

47. WARM-UP / 48. TECHNIC BUILDER (B. only)

A.

B. Play 4 times for the WARM-UP; play 2 times for TECHNIC BUILDER.

49. AURA LEE

Play 4 times.

50. OLD MAC'S FARMYARD



NEW IDEA

DOTTED HALF NOTE

2 + 1 = 3 beats
A dot after a note adds half the value of the note.

51. THE DOT MAKES A DIFFERENCE

Play 4 times.

★ Write in the counting for the bass drum part before you play.

52. HELPING HAYDN

1. R R L R R L R R L R R L R R L R R L R R L R L R
2. 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

★ Draw in the bar lines before you play.



THEORY GAME

TUTTI SOLO/SOLI

Tutti = everyone plays
Solo = only one person plays / Soli = only one section plays

53. PAW PAW PATCH

★ Are you playing with a good hand position?

SOMETHING SPECIAL . . . for drums only



SPECIAL EXERCISE