

EXERCISES/DRILLS



Eight On A Hand

PEAKS & VALLEYS

Role Playing Game (RPG)

16th Note Partial

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

Snare

Quads

Bass

Cymbals

The first system of music is in 4/4 time and consists of five staves. The Snare staff has a continuous eighth-note pattern. The Quads staff has eighth-note patterns with red, green, and blue accents. The Bass staff has a continuous eighth-note pattern. The Cymbals staff has a simple eighth-note pattern. The notation includes rhythmic patterns and letter indicators (R for right hand, L for left hand) for the Quads and Bass parts.

Choke

5

S

Q

B

Cym.

The second system of music starts at measure 5. It features five staves: Snare (S), Quads (Q), Bass (B), and Cymbals (Cym.). The Snare and Bass parts continue with their eighth-note patterns. The Quads part has eighth-note patterns with blue and green accents. The Cymbals part has a simple eighth-note pattern. Letter indicators (R and L) are used to denote hand usage for the Quads and Bass parts.

7

S

Q

B

Cym.

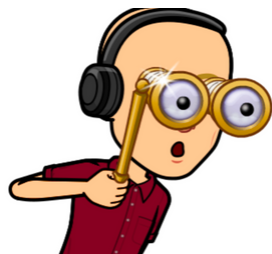
The third system of music starts at measure 7. It features five staves: Snare (S), Quads (Q), Bass (B), and Cymbals (Cym.). The Snare and Bass parts continue with their eighth-note patterns. The Quads part has eighth-note patterns with red and purple accents. The Cymbals part has a simple eighth-note pattern. Letter indicators (R and L) are used to denote hand usage for the Quads and Bass parts. The system concludes with a final measure containing a red accent on the Quads staff and rests on the other staves.



Eight On A Hand

Voicing For Quads

When you can confidently and consistently play Eight On A Hand with a proper Free Stroke 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.

Diagram illustrating ten variations (A through J) of the 'Eight On A Hand' pattern, showing rhythmic notation and corresponding drum strokes (R for Right, L for Left).

A R R R R R R R R L L L L L L L L R R R R R R R R L L L L L L L L

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

C R R R R R R R R L L L L L L L L R R R R R R R R L L L L L L L L

D R R R R R R R R L L L L L L L L R R R R R R R R L L L L L L L L

E R R R R R R R R L L L L L L L L R R R R L R R R L L L R L L L

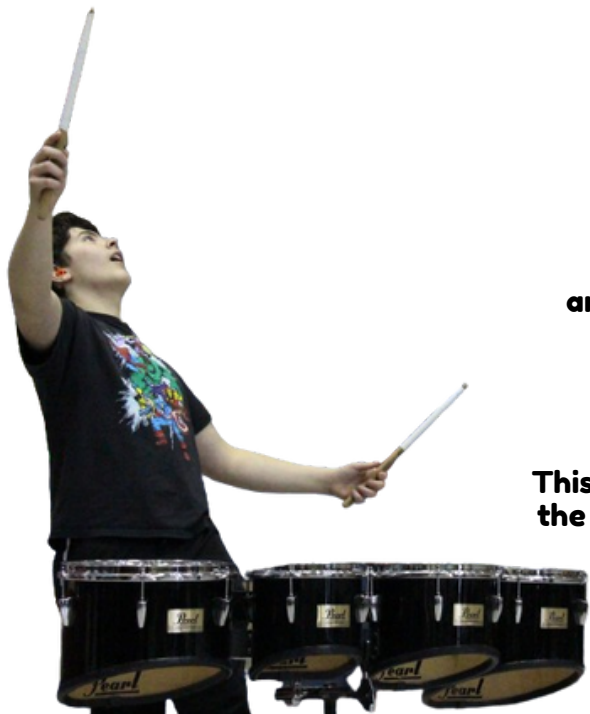
F R R R R R R R R L L L L L L L L R R R R R R R R L L L L L L L L

G R R R R R R R R L L L L L L L L R R R R R R R R L L L L L L L L

H R R R R R R R R L L L L L L L L R R R R R R R R L L L L L L L L

I R R R R R R R R L L L L L L L L R R R R R R R R L L L L L L L L

J R R R R R R R R L L L L L L L L R R R R R R R R L L L L L L L L



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.

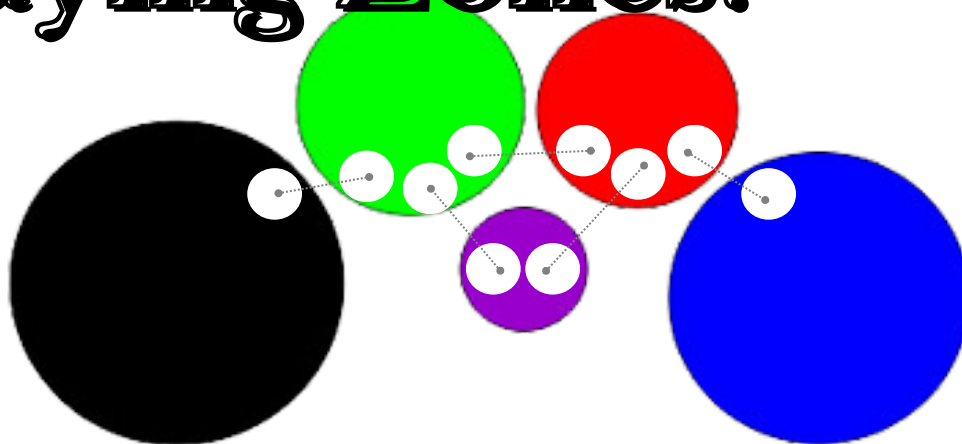
- [I] One Hand Up
- [H] One Hand Down



This voicing working on voicing that jumps over drums.

- [I] Jumping Overs

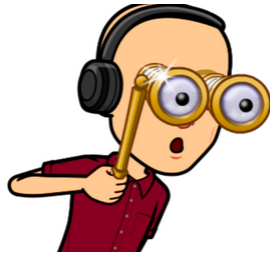
Playing Zones!



Eight On A Hand

Bass Drum Splits

When you can confidently and consistently play Eight On A Hand with a proper Free Stroke 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 R L

B

R L R L

C

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

D

R L R L

E

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

F

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!**



BELIEVE
yourself



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

PRACTICE IT UNTIL
YOU CAN'T GET IT WRONG!



Corey Pearce
PERCUSSION

PEAKS & VALLEYS

Snare

Quads

Bass

Cymbals

5

S

Q

B

C

Choke Sizzle Choke Sizzle Choke

9

S

Q

B

C

Sizzle Choke Sizzle Choke Sizzle Choke

Sizzle Choke

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PEAKS & VALLEYS

2

12

15

Siz Suck Siz Suck Siz Suck Siz Suck

19

Siz Suck Siz Suck Siz Suck Siz Suck

23

27

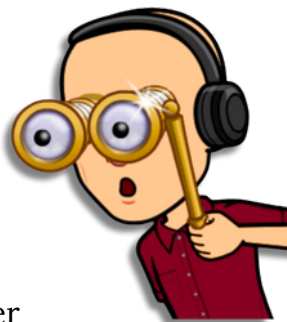
PEAKS & VALLEYS

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.



PEAKS & VALLEYS



SNARE

1 4/4

r r r r r r r r l l l l l l l l R R R R R r r r R R R R R r r r

5

L L L L L l l l L L L L L l l l R R R R r r r r r r r r R R R R

9

L L L L l l l l l l l l L L L L R R r r R R r r R r r r r r r r

13

L L l l L L l l L l l l l l l l r r r r R r r r r r r r R r r r

17

l l l l L l l l l l l l L l l l r r r r R r r r r r r r R r r r

21

l l l l L l l l l l l l L l l l *p* r r r r r r r r r r r r r r r r r r *ff*

25

r r r r r r r r r r *p* r r r r r r r r r r *p* l l l l l l l l l l

28

l l l l l l l l *ff* l l l l l l l l *p* l l l l l l l l l l

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PEAKS & VALLEYS QUADS

r r r r r r r r l l l l l l l l R R R R R r r r R R R R R r r r

5

L L L L L l l l L L L L L l l l R R R R r r r r r r r r R R R R

9

L L L L l l l l l l l l L L L L r r R R r r R R r r r r R r r r

13

l l L L l l L L l l l l L l l l r r r R r r r r r r r R r r r r

17

l l l L l l l l l l l l L l l l l l r r r r r r R r r r r r r r R r

21

l l l l l l l L l l l l l l l L l *p* r r r r r r r r r r r r r r r r r r *ff*

25

r r r r r r r r r r *p* r r r r r r r r r r *p* l l l l l l l l l l

28

l l l l l l l l *ff* l l l l l l l l *d*

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PEAKS & VALLEYS BASS DRUM

Musical notation for measures 1-4. The staff shows a rhythmic pattern with notes in purple, red, green, and blue. The time signature is 4/4.

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

Musical notation for measures 5-8. The staff shows a rhythmic pattern with notes in purple, red, green, and blue.

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

Musical notation for measures 9-11. The staff shows a rhythmic pattern with notes in purple, red, green, and blue.

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

Musical notation for measures 12-14. The staff shows a rhythmic pattern with notes in purple, red, green, and blue.

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

Musical notation for measures 15-18. The staff shows a rhythmic pattern with notes in purple, red, green, and blue, and includes accents (>).

R r r r r r r r R R r r r r r r L l l l l l l l L L l l l l l l

Musical notation for measures 19-22. The staff shows a rhythmic pattern with notes in purple, red, green, and blue, and includes accents (>).

R r r r r r r r R R r r r r r r L l l l l l l l L L l l l l l l

Musical notation for measures 23-26. The staff shows a rhythmic pattern with notes in purple, red, green, and blue, and includes dynamics *p* and *ff*.

r r

Musical notation for measures 27-30. The staff shows a rhythmic pattern with notes in purple, red, green, and blue, and includes dynamics *p* and *ff*.

l l

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PEAKS & VALLEYS CYMBALS

Choke Sizzle Choke Sizzle Choke Sizzle Choke Sizzle Choke

7 Sizzle Choke Sizzle Choke Siz Suck

16 Siz Suck Siz Suck Siz Suck Siz Suck Siz Suck

21 Siz Suck Siz Suck Sizzle Sizzle



★ ★ ★ ★ ★
BELIEVE
-IN-
yourself

Cory Pearce
PERCUSSION

Snare Role Playing Game (RPG)

4



r r r r r r r r l l l l l l l l R R R R R r r r R R R R R r r r

5



L L L L L l l l L L L L L l l l R R R R r r r r r r r r R R R R

9



L L L L l l l l l l l l L L L L R R r r R R r r R r r r r r r r

13



L L l l L L l l L l l l l l l l r r r r R r r r r r r r R r r r

17



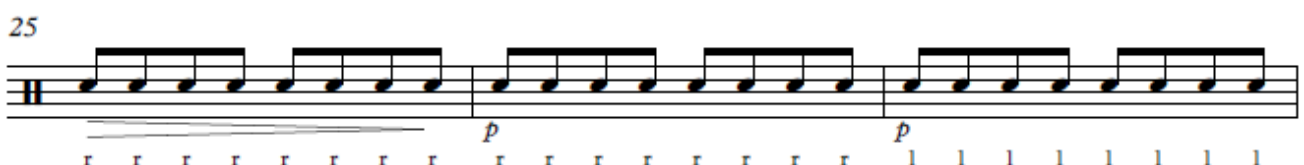
l l l l L l l l l l l l L l l l r r r r R r r r r r r r R r r r

21



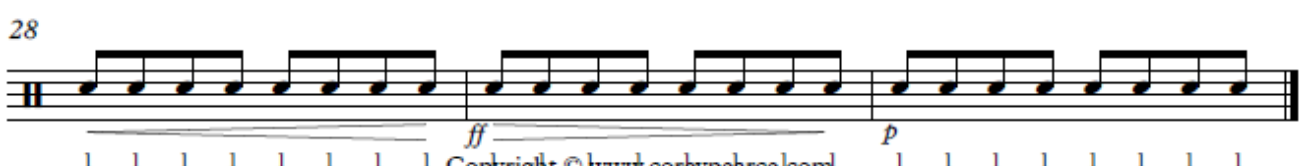
l l l l L l l l l l l l L l l l p r r r r r r r r r r r r r r r r r r r ff

25



r r r r r r r r r r r r r r r r l l l l l l l l l l

28



l l l l l l l l l ff l l l l l l l l l p

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Quads Role Playing Game (RPG)

r r r r r r r r l l l l l l l l R R R R R r r r R R R R R r r r

L L L L L l l l L L L L l l l R R R R r r r r r r r r R R R R

L L L L l l l l l l l l L L L L r r R R r r R R r r r r R r r r

l l L L l l L L l l l l L l l l r r r R r r r r r r r r R r r r r

l l l L l l l l l l l l L l l l l r r r r r r R r r r r r r R r

l l l l l l L l l l l l l l L l *p* r r r r r r r r r r r r r r r r r r *ff*

r r r r r r r r r r r r r r r r r r l l l l l l l l l l

l l l l l l l l l *ff* Copyright © www.coreypearce.com l l l l l l l l l l *p*



Bass Drum Role Playing Game (RPG)



r r r r 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



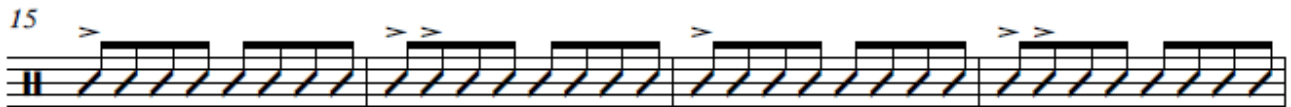
r l r l r l r l r l r l r l r l r l r l r l r l r l r l r l



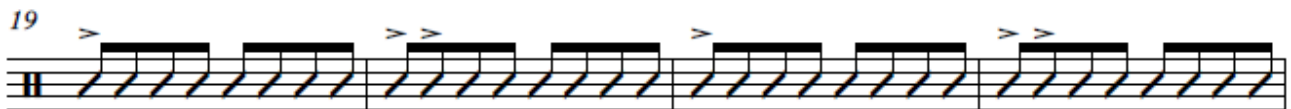
r l r l r l r l r l r l r l r l r l r l r l r l r l r l r l



r l r l r l r l r l r l r l r l r l r l r l r l r l r l r l



R r r r r r r r R R r r r r r r L l l l l l l l L L l l l l l l



R r r r r r r r R R r r r r r r L l l l l l l l L L l l l l l l



p r r r r r r r r r r r r r r r r r r *ff* r r r r r r r r r r *p* r r r r r r r r r r



p l l l l l l l l l l l l l l l l l l *ff* l l l l l l l l l l l l l l l l l l *p* l l l l l l l l l l l l l l l l l l

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Cymbals

Role Playing Game (RPG)

Musical score for cymbals in 4/4 time. The score consists of five staves of music with various techniques and dynamics indicated below the notes.

Staff 1: Choke, Sizzle Choke, Sizzle Choke, Sizzle Choke, Sizzle Choke

Staff 2: Sizzle Choke, Sizzle Choke, 4, Siz Suck

Staff 3: 16, Siz Suck, Siz Suck, Siz Suck, Siz Suck, Siz Suck

Staff 4: 21, Siz Suck, Siz Suck, 2, Sizzle, 3, Sizzle



16th Note Partial

Snare

Quads

Bass

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

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

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

3

S

Q

B

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

6

S

Q

B

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

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

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

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

16th Note Partial

2 8

S

Q

B

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

16th Note Grid

4

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 r l r L r l r L r l r l

4

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 r L R



Irish Spring

Snare

Quad

Bass

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

3

S

Q

B

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

6

S

Q

B

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

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2
9

S
R R R L R L L L R L R R R L R L L L R L

Q
R R R L R L L L R L R R R L R L L L R L

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

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

11

S
R R R L L L R R R L L L R R R L L L R

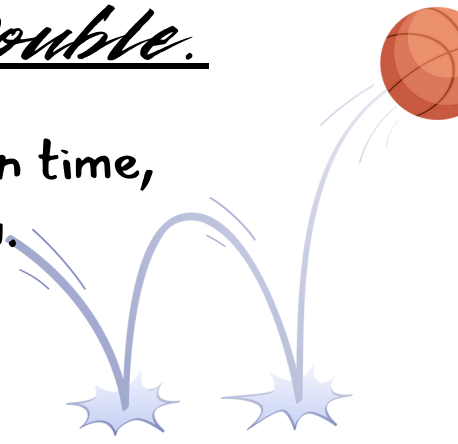
Q
R R R L L L R R R L L L R R R L L L R

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

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

Consistent Free Stroke Double.

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



Snare

12/8

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

4

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

7

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

10

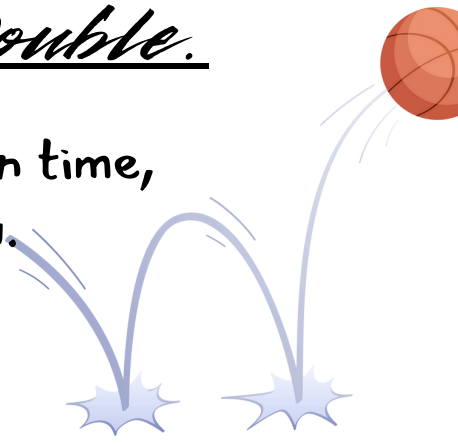
R R R L R L L L R L R R R L L L R R R L L L

12

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

Consistent Free Stroke Double.

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



Quads

12/8

R RR RR RR R R RR RR RRLR L LL LL LL L

4

L LL LL LLRL R RR RR RRLR L LL LL LLRL

7

R RR RR RRLR L LL LL LLRL R RRLRL LLRL

10

R

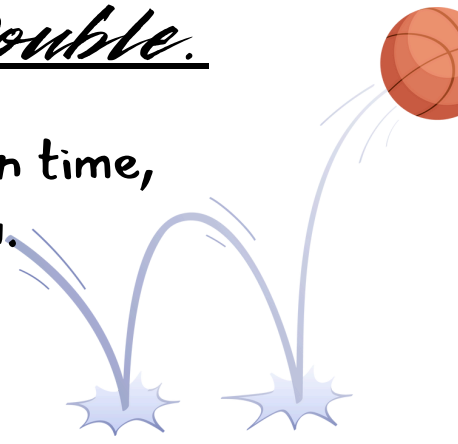
R RL RL LLRL RRRL LLRL RL LL

12

R RL LR RL LL RR LL R RL L R

Consistent Free Stroke Double.

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



Bass Drum

12/8

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

4

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

7

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

10

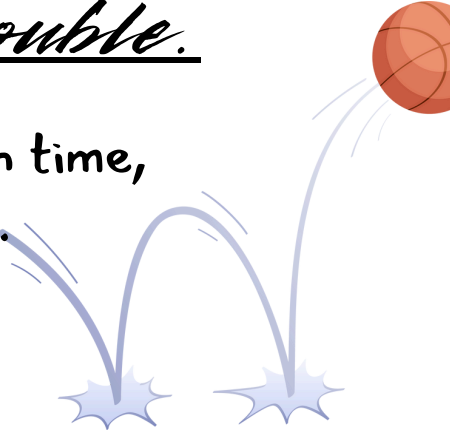
R L R R L R R L R R L R R L R R L R R L R R L R R L R

12

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

Consistent Free Stroke Double.

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



FLAM BUILDER

R R R R R R R I I I I I I I R R R R R R R R I R I R I R I R I R I L L L L L L L

6

 r r r r r r r L L L L L L L Lr Lr Lr Lr Lr Lr Lr

9

 R I R I R I Lr Lr Lr R I Lr R I

PARADIDDLE BUILDER

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

4

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

7

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

9

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



5 STROKE ROLL BUILDER



R L R L R L R L RR LL R L RR LL R L R L R L R L R L RR LL R LL RR L RR LL R L R L R L R L R L RR LL R L RR LL R L



R L R L RR LL R LL RR L RR LL R L R L R L R L R LL RR L R LL RR L R L R L R L R LL RR L RR LL R LL RR



L R L R L R L R LL RR L R LL RR L R L R L R LL RR L RR LL R LL RR L

9 STROKE ROLL BUILDER



R L R L RR LL RR LL R L R L RR LL RR LL R L R L RR LL RR LL R L RR LL RR LL R



L R L R LL RR LL RR L R L R LL RR LL RR L R L R LL RR LL RR L R LL RR LL RR L

BREAK it down!

A ♩ = 112

Snare

Quads

Bass

Cymbals

4

choke **B** choke choke choke choke choke

S

Q

B

C

8

choke choke **C** choke choke

S

Q

B

C

choke crash choke crash sizzle



BREAK it down!

2

11

D

crash choke crash sizzle sizzle

14

sizzle

E

17

crash crash

BREAK it down!

20 **F**

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

A ♩ = 112

clap clap clap clap clap clap clap clap

5 **B**

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

9 **C**

R I I R I I r r L r r L r r I I R I r L r I r I R L R L R L R L R I I R I I r r L r r L r r I I

12 **D**

R I r L r I r I R L R L R L L clap clap clap

16 **E**

clap R I I R I I r r L r r L r r I I R I r L r I r I R L R L R L R L

19

R I I R I I r r L r r L r r I I R I r L r I r I R L R L R L R L

21 **F**

r I R I r I R I r I R I r I R I r I R I r I R I r I R I r I R I r I R I r I R I r I R I r I R I

24 **G**

r I R I r I R I R L R L R L R L

BREAK it down!

BASS DRUM

♩ = 112

A

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

5 **B**

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

9 **C**

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

13 **D**

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

17 **E**

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

21 **F**

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

25 **G**



BREAK it down!

CYMBAL

A ♩ = 112

choke choke choke choke choke choke choke choke

5 **B**

choke choke choke choke choke choke choke choke

9 **C**

choke choke choke choke

13 **D**

crash choke crash sizzle crash choke crash sizzle

13 **E**

sizzle sizzle crash crash crash crash

21 **F**

crash crash crash crash

25 **G**

crash choke crash choke crash



ZOMBIE

Squirrels

♩ = 112

4/4

Snare

Quads

Bass

Cymbals

4

crash

choke

A

choke

crash

choke

S

Q

B

C

7

crash

choke

choke

B

S

Q

B

C



ZOMBIE Squirrels

2

10

S
Q
B
C

12

C

S
Q
B
C

crash crash

15

S
Q
B
C

crash crash



ZOMBIE Squirrels

SNARE

♩ = 112

4

8

11

13

15



ZOMBIE Squirrels

QUADS

$\text{♩} = 112$

RLRLRLB RLRLRLBB RLRLRLB RLRL

5 **A**

RRRLRL LRRLRL LRRLRL LRRLRL

9 **B**

RRRLRL LRRLRL RRRLRL LRRLRL

13 **C**

RLRRRLRL RRRLRLRRRLRLRLR

15

RLRRRLRL RRRLRLRRRLRLRLR



ZOMBIE Squirrels

BASS DRUM

$\text{♩} = 112$

4/4

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

5 **A**

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

9 **B**

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

13 **C**

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

15

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



ZOMBIE Squirrels

GYMBALS

♩ = 112



crash choke choke crash choke crash choke

5 **A**



choke

9 **B**



13 **C**



crash crash crash crash



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



Corey Pearce
PERCUSSION