

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.



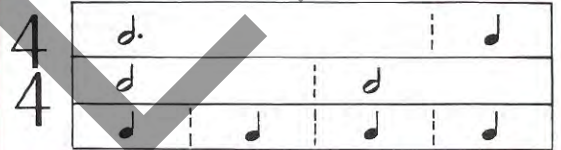
50. OLD MAC'S FARMYARD



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

[illegible]

★ Draw in the bar lines before you play.



THEORY
GAME



NEW IDEA

**TUTTI
SOLO/SOLI**

Tutti = everyone plays

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

53. PAW PAW PATCH

Tutti

Solo/Soli

Tutti



Tutti

Solo/Soli

Tutti



★Are you playing with a good hand position?

SOMETHING SPECIAL . . . for drums only



SPECIAL EXERCISE