HORING ENGINEER

by Steve Houghton and Wendell Yuponce



Created to build the vocabulary and confidence of the aspiring drumset performer

— Contents

	Page	CD Track No.
About the Authors		muck no.
About The Book		
About The Recordings		
Rocket Fire		
(with drums)		1
(without drums)		
Mission Rock		
(with drums)		3
(without drums)		
Funk Time		
(with drums)		5
(without drums)		
Sunrise At Ipanema		-
(with drums)		7
(without drums)		
Carnival In Rio		
(with drums)		9
(without drums)		
Island Hopping		
(with drums)		11
(without drums)		
Too Hip To Hop		
(with drums)		13
(without drums)		
Ballad In Blue		
(with drums)		15
(without drums)		
Mellow Mood		
(with drums)		17
(without drums)		
In The Pocket		
(with drums)		19
(without drums)		
Swing Time		
(with drums)		21
(without drums)		
To Be To Bop		
(with drums)		22
(without drume)	••••••	24

About The Book .

This book is a collection of play-along tracks for drumset, which cover a variety of styles. The purpose of the book is three fold. First the collection of songs will serve as listening reference for players who are unfamiliar with the different styles. Listening is one of the quickest and most effective ways to build a stronger concept about a particular style. Many drummers have the technique but lack the concept or understanding to play an unfamiliar style. Second, the book enables drummers to play many different styles. Often times drummers just play one type of music for one reason or another. The more versatile one is stylistically, the more musical opportunities will come your way. For example, a better understanding of Latin will help your rock playing and vice versa. While practicing and performing these tracks the drummer will develop better time keeping skills, increased stylistic awareness, and a stronger sense of solo playing and effective fills.

Finally, the book provides an opportunity to read actual drum parts that may be found on a "gig." The parts are meant only as a guide, as the beats played are only suggested beats. It is hoped that the player will invent his/her own grooves and also come up with original fills, replacing the written ones. The sections marked solo can always be interpreted as simply playing time, however, the player is encouraged to work creating musical solos throughout the book, that change and grow from performance to performance.

Each track contains performance notes which will take the player through all of the important musical elements of the piece which include: chart layout, style, band figures, phrasing, files, and solo sections. This reggae styled tune is very sparse drum-wise in that the bass drum & crosstick hit only on beat 3. Every fourth bar of the phrase, there is a band figure (two dotted half notes problem). These notes let the phrase breathe and should be somehow interpreted on the drumset through cymbal work or a fill idea.

Letter A is a sixteen bar phrase that should build into the bridge at letter B. Here, the bass drum goes to an all four feel and takes on a more aggressive quality. Letter C is a recap of the original feel. This feel lends itself to small variations or embellishments on the groove, especially with the crosstick part. Letter D is a solo section where the drummer may play the original reggae groove or solo over the track. The solo should build in intensity into the eighth bar of the solo where there is a figure that brings the band back to letter B (bridge). This figure can either be played on the toms as written or used as a rhythmical framework for an improvised fill. The track is then played out from the D.S. sign at letter B until the *Fine* at letter D.

ISLAND HOPPING















