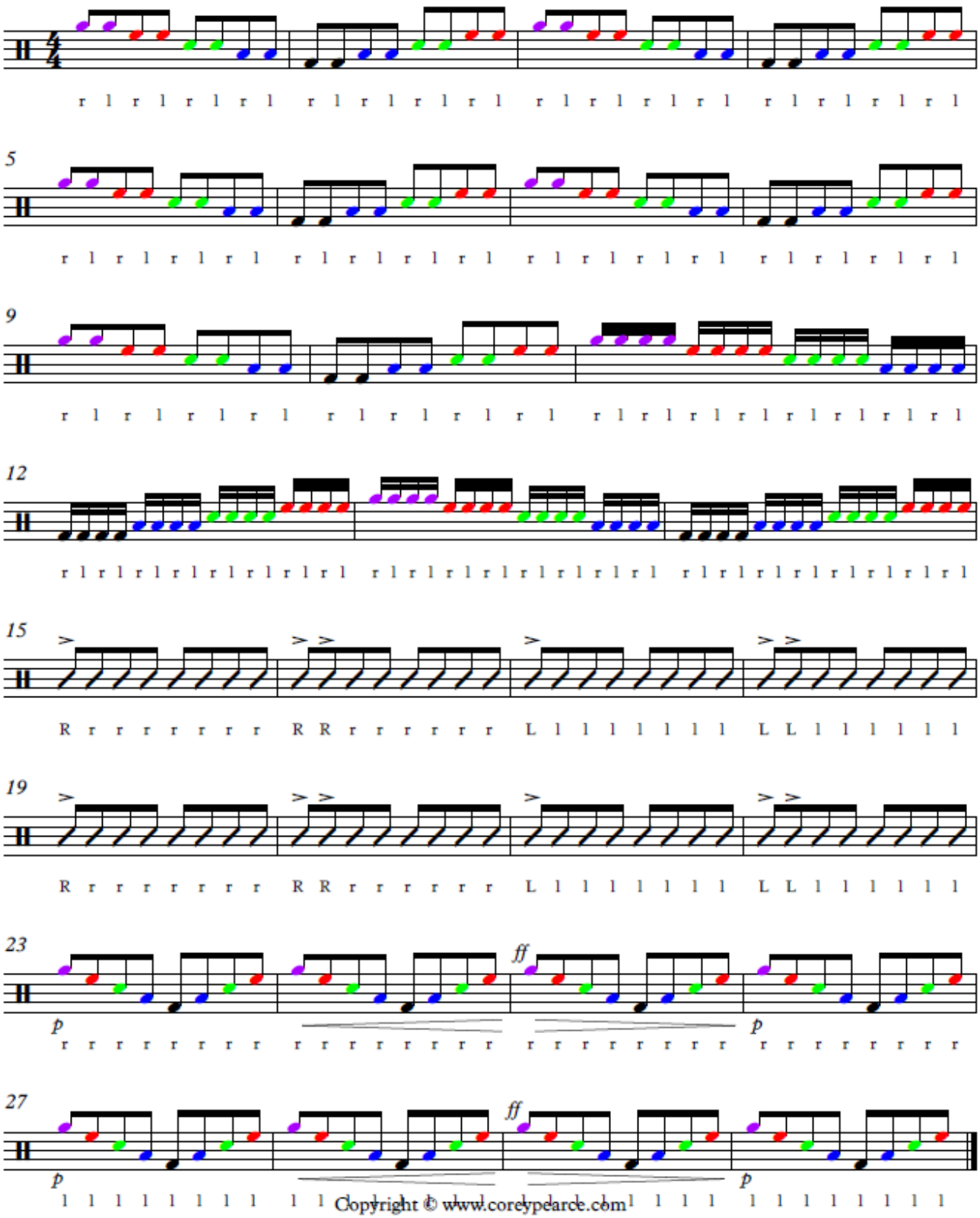
Quads

Role Playing Game (RPG)



Bass Drum

Role Playing Game (RPG)



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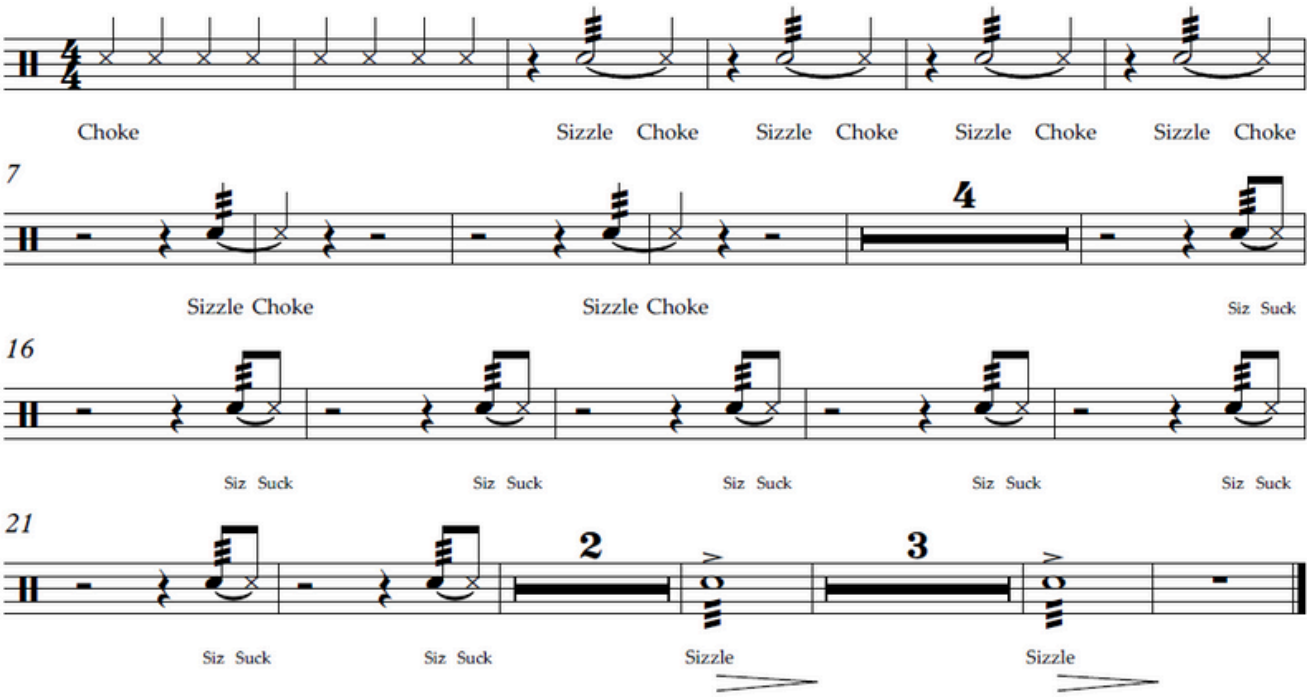
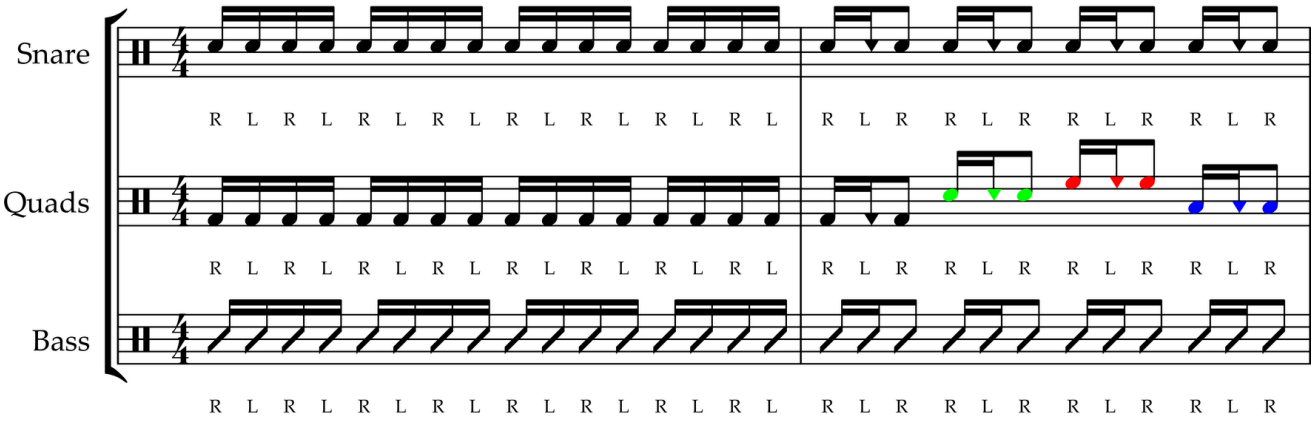
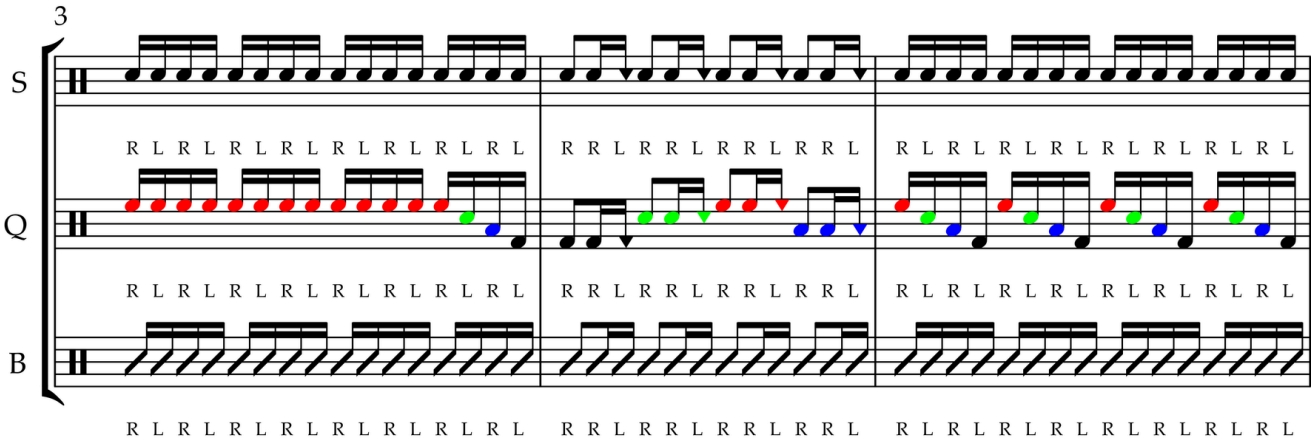
Cymbals

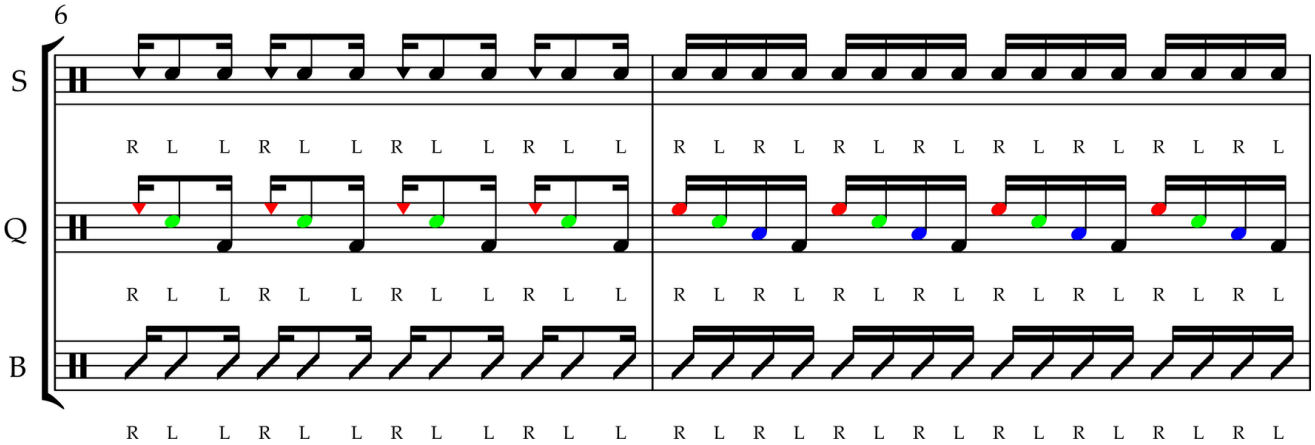
Role Playing Game (RPG)



16th Note Partials







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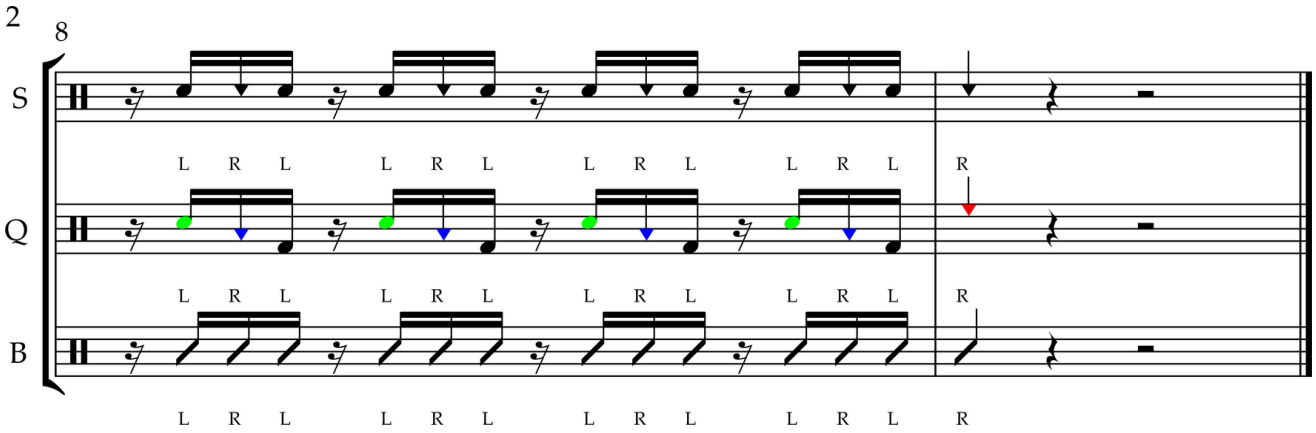
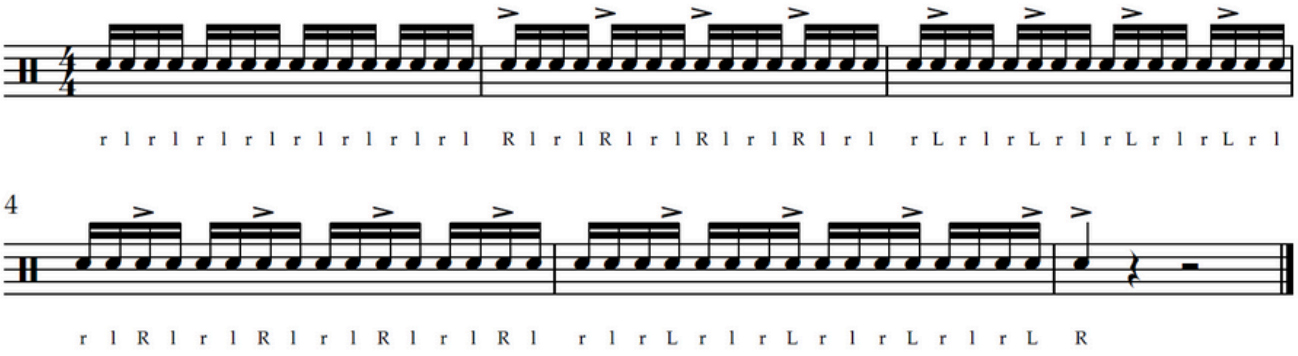
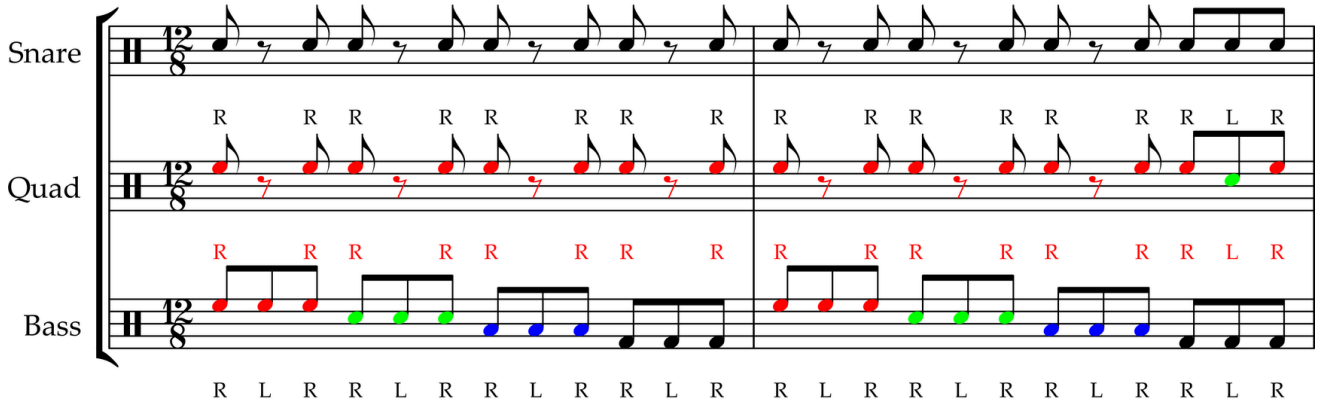
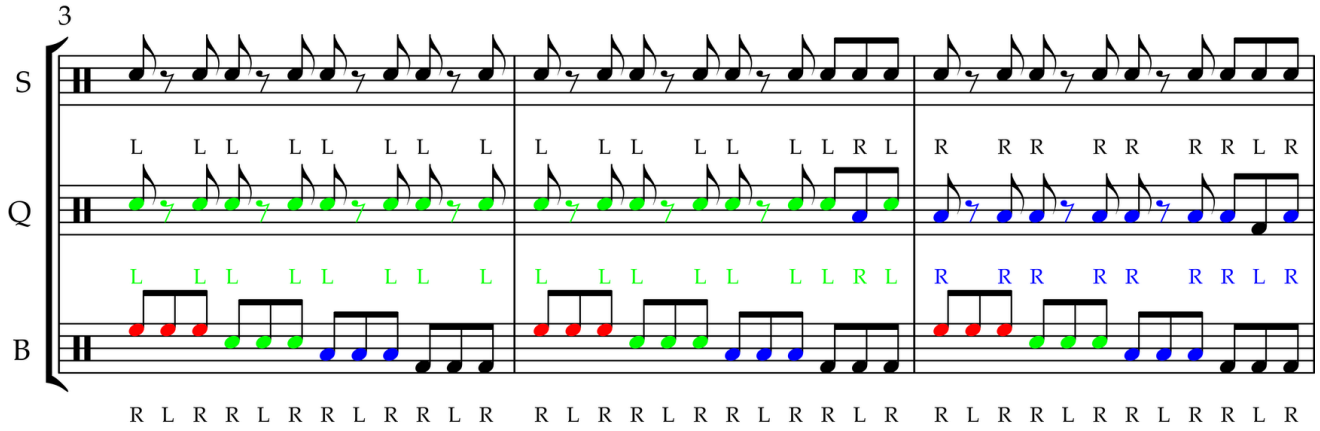


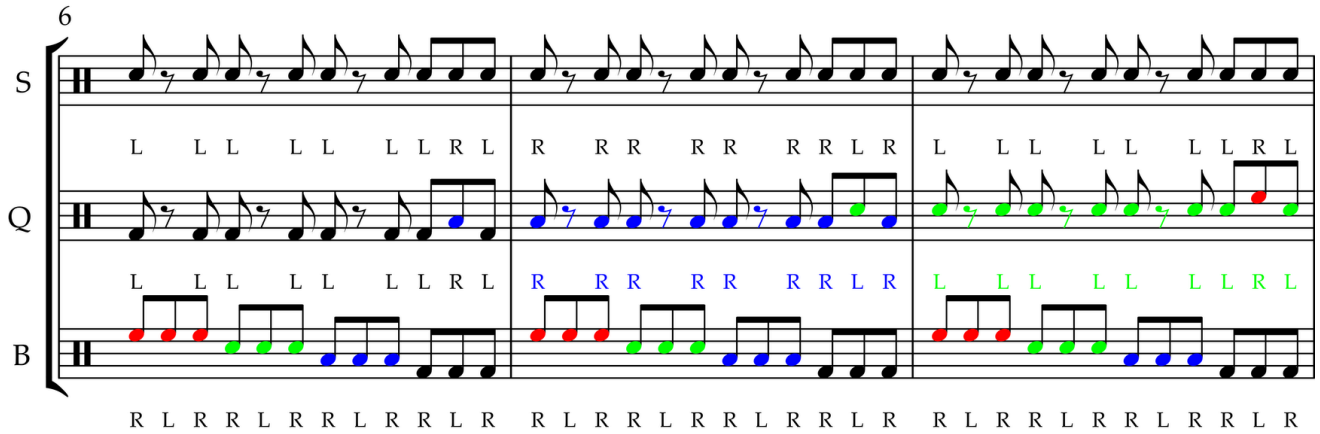
16th Note Grid



Irish Spring







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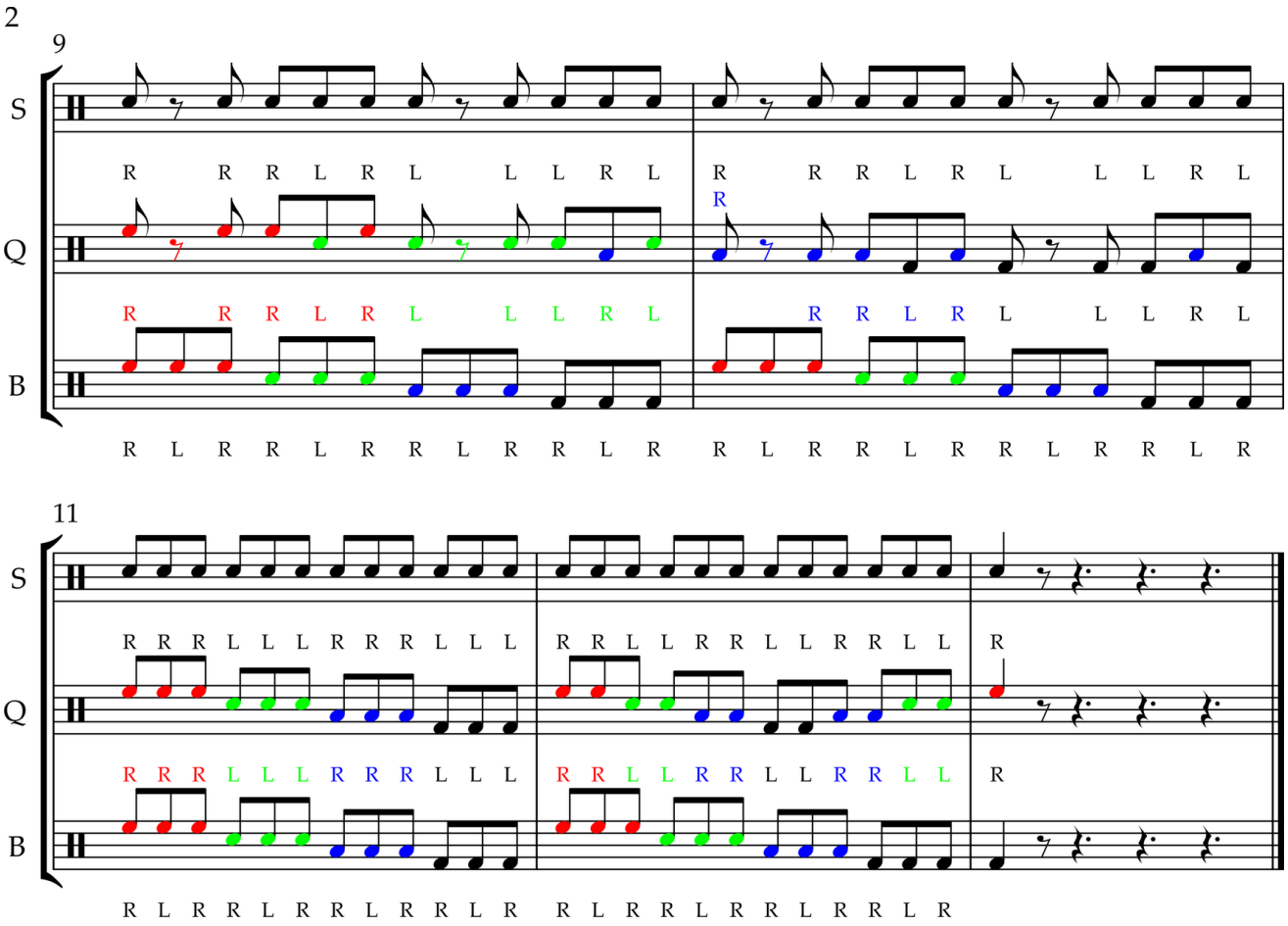
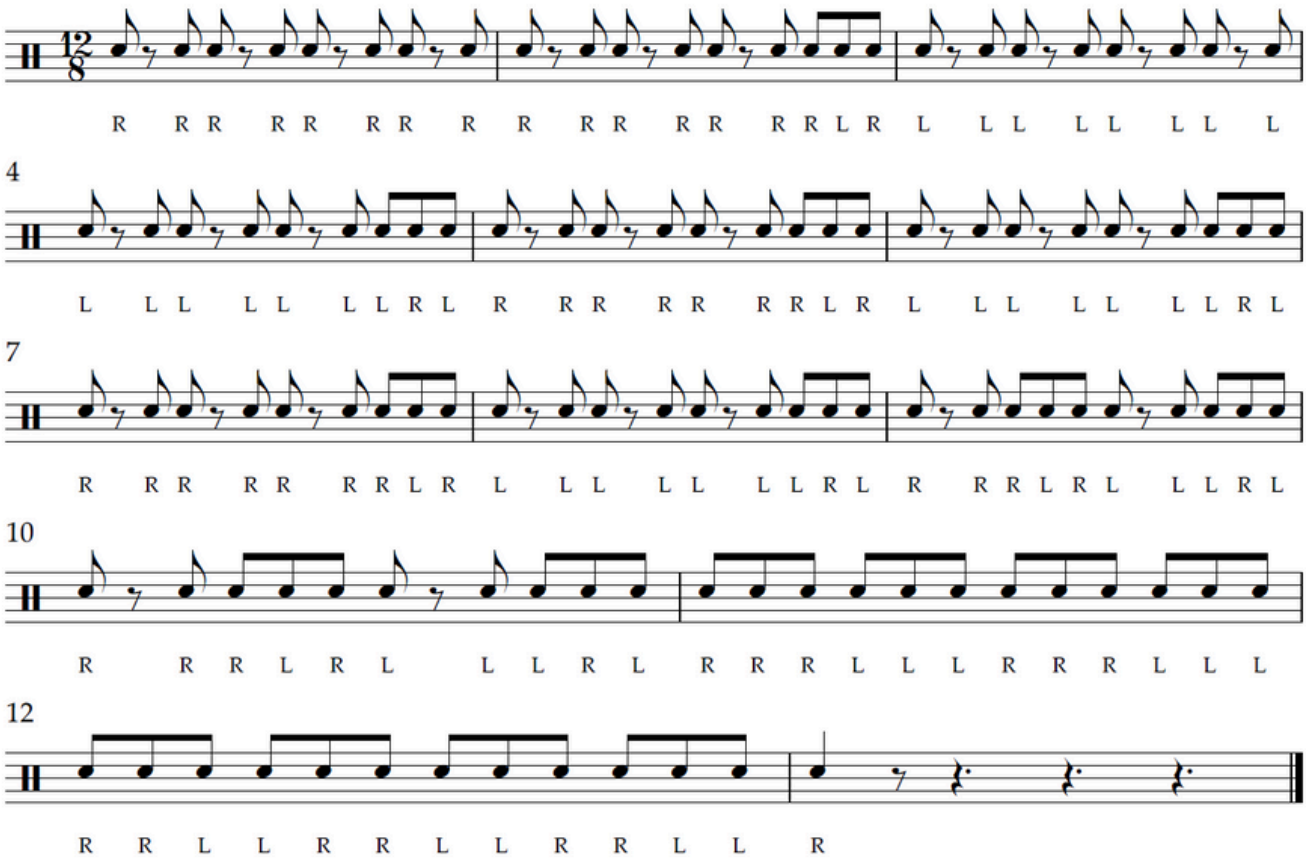


Consistent Free Stroke Double.

Keep Your Sticks Smoothly Bouncing in time,
and match the sound around you.

Snare



Consistent Free Stroke Double.

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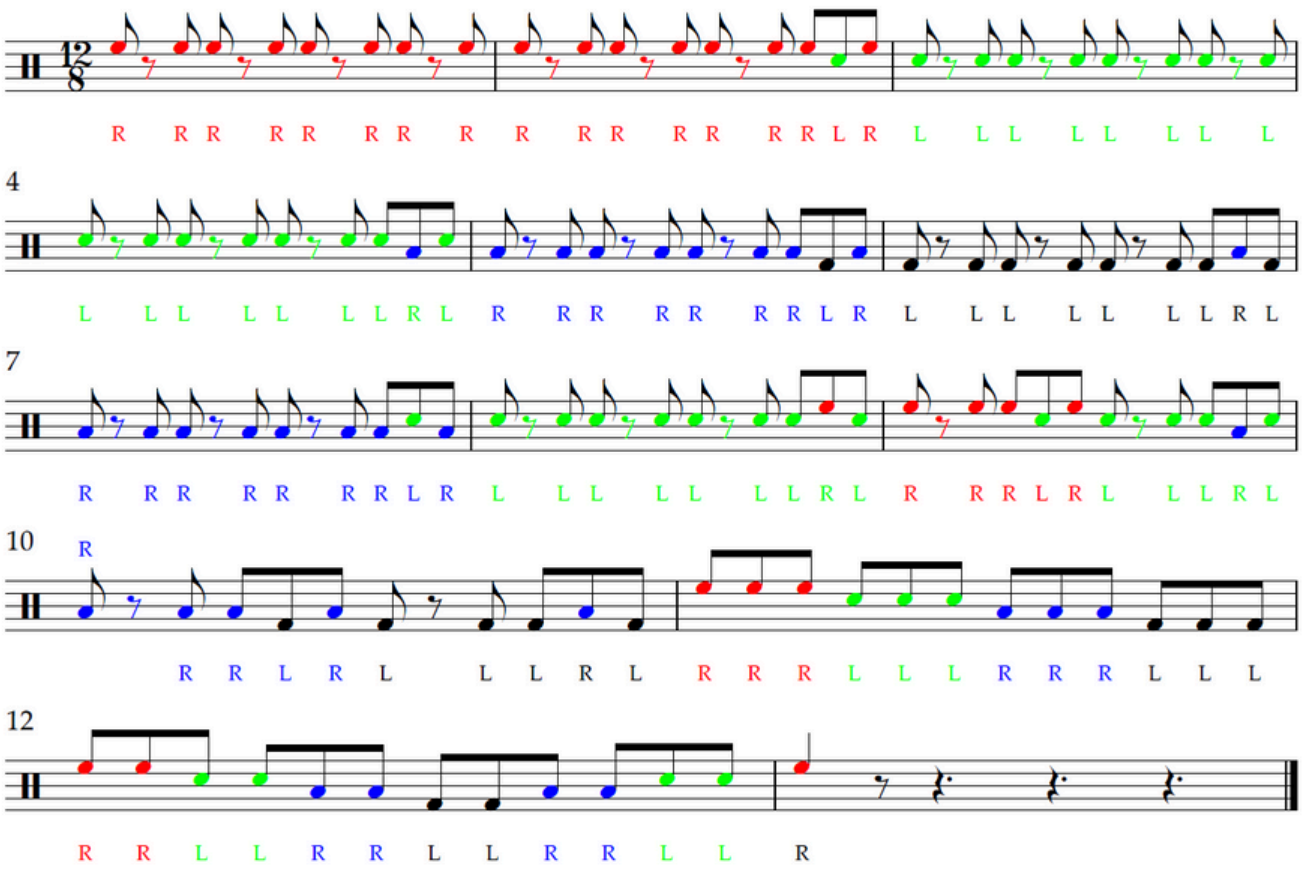
Quads



Consistent Free Stroke Double.

Keep Your Sticks Smoothly Bouncing in time,
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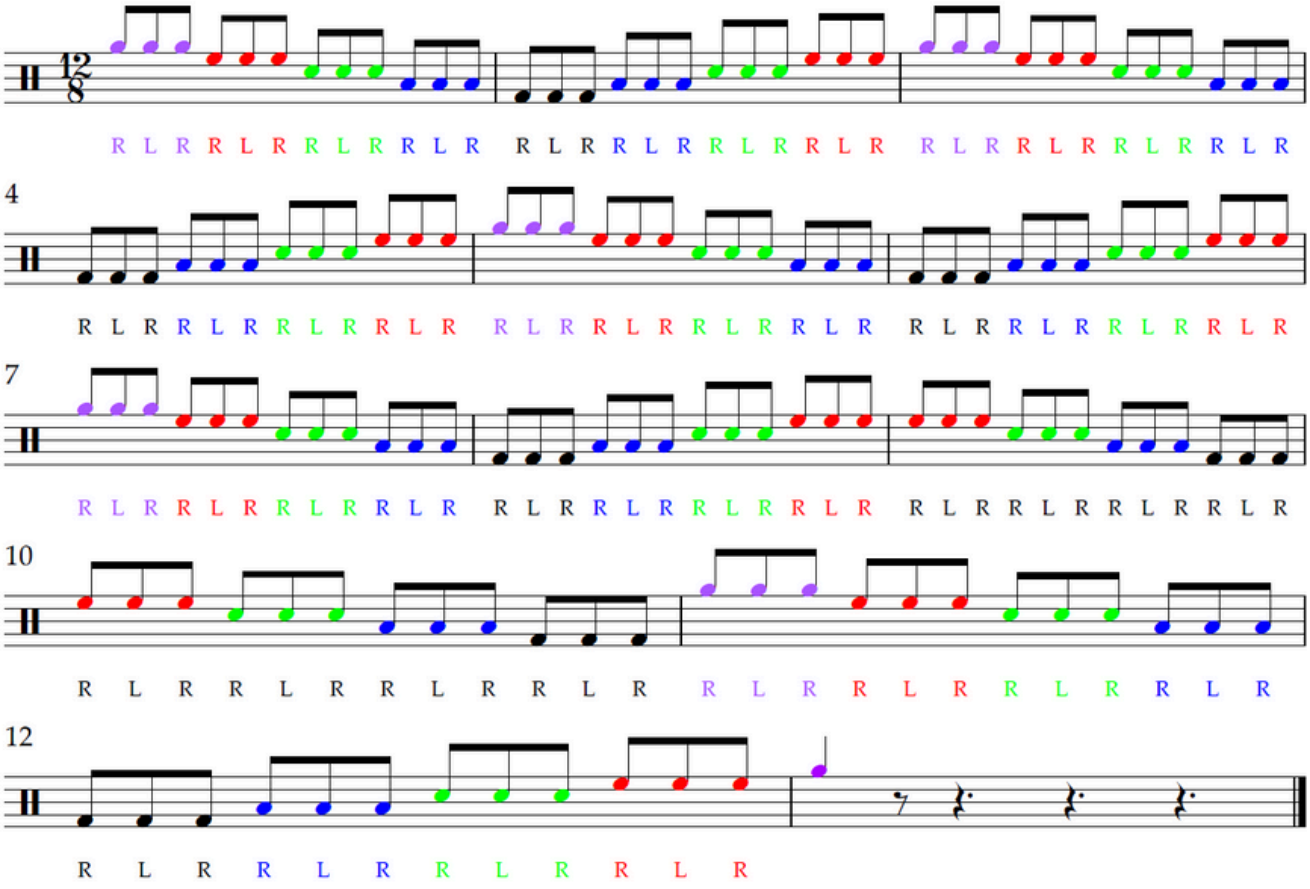
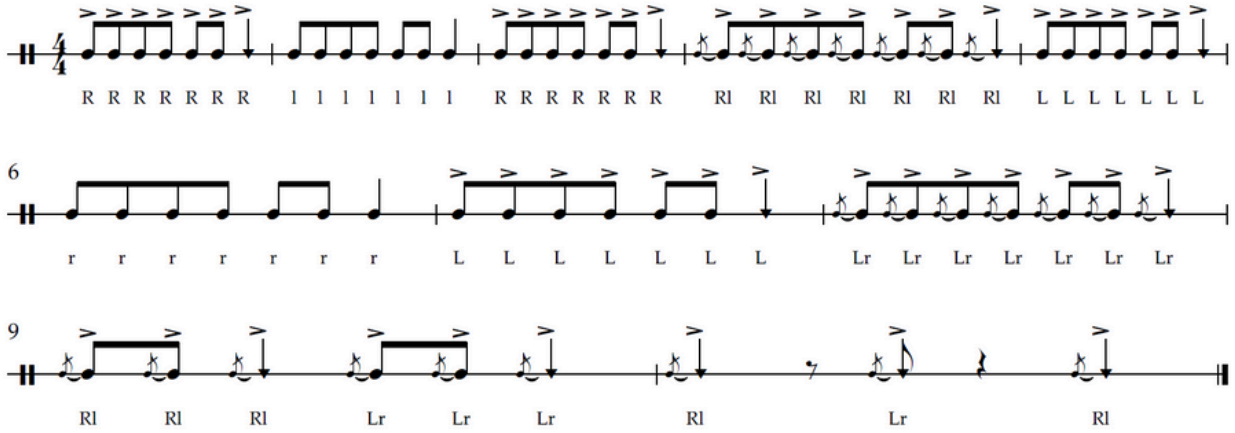
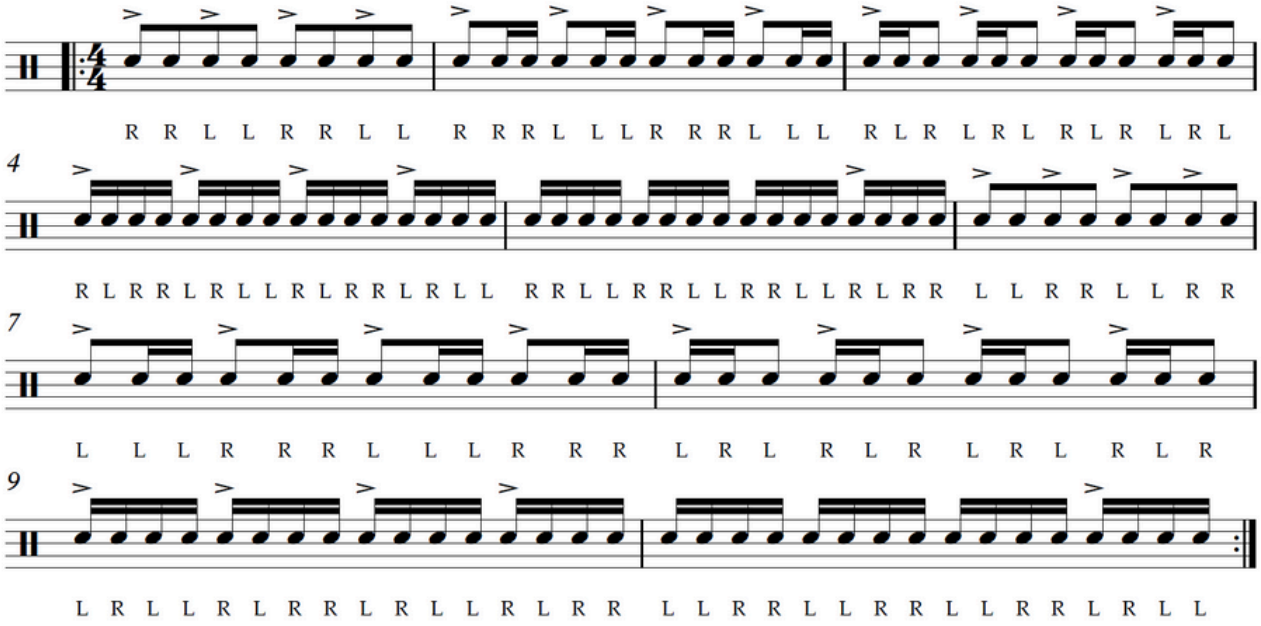
Bass Drum


12/8
R L R R L R R L R

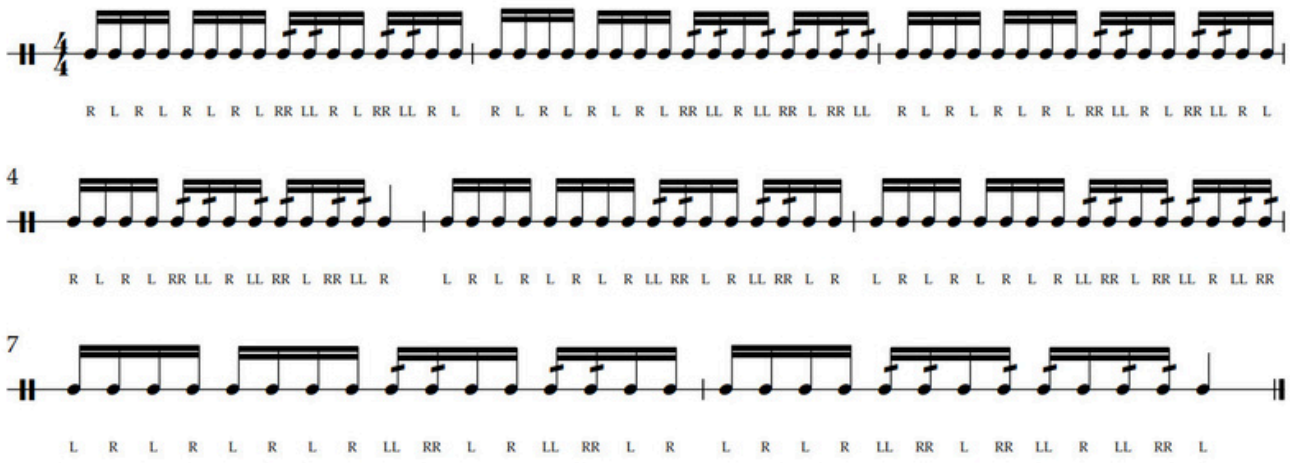
FLAM BUILDER



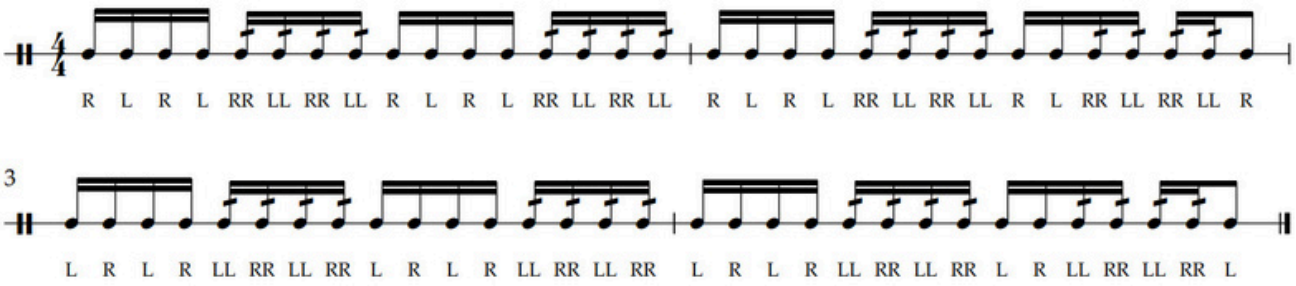
PARADIDDLE BUILDER



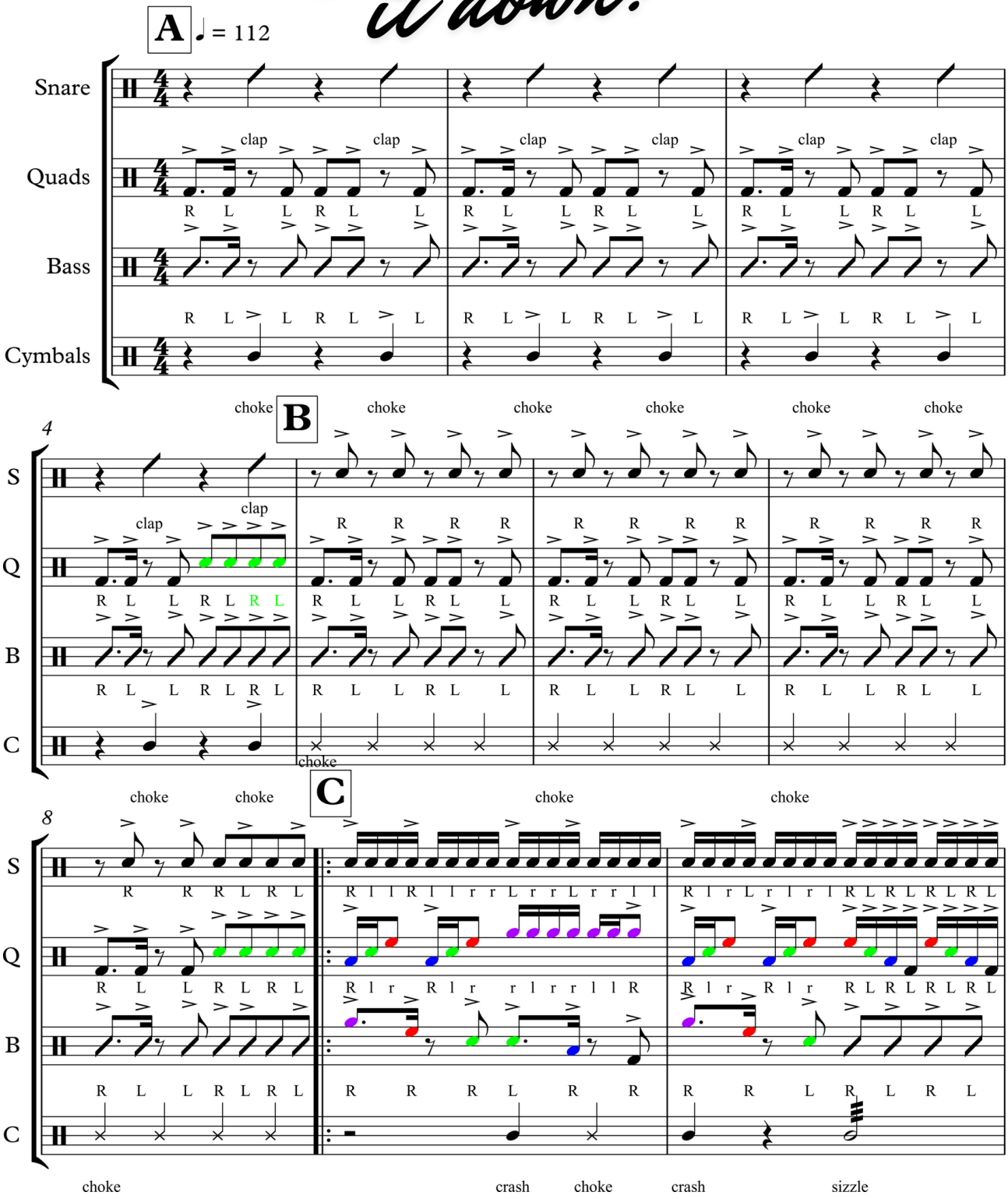
5 STROKE ROLL BUILDER



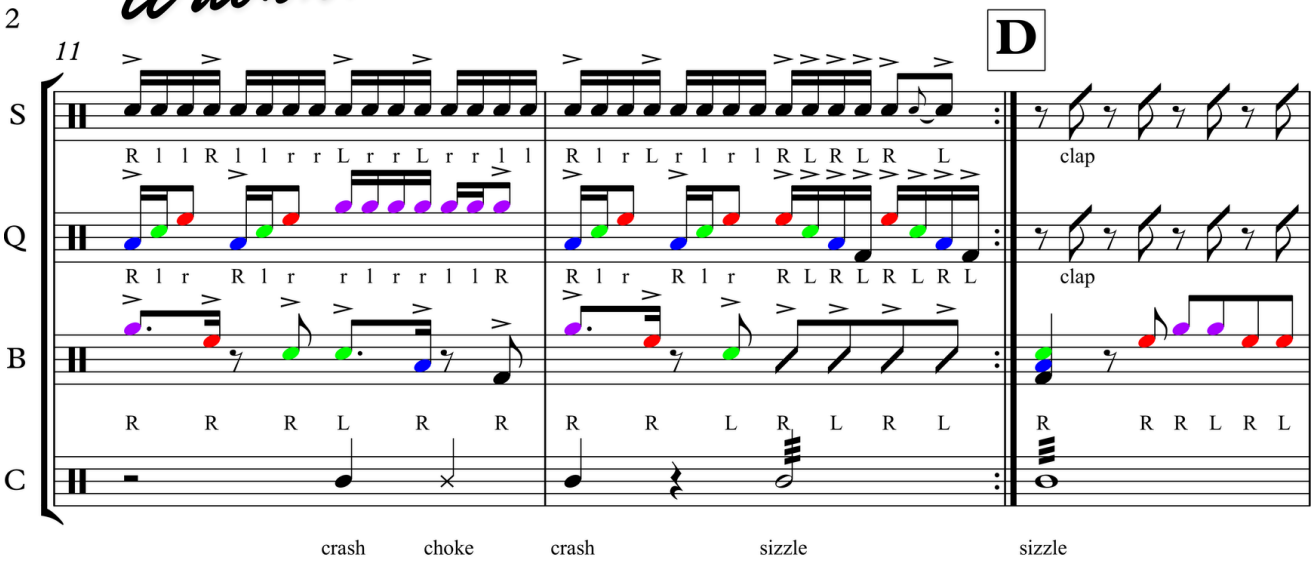
9 STROKE ROLL BUILDER

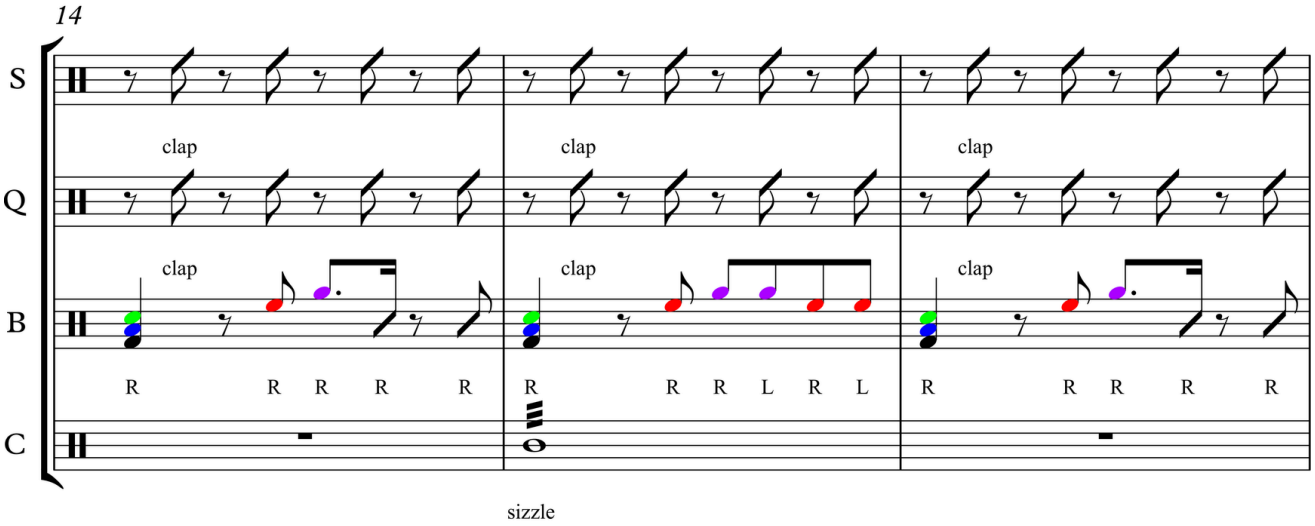


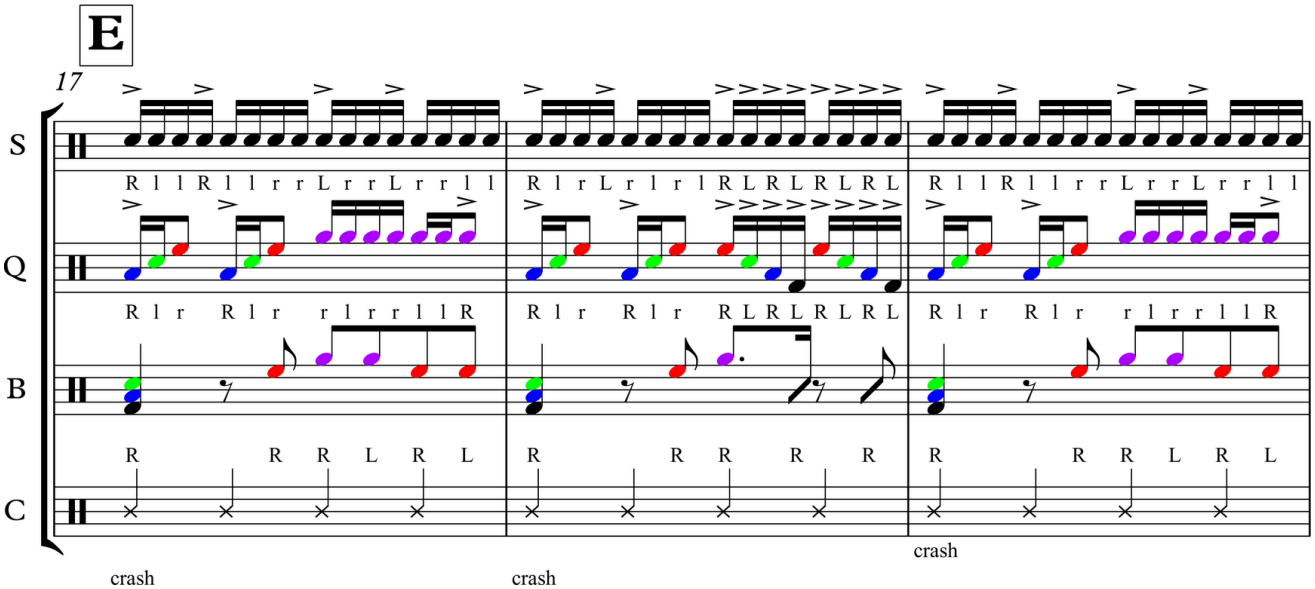
BREAK it down!

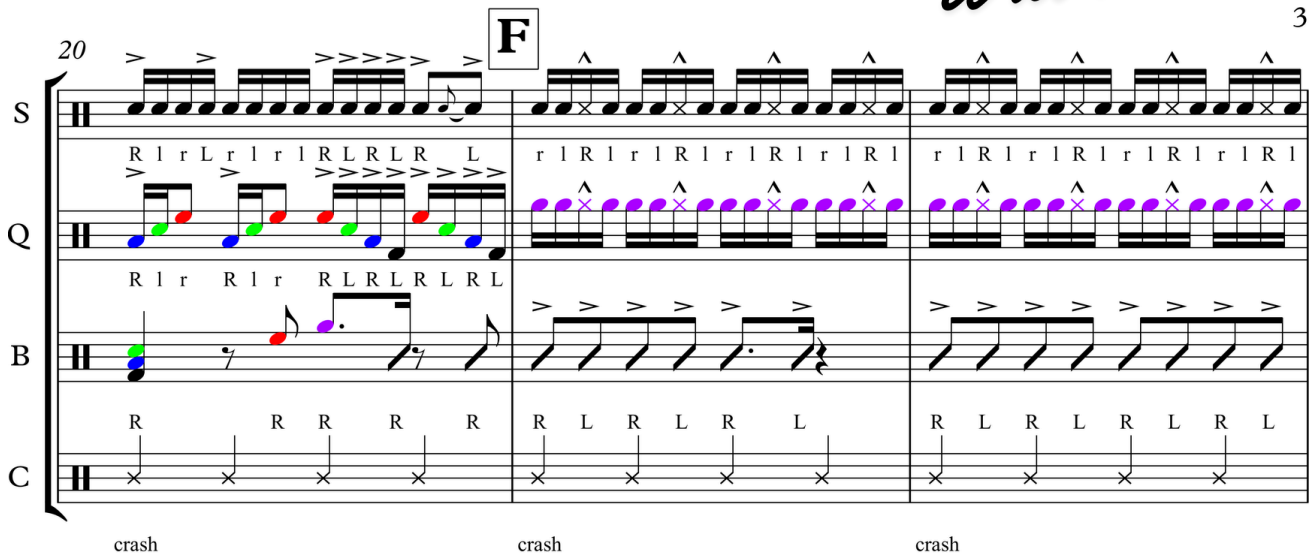


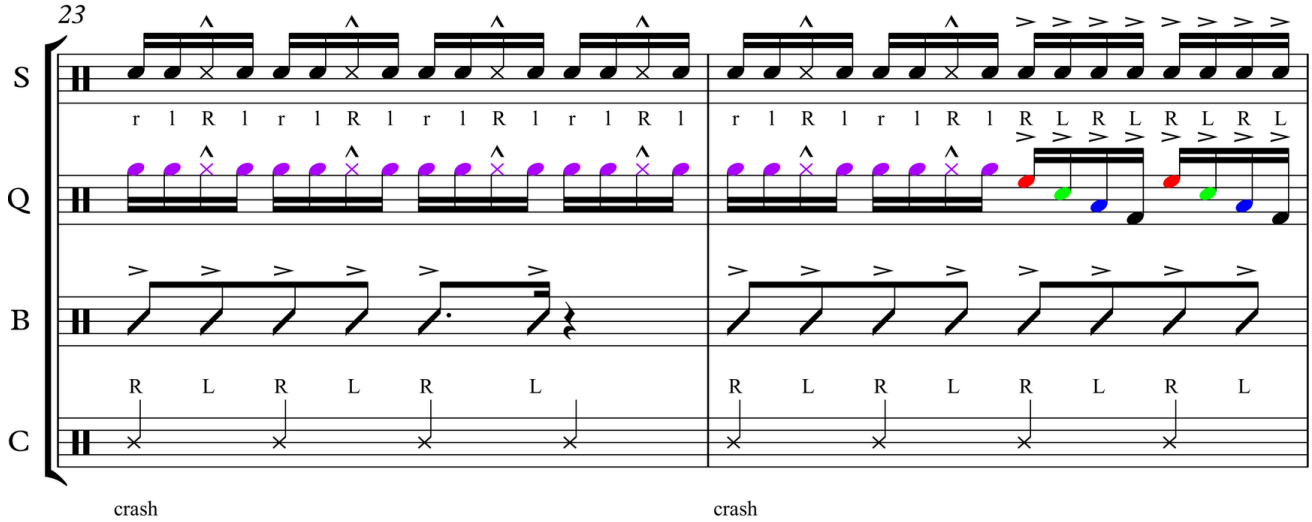
BREAK it down!

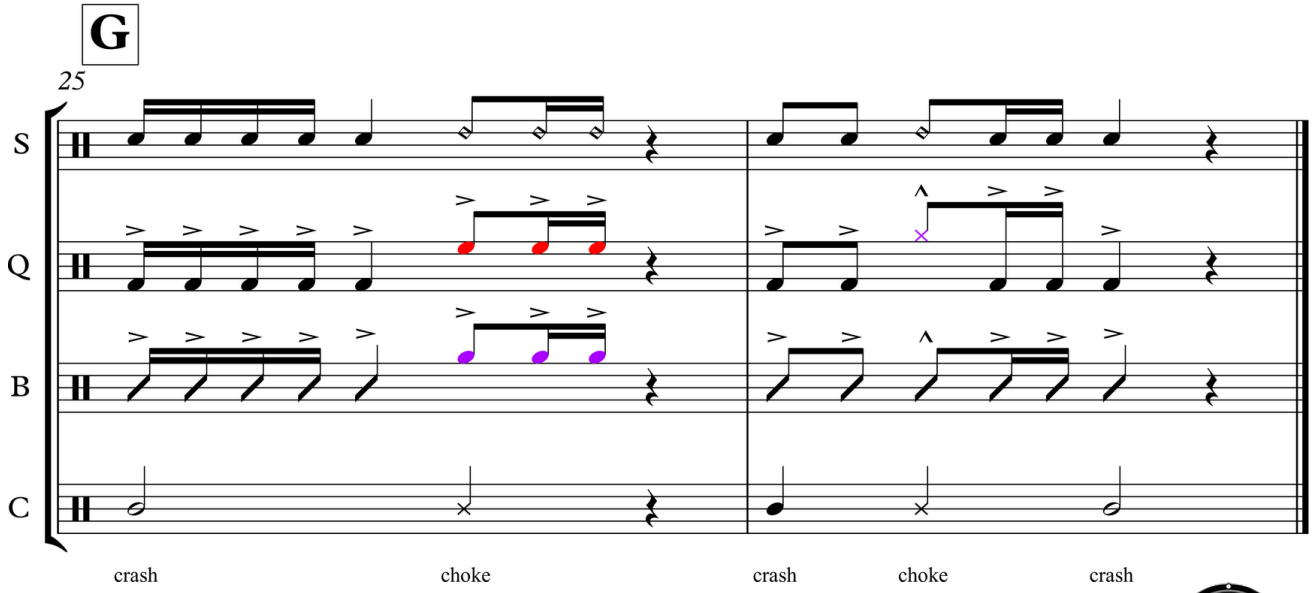






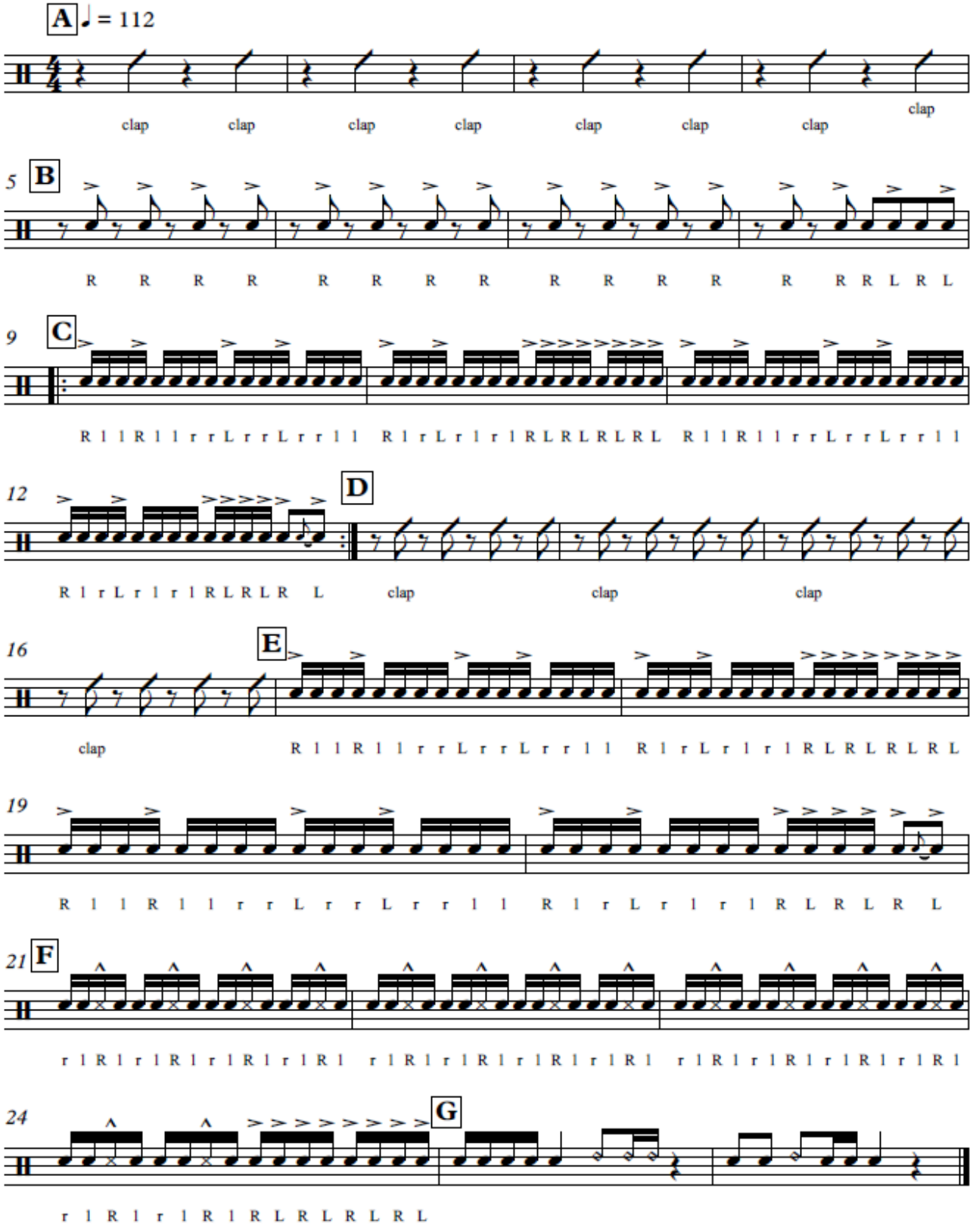

F
20
S
Q
B
C
crash
crash
crash


23
S
Q
B
C
crash
crash


G
25
S
Q
B
C
crash
choke
crash
choke
crash

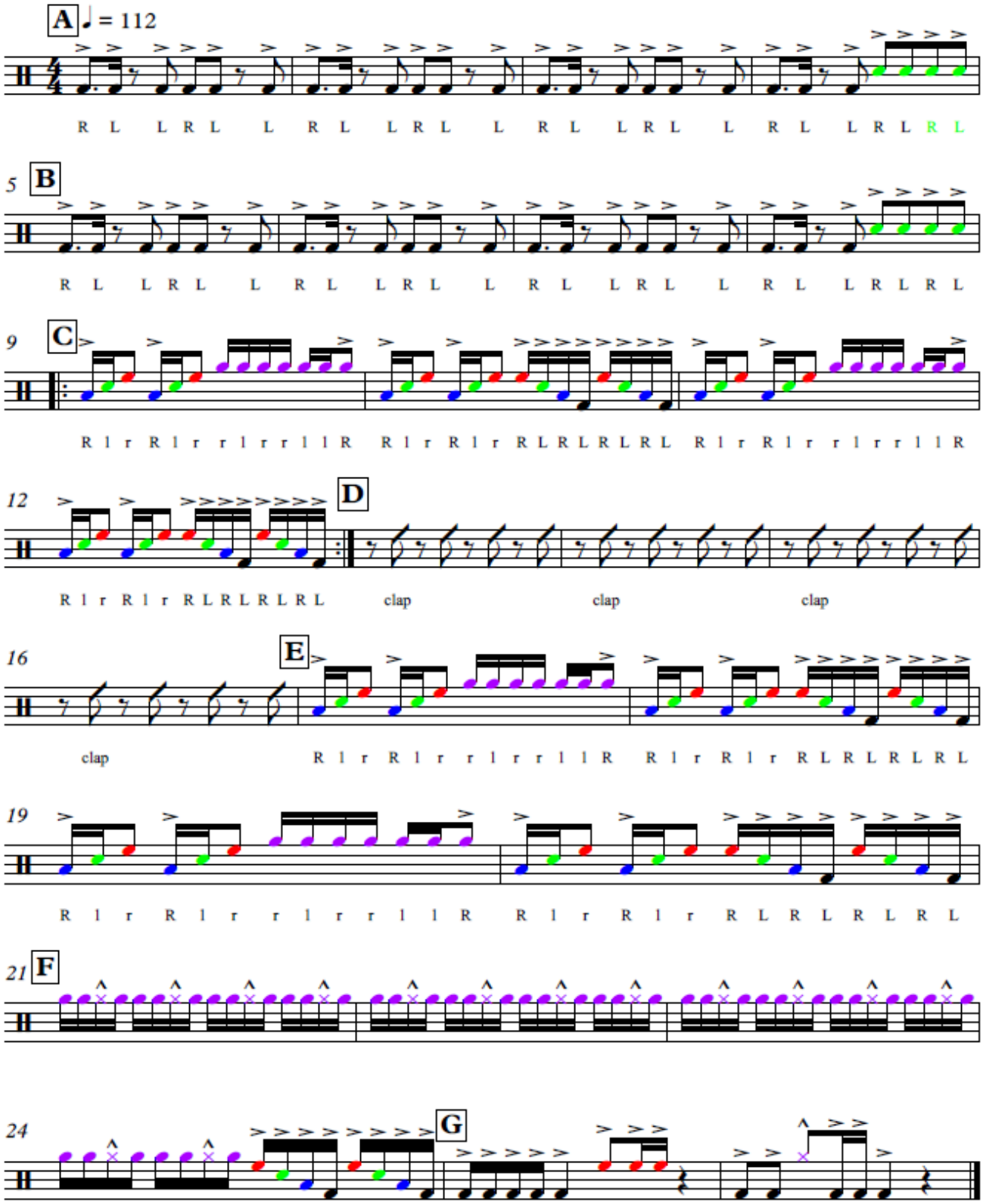
BREAK it down!

SNARE



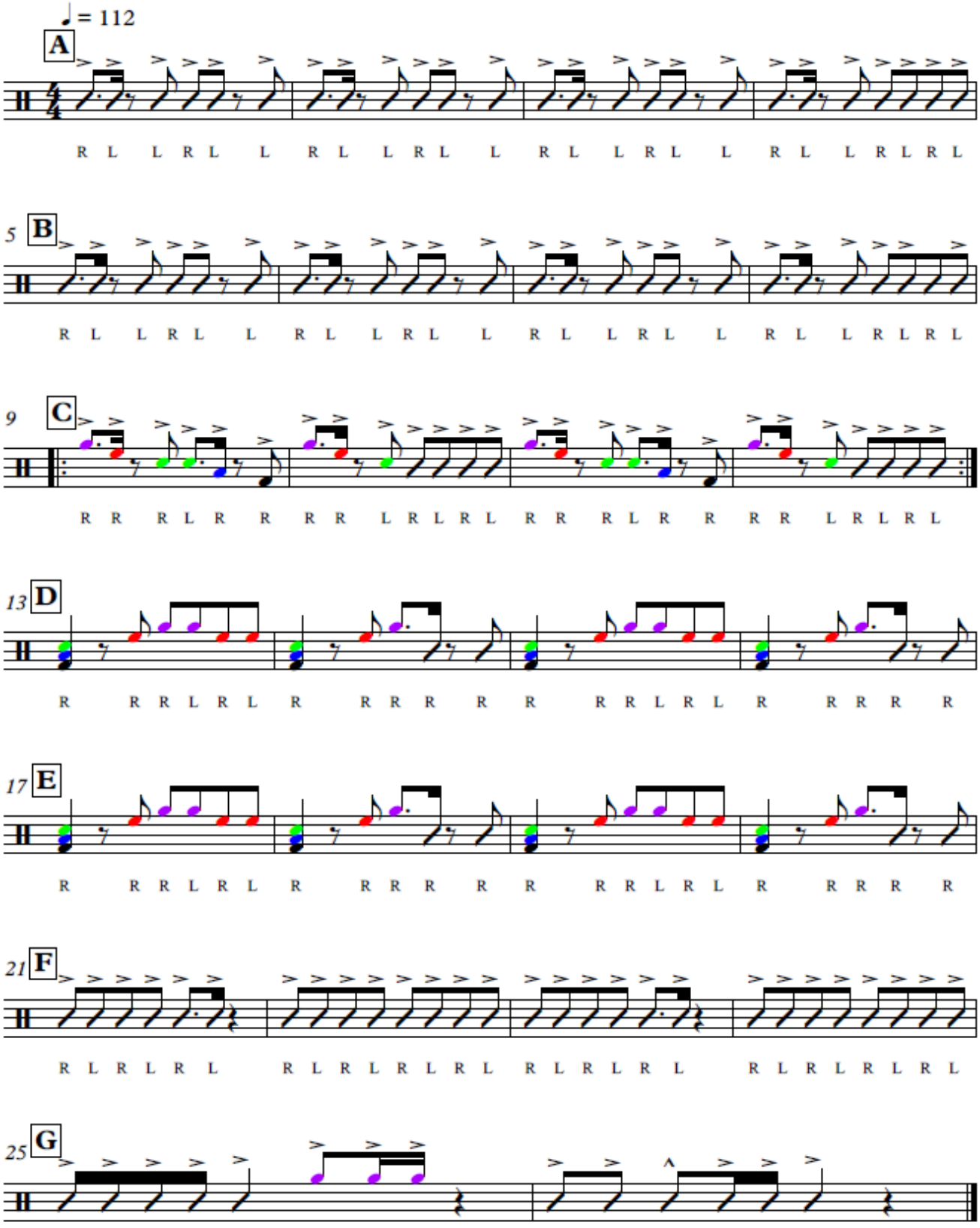
BREAK it down!

QUADS



BREAK it down!

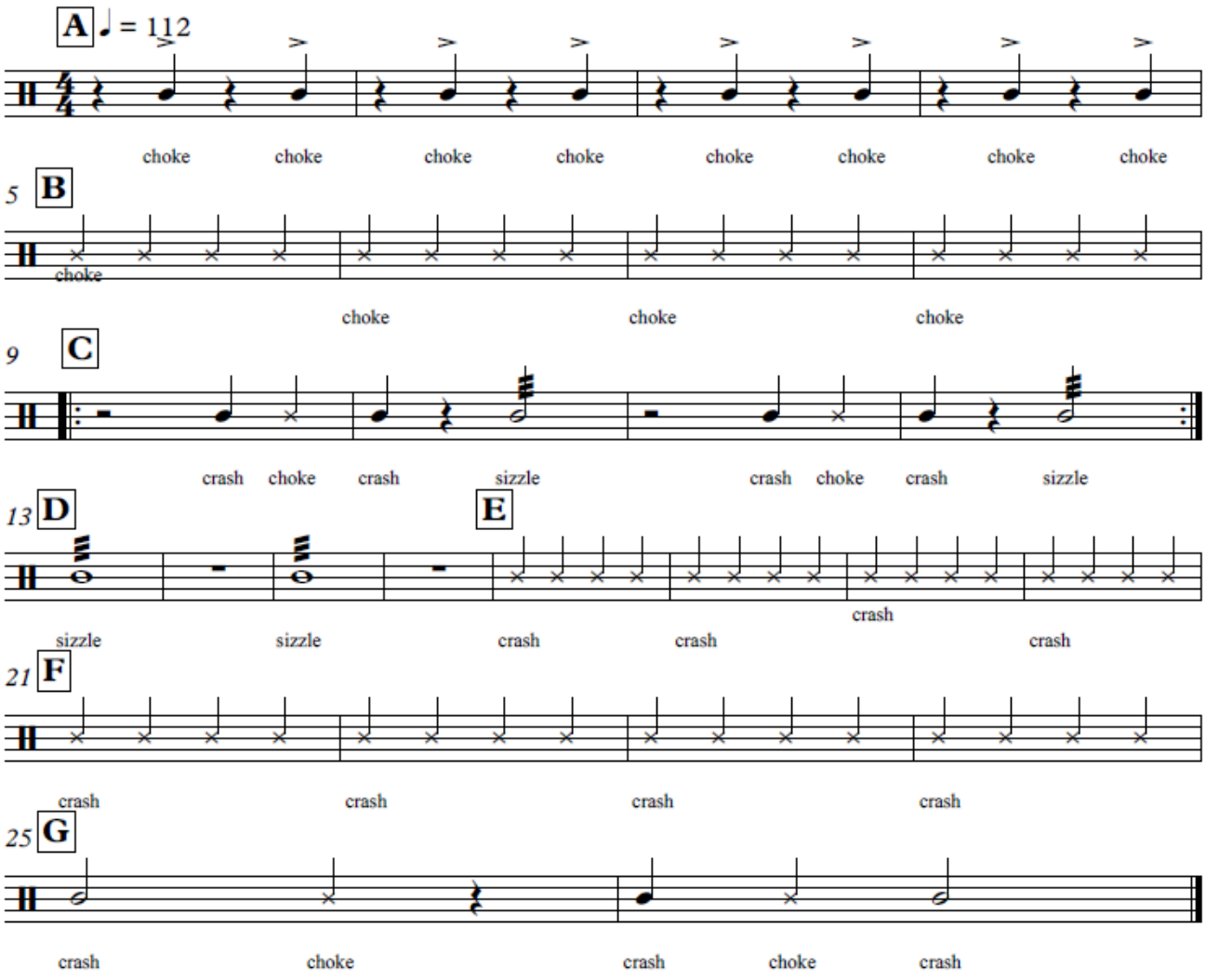
BASS DRUM



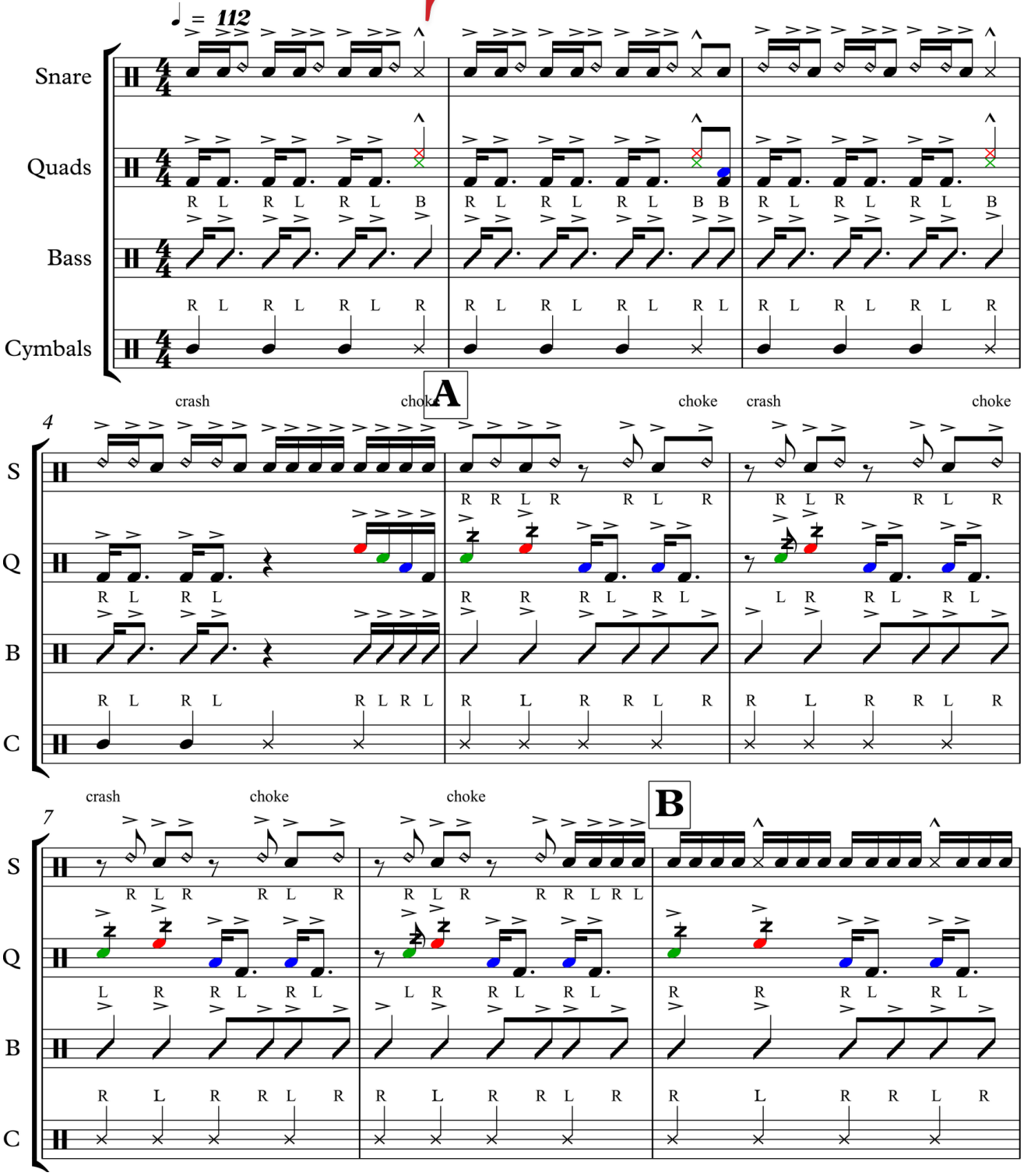
Corey Pearce
percussion

BREAK it down!

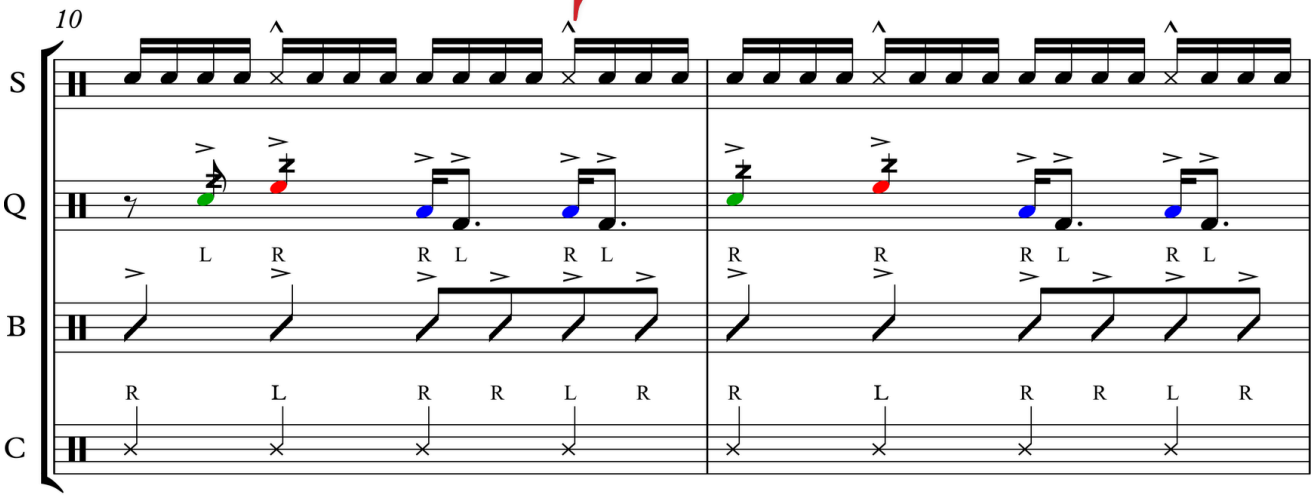
CYMBAL



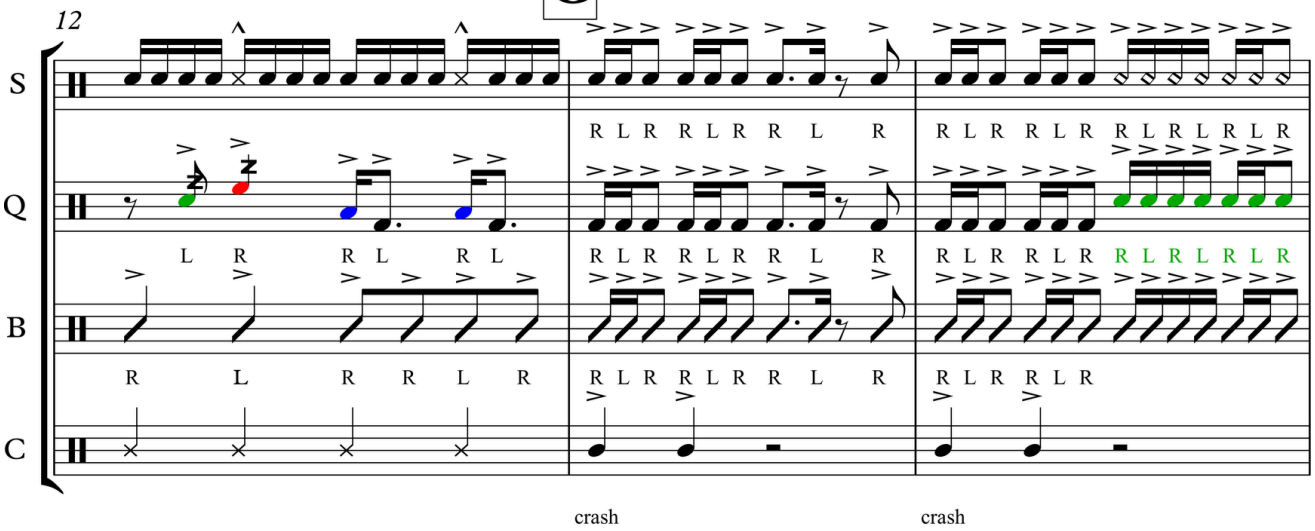
ZOMBIE Squirrels

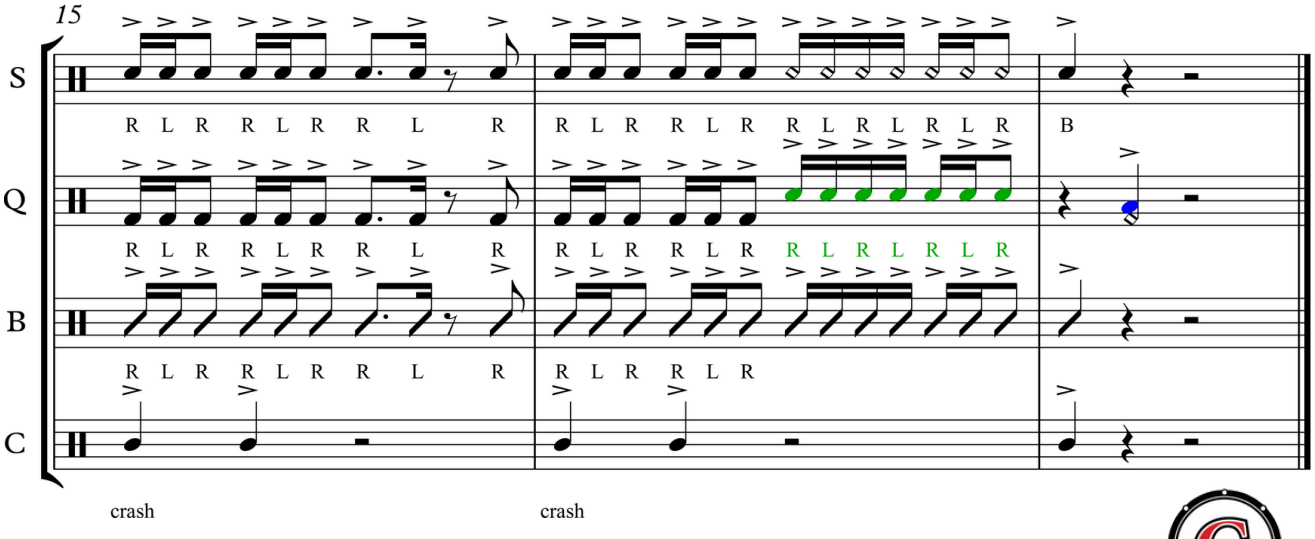


ZOMBIE
Squirrels



C





ZOMBIE Squirrels

SNARE

♩ = 112

4 **A**

R R L R R L R R L R R L R R L R R L R

8 **B**

R L R R R L R L

11

13 **C**

R L R R L R R L R R L R R L R R L R L R

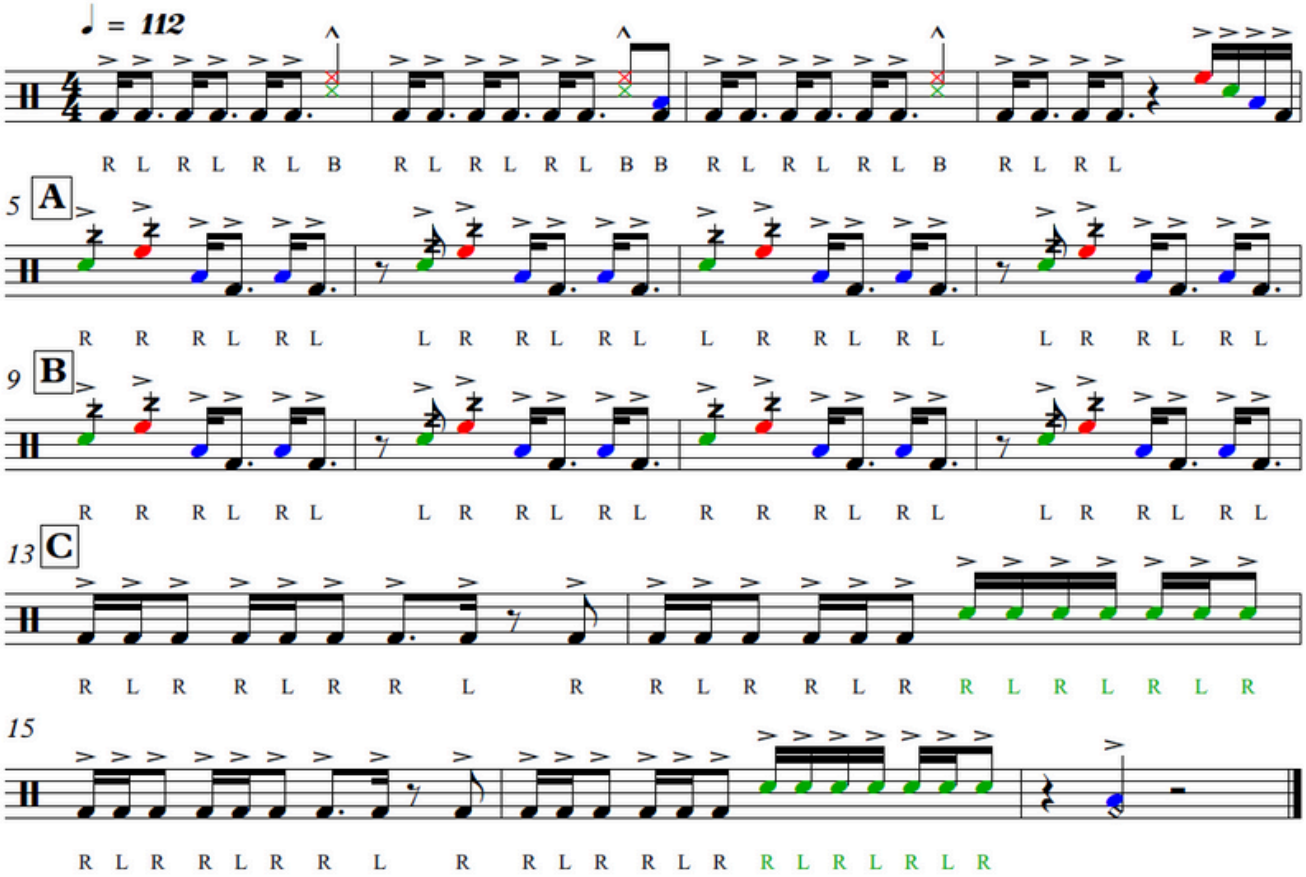
15

R L R R L R R L R R L R R L R R L R L R B

Corey Pearce
percussion

ZOMBIE Squirrels

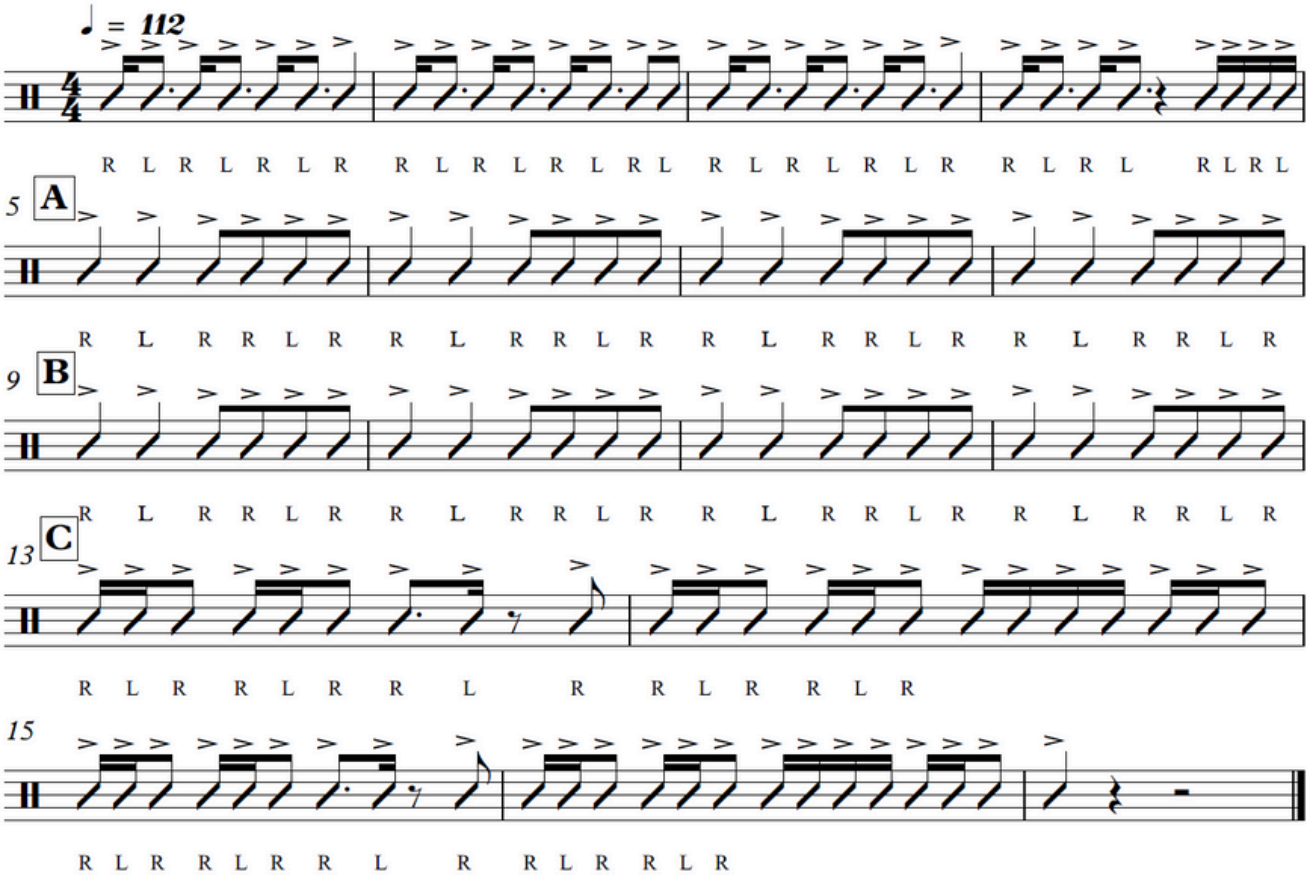
QUADS



©

ZOMBIE Squirrels

BASS DRUM



Corey Pearce
percussion

ZOMBIE Squirrels

CYMBALS

♩ = 112

crash choke choke crash choke crash choke

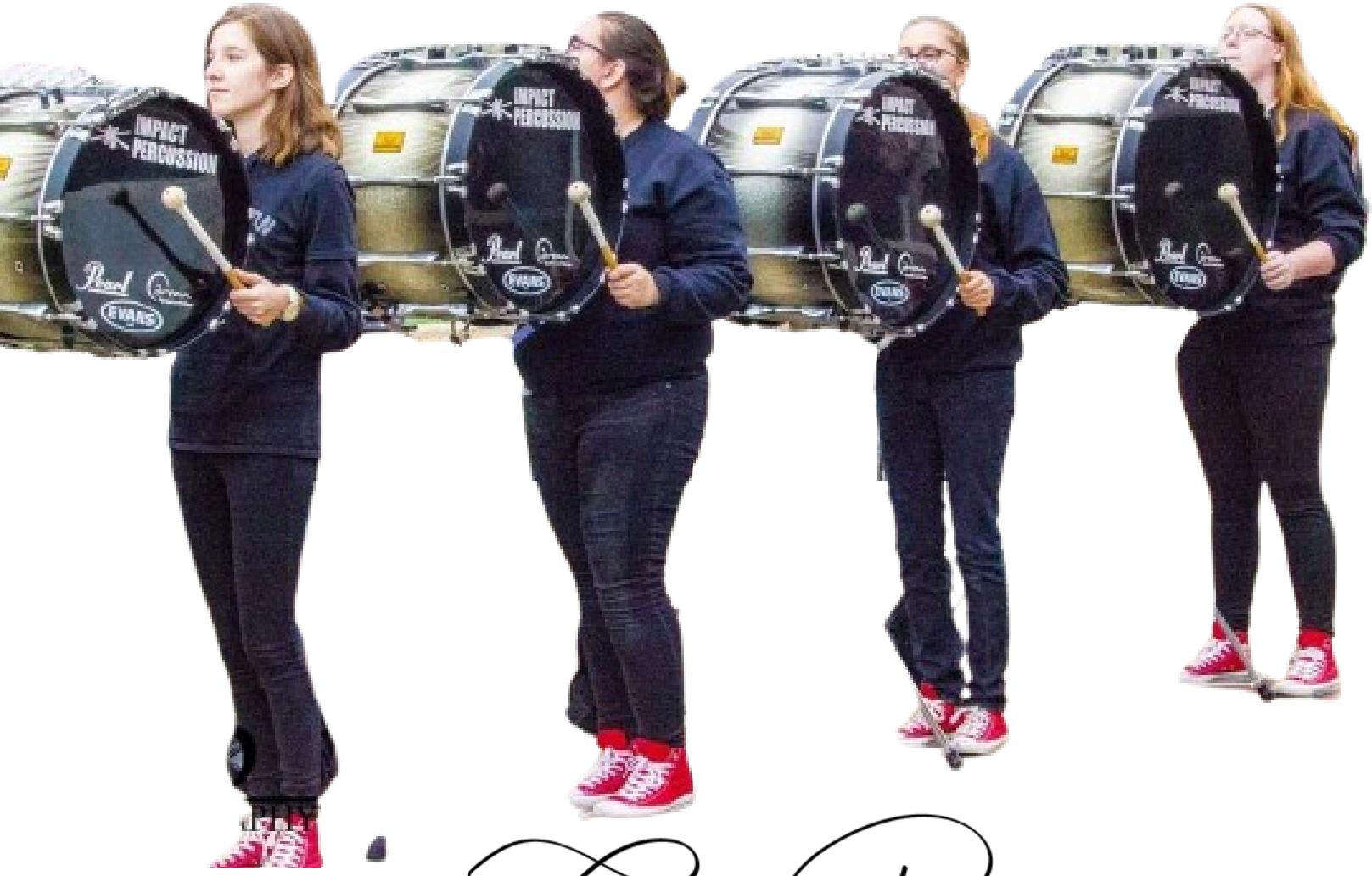
5 **A**

B choke

13 **C**

crash crash crash crash

YOU NEVER GET OUT MORE... THAN YOU PUT IN!



Corey Pearce
PERCUSSION