

# Drum Rudiments : Groove Pack 1

Thank you for purchasing “Drum Rudiments : Groove Pack 1” - 26 Essential Drum Rudiments as classified by N.A.R.D.

(National Association of Rudimental Drummers) for FXpansion BFD2, Slate Digital SSD4, and other 3<sup>rd</sup> party Drum Module software's.

Please fully read and adhere to the ‘Usage Conditions’ document before installation.

## Installation

### Mac OSX

#### FXpansion BFD2

- Extract downloaded “Drum\_Rudiments\_Pack\_1.zip” with an archive utility.
- Open the containing folder and navigate to the “FXpansion - BFD2” folder.
- Copy and Paste “Ashley Smith - Rudiments” folder to the following directory...

*/Users/<your username here>/Documents/FXpansion/BFD2/Grooves*

- Open BFD2, navigate to the Preferences Page/Data tab and click “Trash and rebuild all databases”.
- You should now see the Palettes/Grooves selectable when you click to ‘Load’ in the Grooves Page.



## Slate Digital SSD4 - 1.09 and above

- Extract downloaded “Drum\_Rudiments\_Pack\_1.zip” with an archive utility.
- Open the containing folder and navigate to the “Slate Digital - SSD4” folder.
- Copy/Paste “601 Ashley Smith Rudiments.lib” folder to your SSD4 library directory (where you originally installed all data on your hard drive)...

### */SSD4Library/Grooves*

- Use the **SSD4\_to\_BFD.iom** map (downloadable from your Slate Digital user account - <http://users.drumclassroom.net/>) and Copy/Paste (if you haven't already) to...

### */SSD4Library/IOMaps*

- Reboot SSD4 (if already open), and now you'll see all Grooves and Rudiments available for use.



## Windows

### **FXpansion BFD2**

Detailed as above, default location...

***C:/Program Files (x86)/FXpansion/BFD2/Grooves***

### **Slate Digital SSD4**

Detailed as above, place on your hard drive where you originally installed all data in...

***/SSD4Library/Grooves***

And also place ***SSD4\_to\_BFD.iom*** map in...

***/SSD4Library/IOMaps***



## Additional Important Notes

- I have included both variations - "**Flam**" (Ar) articulation (for those that support it) and Single "**Hit**" (S) Flam Grooves for use with other Drum Modules - Toontrack, Native Instruments, Slate Digital, etc. Both variations of which are included as others in GM form for such use as MIDI clips/regions in your DAW's.
- Note, there is a 1 bar gap before each (S) Groove, so notes fall correctly on the downbeat. Users can remove such by editing clip in host DAW.
- Please note "**Export Mapping Details**" section. Users will need to re-map additional 3<sup>rd</sup> party Drum Modules to keys/notes defined, or adjust MIDI notes in DAW's manually for usage.
- Be aware of the various noted time signatures these rudiments were tracked in, and tempos of Grooves for proper feeling and performance.
- Grooves are included "post" demonstrating the aforementioned rudiments in order - i.e. Flam = Groove 1, Flam Tap = Groove 2, Flam Paradiddle = Groove 3, etc. ***Please reference this document for which are denoted as 'fills' when using Slate Digital SSD4.***
- When dragging and dropping Grooves/MIDI files to **Pro Tools** please note names will be shortened/append with suffix. This is an unfortunate bug with the DAW, and thus users will need to rename such if applicable afterwards.
- For users of Slate Digital SSD4 it is recommended for this product Grooves, one adjust velocity curve for the Snare to/around 0.30.



**Key: -**

Here are the drum strokes as defined in 'Rudiment' pictures (page 7 onwards)...

**L** = Left Stroke

**R** = Right Stroke

**>** = Accent



## Export Mapping Details

(Default key mappings for BFD2 as exported to MIDI Files. Slate Digital SSD4 users please use the ***SSD4\_to\_BFD.ion*** map as advised in the installation.)

- **Kick**  
No Snare (B0)  
Hit (C1)
- **Snare**  
Side Stick (C#1)  
Hit (D1)  
Drag (D#1)  
Rim Shot (E1)  
Flam (F1)
- **Hi Hat**  
Variable Shank (A#-1)  
¼ Shank (F#0)  
¼ Tip (G0)  
¾ Shank (G#0)  
¾ Tip (A0)  
Variable Tip (A#0)  
Closed Tip (F#1)  
Pedal (G#1)  
Open Tip (A#1)  
Closed Shank (C2)  
½ Tip (D2)  
½ Shank (E2)
- **Toms**  
  
Floor Tom Hit (G1)  
Mid Tom Hit (A1)  
Hi Tom Hit (B1)

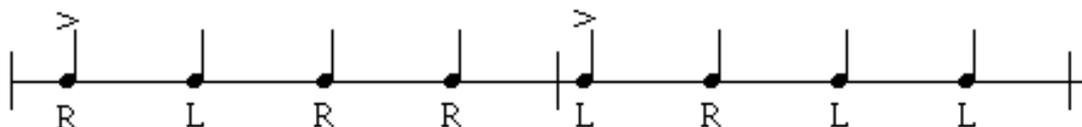


## Rudiments

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### Paradiddle's (Tempo = 100 bpm)

**Single Paradiddle** - (4/4) Played in 16th notes.



**Double Paradiddle** - (4/4) Played in 8th note triplets.



**Groove 1** - (4/4, Tempo = 90 bpm) A 16th note drum beat with the single paradiddle broken between hi-hat and snare.

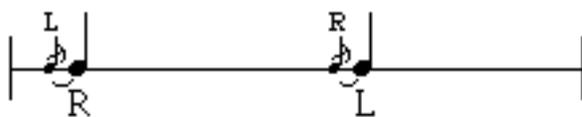
**Groove 2** - (4/4, Tempo = 144 bpm) An 8th note triplet drum beat with the double paradiddle broken between hi-hat, snare, and bass drum.

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### Flam's (Tempo = 100 bpm)

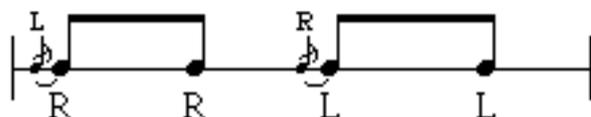
**Flam (Ar)** - (4/4) Dynamic sample variations of Flam played in quarter notes.

**Flam (S)** - As above.



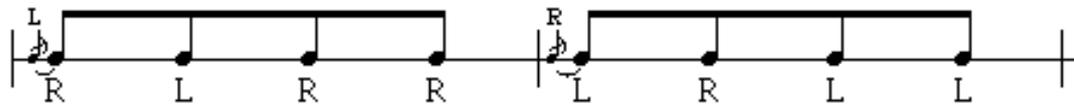
**Flam Tap (Ar)** - (4/4) Flam articulation followed by a single hit played in 8th notes.

**Flam Tap (S)** - As above.



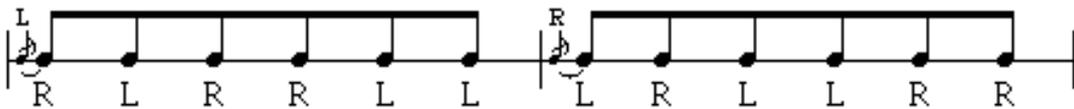
**Flam Paradiddle (Ar)** - (4/4) Flam articulation followed by 3 single hits played in 8th notes.

**Flam Paradiddle (S)** - As above.



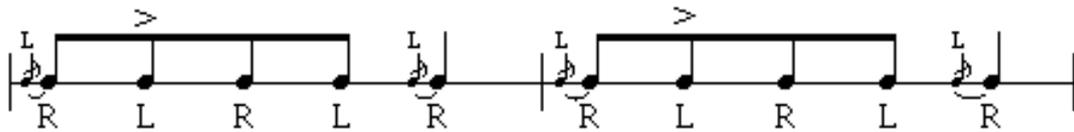
**Flam Paradiddle Diddle (Ar)** - (6/8) Flam followed by 5 single hits played in 8th notes.

**Flam Paradiddle Diddle (S)** - As above.



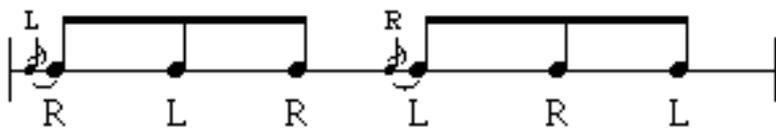
**Flamacue (Ar)** - (4/4) Flam followed by 3 hits and a Flam played in 16th notes.

**Flamacue (S)** - As above.



**Flam Accent (Ar)** - (4/4) Flam followed by 2 hits played in 8th triplet notes.

**Flam Accent (S)** - As above.



**Groove 1 (Ar)** - (4/4, Tempo = 100 bpm) Basic 8th note drum beat with Flam count on 2 and 4.

" (S)

**Groove 2 (Ar)** - (4/4, Tempo = 144 bpm) An 8th note Flam Tap drum beat broken between snare, hi-hat and bass drum.

" (S)

**Groove 3 (Ar)** - (4/4, Tempo = 180 bpm) An 8th note Tom and Flam Paradiddle groove.

" (S)

**Groove 4 (Ar)** - (6/8, Tempo = 190 bpm) An 8th note "fill type" Flam Paradiddle Diddle groove.

" (S)

**Groove 5 (Ar)** - (4/4, Tempo = 106 bpm) A 16th note "fill type" Flamacue groove.

" (S)

**Groove 6 (Ar)** - (4/4, Tempo = 142 bpm) An 8th triplet Flam Accent groove around the kit.

" (S)

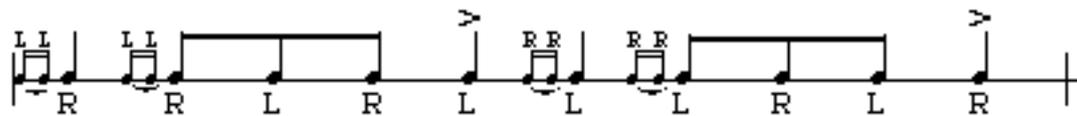
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**Ratamacue's** (Tempo = 100 bpm)

**Single Ratamacue** - (4/4) Played in 16th note triplets.



**Double Ratamacue** - (3/4) Played in 16th note triplets.



**Triple Ratamacue** - (4/4) Played in 16th note triplets.



**Groove 1** - (4/4, Tempo = 109 bpm) A 16th triplet Single Ratamacue groove focusing on the hi-hat.

**Groove 2** - (3/4, Tempo = 114 bpm) A 16th triplet Double Ratamacue groove focusing on the hi-hat.

**Groove 3** - (4/4, Tempo = 114 bpm) A 16th triplet Triple Ratamacue groove broken between hi-hat and snare.

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**Rolls** (Tempo = 100 bpm) - \* Played in 8th notes, all others in 16th notes.

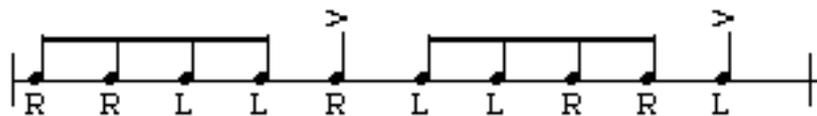
**Single Stroke Roll (4/4) \***



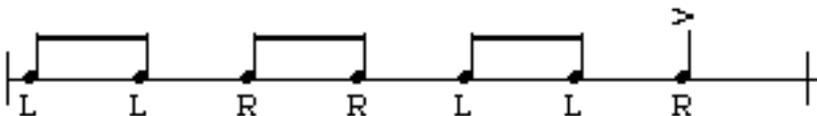
**Double Stroke Roll (4/4)**



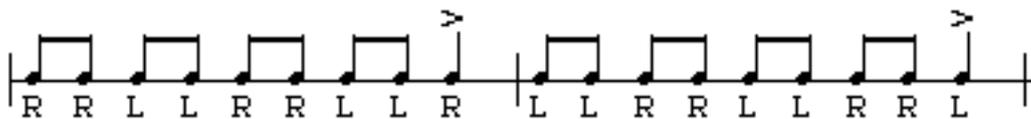
**5 Stroke Roll (2/4)**



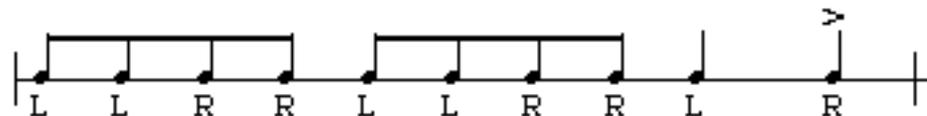
**7 Stroke Roll (2/4)**



**9 Stroke Roll (4/4)**



**10 Stroke Roll (4/4)**



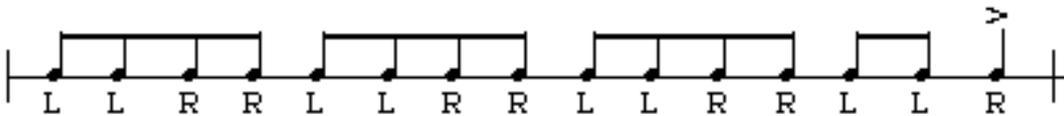
### 11 Stroke Roll (4/4)



### 13 Stroke Roll (4/4)



### 15 Stroke Roll (4/4)



**Groove 1** - (4/4, Tempo = 142 bpm) 8th note Straight Single Stroke Roll groove.

**Groove 2** - (4/4, Tempo = 122 bpm) 16th note Double Stroke Roll groove - Latin Flavour.

**Groove 3** - (2/4, Tempo = 109 bpm) 16th note 5 Stroke Roll groove - Military March Flavour.

**Groove 4** - (2/4, Tempo = 128 bpm) 16th note 7 Stroke Roll groove - Dance/Breakbeat Esq. Fill.

**Groove 5** - (4/4, Tempo = 128 bpm) 16th note 9 Stroke Roll groove - Tom Fill.

**Groove 6** - (4/4, Tempo = 128 bpm) 16th note 10 Stroke Roll groove - Fill around the kit.

**Groove 7** - (4/4, Tempo = 142 bpm) 16th note 11 Stroke Roll groove - Fill around the kit.

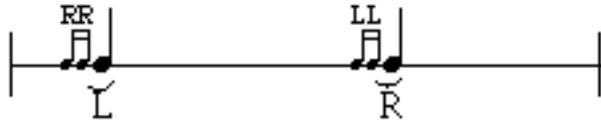
**Groove 8** - (4/4, Tempo = 94 bpm) 16th note 13 Stroke Roll groove - 16th note straight groove.

**Groove 9** - (4/4, Tempo = 84 bpm) 16th note 15 Stroke Roll groove - 16th note groove with emphasis on the "and".

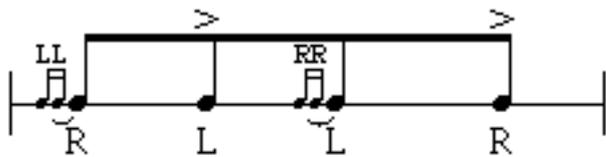
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## Ruff's and Drag's

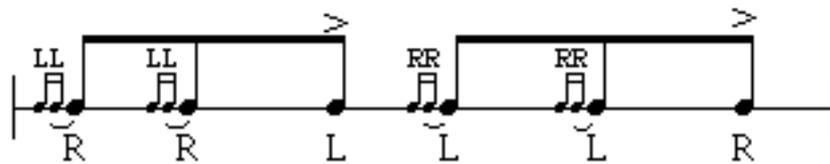
**Ruff** (4/4, Tempo 140 bpm)



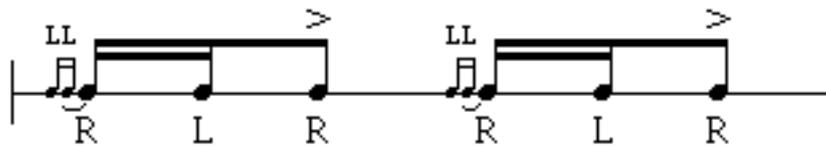
**Single Drag** (4/4, Tempo = 150 bpm)



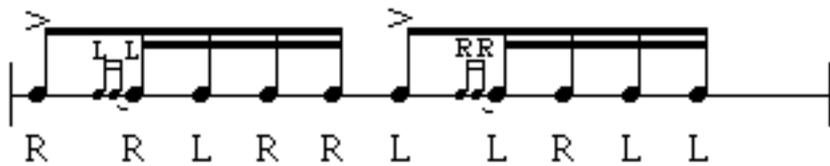
**Double Drag** (3/4, Tempo = 150 bpm)



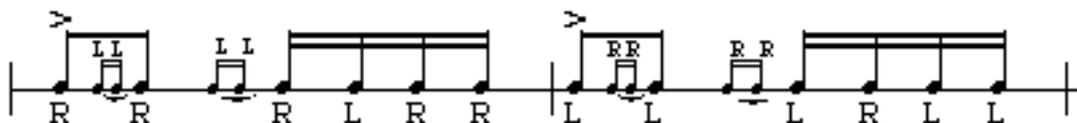
**Lesson 25** (4/4, Tempo = 120 bpm)



**Drag Paradiddle No.1** (3/4, Tempo = 140 bpm)



**Drag Paradiddle No.2** (4/4, Tempo = 140)



## Closing Notes

Users should experiment with these rudiments and utilize them in their own groove creations... doubling up on notes using different kit pieces within the Rudiments' structure, applying offsets (i.e. shifting notes up or down an 8th, etc...), and most importantly combining them and adjusting velocities and timings, swing, etc. for a human/non-static feel and performance.

My sincere thanks go to **Rail Jon Rogut** for his support and advice; aiding in setting up my web store, and his friendship. Thank you!

## Usage Conditions

Seattle Underground grants the Owner of an FXpansion BFD2, Slate Digital SSD4, and/or 3rd party Drum Module or DAW license the right to create finished musical works and performances with the contents that comprise this product.

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