

SCV Threes

SnareScience.com - SCV early 90s

Snare $\frac{4}{4}$

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

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

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

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

Purpose:	This is a jammin exercise that focuses on the triple stroke roll (i.e. 'threes'), with some shirley murphies, egg beaters, and a single stroke five thrown in just for fun.
1) Stick motion:	Stick motion is key in the first four measures. The top of your stroke should look exactly the same whether you are playing the eighth notes or the triple strokes. Use that eighth note alternating sticking motion as a skeleton for your triple strokes. The first four measures should all be played as an accent height (as notated by the capital letters in the sticking). The only taps in this entire exercise are in measures 5 and 7.
2) Sound Quality:	The key to achieving good sound quality in this exercise is to have the ability to play triple strokes with strong 2nd and 3rd notes. If you are not yet to this point, don't spend a whole lot of time on this exercise... yet. For now, you should be busting Sanford double beat (with double stops, on your pillow, for hours) until your triple strokes are stellar.
3) Rhythm and Timing:	The rhythms can be tricky to play perfectly in this exercise. I think the following will be the most common mistakes: 1) rushing the eighth note check patterns 2) morphing the 16th note rhythms at the beginning of the 3rd and 4th lines. 3) morphing the rhythm in the shirley murphies (RLLRRR LRLLLL). If you haven't played these before, start out really slow and make sure the rhythm is even sextuplets.