



Lesson Twenty Six

Gigajam Drum School Lesson 26 IDS IRSG

Introducing Triplets (Part 3) (Rock Shuffle Grooves)

Lesson Objectives

- Introduce the idea of **Shuffle** as a feel.
- Develop how to count and play a **Shuffle Ride Line** accurately.
- Develop common shuffle grooves.

Understanding Shuffle Feel

Shuffle describes a rhythmic feel and is well understood by experienced musicians. To develop the feel of shuffle from a learners point of view though requires us to understand the role of triplets in producing a shuffle feel.

In essence it is quite simple, but regrettably quite difficult to play. Have a look at the exercise at the foot of the page . You will see that we play the 'beat' and the 'let'. By missing out the 'trip', it creates the bouncy feel needed for a shuffle feel.

Shuffle is used in many styles of music. Particularly, **Blues** and **Jazz** , but it is also well established in Rock Music and is used a lot on **Swing** styled-pop Music. We will study all the uses of shuffle, but here we will look at how it is used in Rock/Pop Grooves.

Playing a Shuffle

You will notice that the example below is written for the Hi hat, as in fact the main part of the shuffle is the ride line.

The key elements are to:

- Count 1 T L 2 T L 3 T L 4 T L and make sure that you position the Hi Hat notes carefully.
- It is difficult not to play the Trip at first so watch out for that.
- Start slowly and increase the tempo as you become more familiar with the pattern.

Exercise 1

lesson026.idsirsg.01

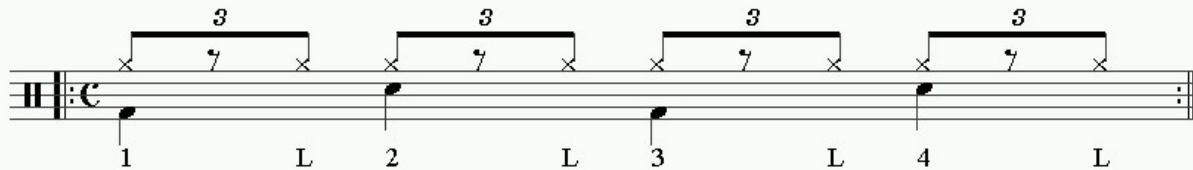


1 L 2 L 3 L 4 L

Using the Shuffle Ride Line to develop a groove.

The easiest way to develop a good solid basis for your shuffle ride line is to apply a straight forward backbeat.

Exercise 2 lesson026.idsirsg.02



More Shuffle Grooves

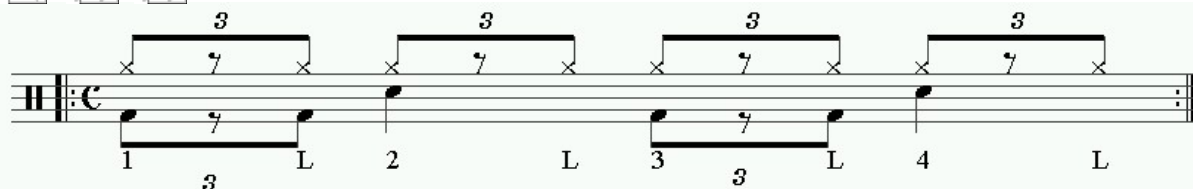
Here are some more examples of Shuffle grooves, typical of the bass drum variations you are likely to come across.

It is important to develop the grooves using all the principles we have applied before.

Look carefully at the exercises and understand the position of each of the voices and the notes within the bar.

- Play the exercise through slowly and loop around and around.
- Add each voice separately where necessary, building the part up.
- I would start with the Hi hat ride line, counting each note 1 T L 2 T L etc
- Identify where the Bass Drum falls underneath the Hi Hat part, as it does in each of these examples.
- Once comfortable with the position of the Bass Drum add the Snare to complete the pattern.
- Develop your control and speed by increasing the tempo gradually.

Exercise 3 lesson026.idsirsg.03



Exercise 4
lesson026.idsirsg.04



Exercise 5
lesson026.idsirsg.05

