

# Progressive Solos For Snare Drum

John H. Beck

## FOREWORD

This collection is unique in that depending on the tempo selected, the solo can be a grade 1, grade 2 or grade 3. Therefore, the three solos equate to nine solos depending on the chosen tempo. They also challenge the player to increase the tempo and increase the grade level which will improve technique.

## REHEARSAL SUGGESTIONS

**The Chase** - the three sounds of the drum in this piece literally chase each other around the drum. Sometimes the starting sound is played for four measures, and then the next sound seems to be chased by that sound around for four measures, followed by the third sound being chased. This concept is then mixed up with different number of chases between the measures. Sometimes it is only one measure between, or just one beat. It is important to strike the drum head for each sound in the exact same spot to assure the chase idea is accomplished.

**Flam Accent Fantasy** - this solo uses one snare drum rudiment, the flam accent. By playing this rudiment on the snare drum, a 6/8 military cadence is heard. By placing one stick on the drum head and the other on the rim, a rhythmic pattern with an African feel is accomplished. By mixing up the drum and rim patterns, a complicated multiple percussion sound is heard. Basically, the flam accent sticking remains throughout with some variations. This solo is really a fantasy because many sounds and feelings will be heard. For a different feel, play the solo with the snares off.

# The Two's

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Grade 1 = ♩ = 72

Grade 2 = ♩ = 100

Grade 3 = ♩ = 120

Edge of drum head

6

9

11

16

17

21

25

26

31

33

36

41

46

49

R L

R L

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