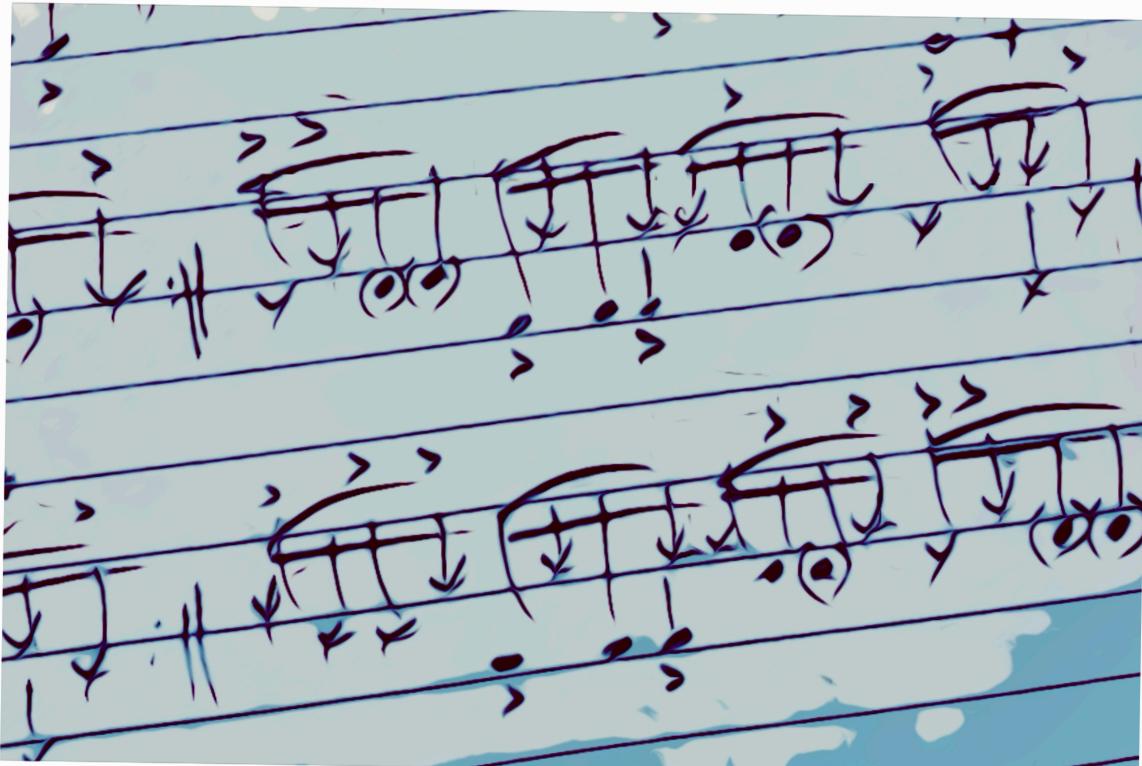


THE DELAWARE DRUM SHOW 25

David Garibaldi

- Masterclass -

February 23, 2025 - New Castle, Delaware



“Don't let school get in the way of your education.”

Mark Twain

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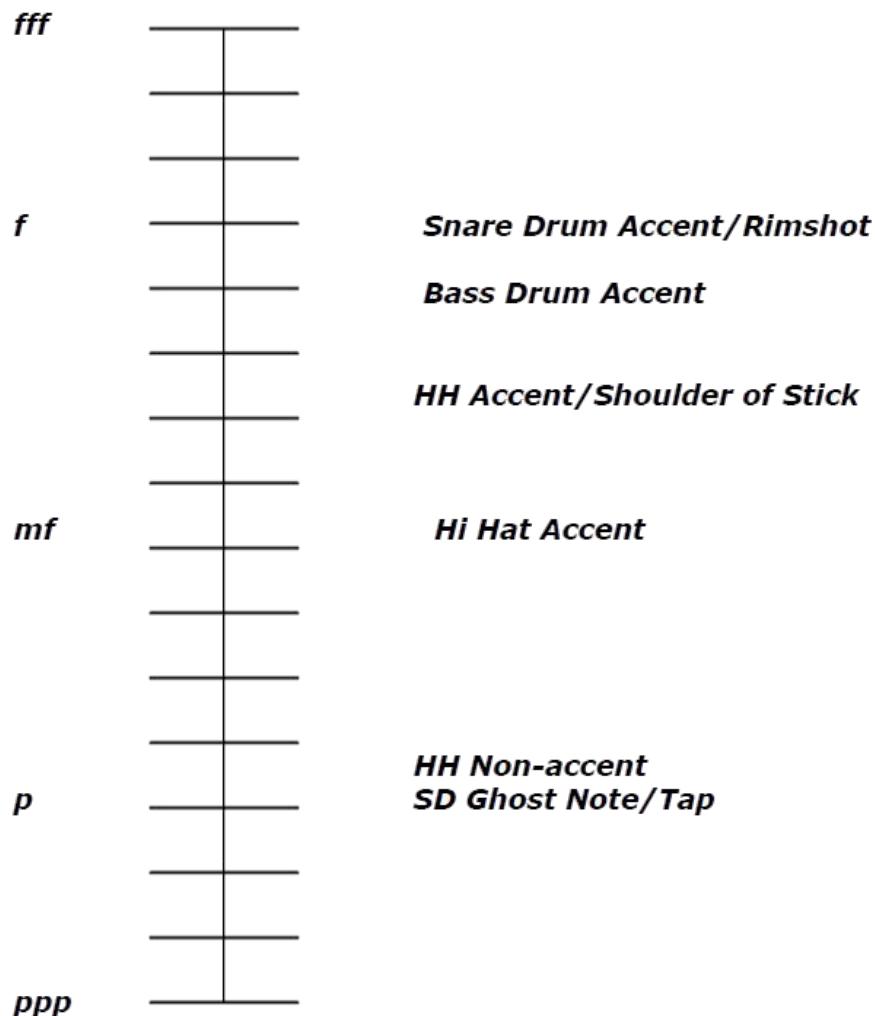
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PRACTICE IS:
Process
Persistence
Perseverance

**“PERSISTENCE IS ENERGY.
PERSEVERANCE IS ENDURANCE.”**

Development Of The Two Sound Levels

The hi-hat, snare drum and bass drum are the three basic drum-set components used in the funk drumming style. Understanding how these voices interact with each other is an important key in building a powerful vocabulary. This graph illustrates the dynamic distances among these three voices.



These levels are always controlled by the overall dynamic level of the music being played. In a normal playing situation the rimshot may or may not be forte (f). This is determined by the situation. The graph illustrates the differences in the two levels and is not meant to be interpreted literally. Most recordings will reflect what is seen in this graph.

HOST NOTE INTERPRETATION EXERCISES

BASIC STICKING: PARADIDDLE-DIDOLE

$\text{♩} = 120$

Measure 1: R L R L R L L

Measure 2: R L R L L R L R L L R L R R L L R L R R L L

THE RIGHT HAND MOVES BACK AND FORTH BETWEEN THE SNARE DRUM AND HI-HAT ON THE ACCENTED NOTES.

THE LEFT HAND MAINTAINS THE LOW STICK HEIGHT ON THE SNARE DRUM.

THE MAIN OBJECTIVE OF THESE EXERCISES IS TO FOCUS ON ACHIEVING THE PROPER SOUND AND TEXTURE OF THE SNARE DRUM GHOSTED NOTES.

THE SECONDARY OBJECTIVE IS TO CREATE A SHAKER-LIKE WEAVE BETWEEN THE HI-HAT AND SNARE DRUM GHOSTED NOTES.

START SLOWLY TO BUILD CONTROL, THEN GRADUALLY INCREASE THE TEMPO WHILE MAINTAINING THE SOUND.

SAME IDEA, BUT AS 8TH NOTE TRIPLETS

FUTURE SOUNDS - P. 61, EX.6

$\text{♩} = 80-118$

Measure 4: R-L-R-L R-L-L
Measure 5: R-L-R-L-L-R-L-R-L-L-R-L-R-R-L-L-R-L-R-R-L-L

Measure 6: R-L-R-L-L-R-L-R-L-L-R-L-R-R-L-L-R-L-R-R-L-L

Measure 7: R-L-R-L-L-R-L-R-L-L-R-L-R-R-L-L-R-L-R-R-L-L

DRUMZ

QUARTER NOTE PERMUTATION

UPDATED FROM "EASTSIDE" - THE CODE OF FUNK

DAVID GARIBALDI

- PART 1 -

J = 92

PERMUTATE BY 1/4 NOTES

1 2 3 4 5 6 7 8

- PART 2 -

2 HH's

1 2 3 4 5 6 7 8

R F R L R L L
R L L V R F R L
R F R L R L L
R F R L R L L

PERMUTATION STUDY #11.1

DAVID GARIBALDI

FUTURE SOUNDS P.33

...AND OTHER STUFF...

PASIC 2020

$\text{♩} = 90 - 100$

TIME: $\frac{4}{4}$

PART 1

(1)

(2)

(3)

(4)

(5)

(6)

(7)

(8)

(9)

(10)

(11)

(12)

(13)

(14)

(15)

(16)

PERMUTATION STUDY #13

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The score consists of six staves of drum notation, each representing a different permutation of the same basic pattern. The staves are numbered 1 through 6. Each staff uses a 4/4 time signature. The notation includes dynamic markings such as '>' (upward arrow) and '^' (circumflex). The patterns involve various drum sounds represented by symbols like 'x', 'o', and '(.)'. Measures are separated by vertical bar lines, and sections are divided by double bar lines with repeat dots.

DRUM KEY



DRUMZ

THE FUNKY FOOT(S)

DAVID GARIBALDI

♩ = 90 - 126

Drum notation for exercises 1 through 4. Each exercise consists of two measures. Measure 1 starts with a bass drum (R) followed by a snare drum (L). Measure 2 starts with a bass drum (L) followed by a snare drum (R). The notation includes letter labels A, B, C, and D above the staves.

TIME: 2x - EXERCISE: 4x

PART 1 PERMUTATE BY 1/4 NOTES

Drum notation for Part 1, Exercises 2 through 5. Each exercise consists of two measures. The notation shows various permutations of bass and snare drum strokes using 'x' and '>' symbols. The exercises follow the same pattern as the first four, starting with a bass drum (R) or (L) followed by a snare drum (L or R).

PART 2 USE SAME FORM AS IN EX. 2 - 5, PERMUTATE BY 1/4 NOTES

Drum notation for Exercise 6. It consists of two measures. The notation shows a permutation of bass and snare drum strokes using 'x' and '>' symbols. The exercise follows the same pattern as the first four, starting with a bass drum (R) or (L) followed by a snare drum (L or R).

(SUBSTITUTE LF/HH FOR RF/BD)

PART 3

ADD TO GO TO NEXT PERMUTATION, THEN SUBTRACT...

1, 2, 3.

4.

- DRUM KEY -

HH SD GHOST BD LF/HH