# Troopers Bass Drum Technique

**Stroke Breakdown and Guidelines**

The following stroke guidelines are designed to develop a consistent fundamental approach to striking the drum. Other specific elements of playing should be addressed after these basics are achieved.

1. Play From the Wrist
    - The primary stroke for the bass drummer is created by a series of motions.
    - From the correct starting position. (Relaxed arms at the side, then raise from the elbow to have fore arm parallel to the ground; adjust stand or carrier to make sure arm stays parallel)
    - Using a knocking motion, break the wrist away from the drumhead with the wrist hinging at the base of the forearm. (This motion should be used at dynamic levels ranging from pp to mf.)
    - Once the maximum wrist break is achieved, a slight rotation of the forearm is then implemented. (This additional motion is used at dynamic levels ranging from f to fff.)
    - Forearms should always remain parallel to the ground. Do not abandon the correct forearm to arm placement at any time.
    - The overall approach to stroke technique on the bass drum is much like that of the right hand technique for snare drum. Only slight alterations exist, due to the sideways motion of the bass drum stroke.
2. Path of the Mallet
    - The mallet head should travel in a straight path into and away from the drum parallel to the ground.
    - This motion incorporates a break in the wrist, which can ultimately lead to a slight rotation of the forearm at louder dynamic levels.
3. Dynamic levels
    - Levels of playing are based on an inch system relating to the distance of the mallet head to the drum head following the path of the mallet.

      mp-4 inches
      p- 6 inches
      mf- 8 inches
      f- 12 inches
    - Anything louder than forte, the mallet will be parallel to the ground with the wrist fully extended and slight rotation of the forearm to achieve this appearance and dynamic.

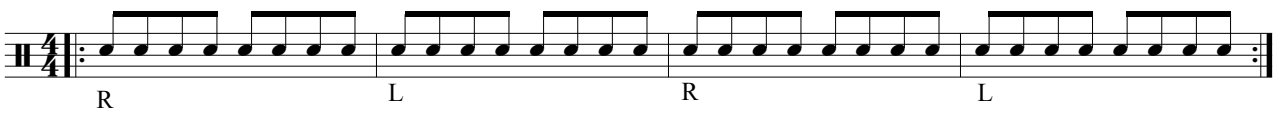
4. Fulcrum and Pressure
    - Overall grip of the mallet should not be constricted. Anyone should be able to come up and take the mallet out of your hand.
    - The thumb and the index finger are the only two areas where there should be the most pressure. This is where the mallet will pivot when playing at a loud dynamic
    - Back fingers provide support to cradle the stick every time the mallet strikes the head and to make sure the stick does not rebound off.
    - NEVER should all the fingers be gripping the stick tightly.
    - One way to strengthen the fulcrum and get the correct pathway is to take the back 3 fingers off and practice striking the drum with only the fulcrum ( thumb and index finger). This can be used when first learning the Wrist Break Technique or when practicing fulcrum strengthening. e.g. rolls, diddles, etc.

Remember: Relaxed playing will produce good sound and overall blend within the Bass line.

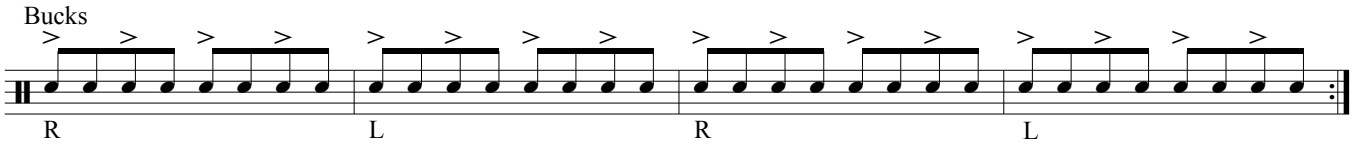
Troopers

# Basic One Handers

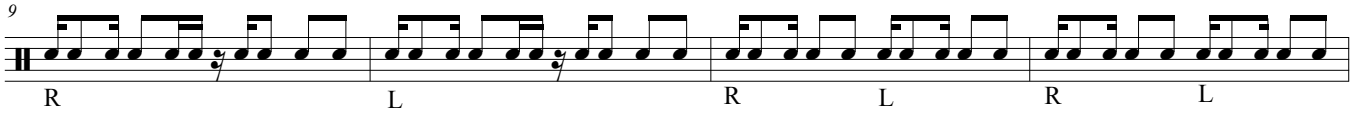
8's

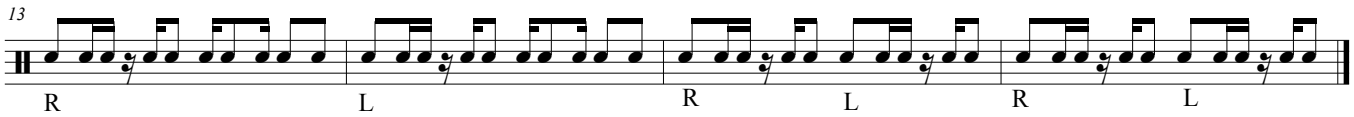



Bucks

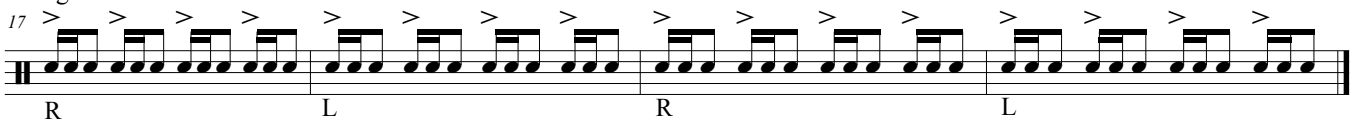



A/B




Hugada's




# Timing

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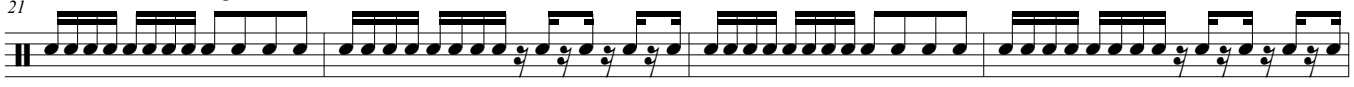


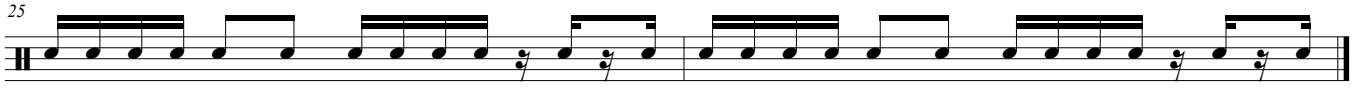


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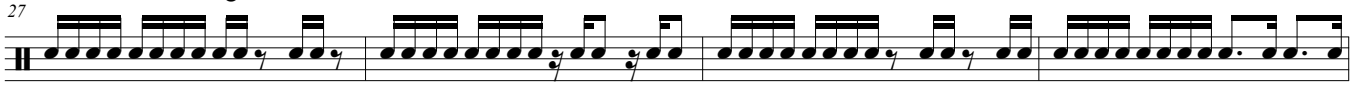


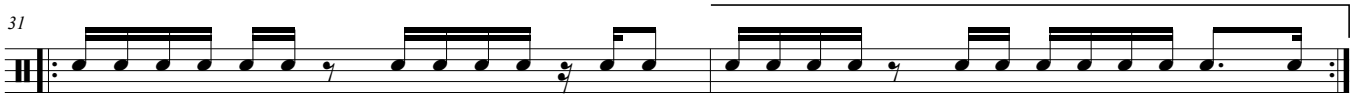


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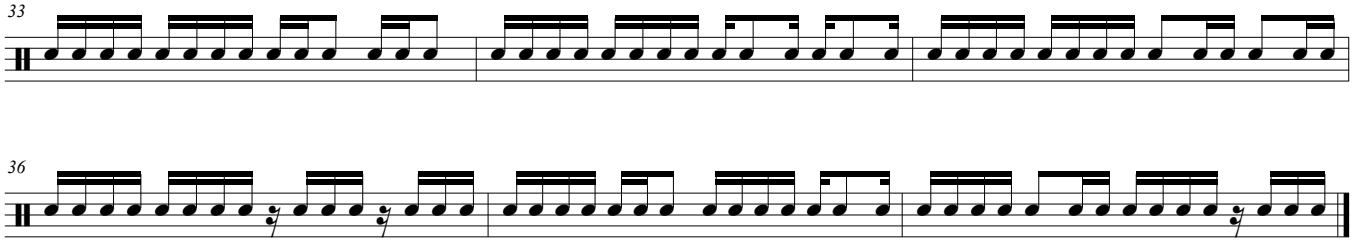
3 Note 16th Timing



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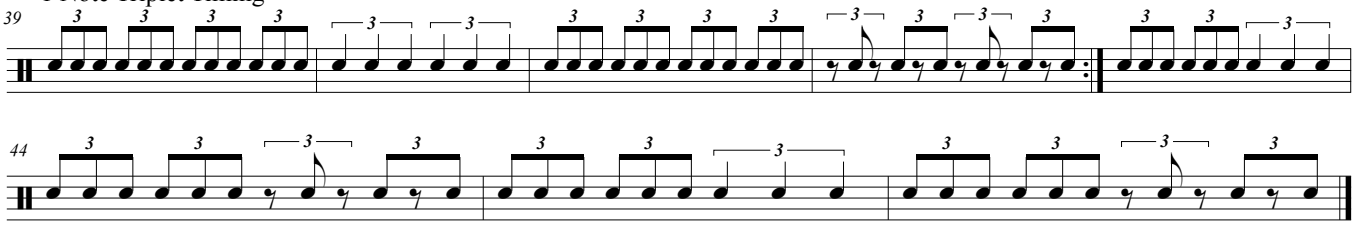

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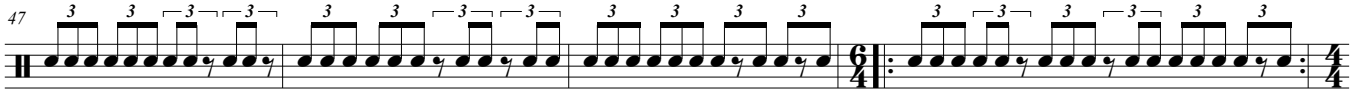
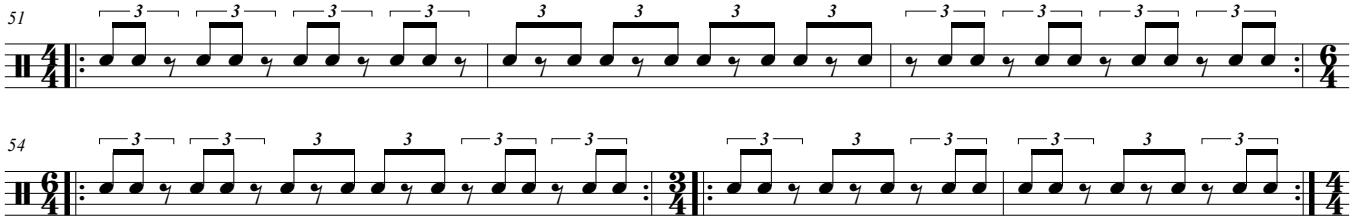


# Diddles

Triplet Partials



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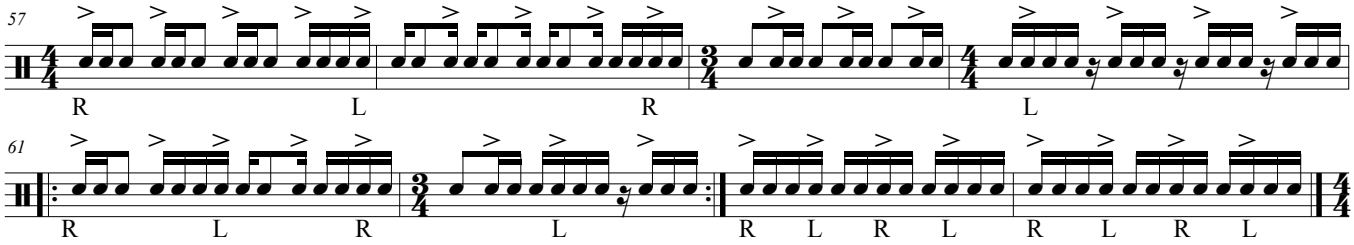
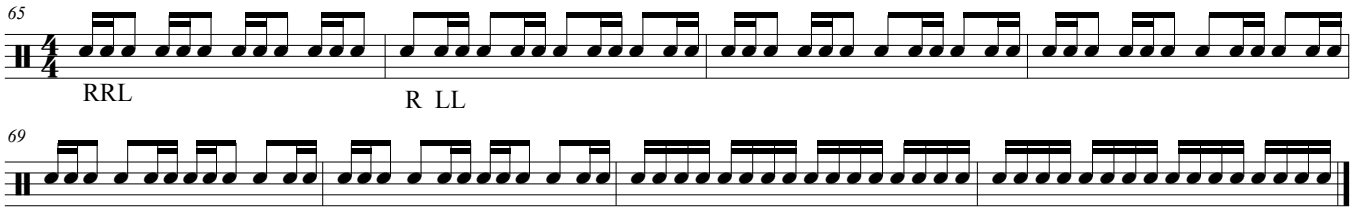
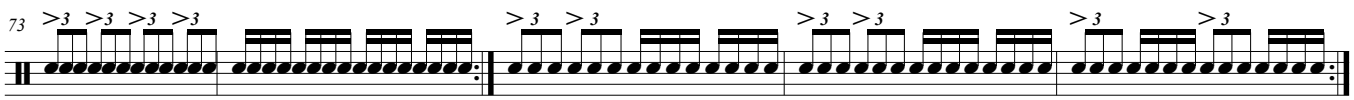
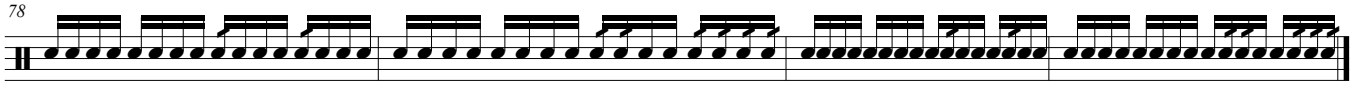


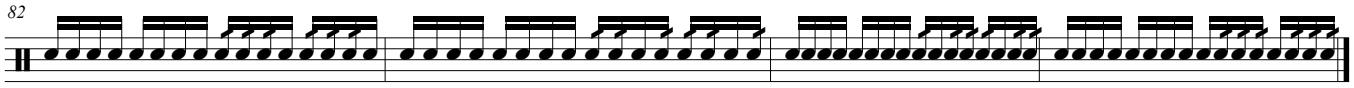
Gallop




Diddle Diddle 5/9

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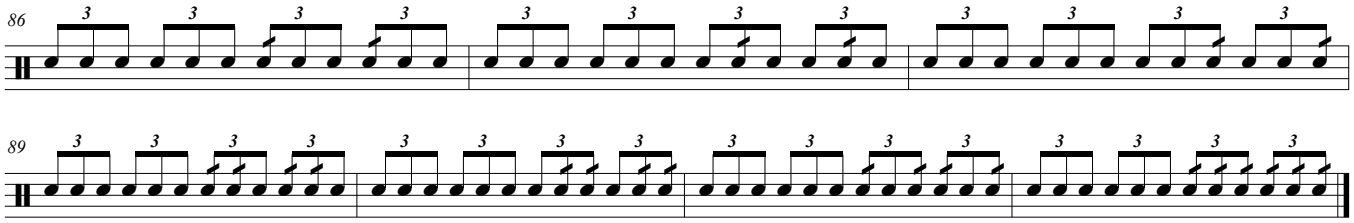


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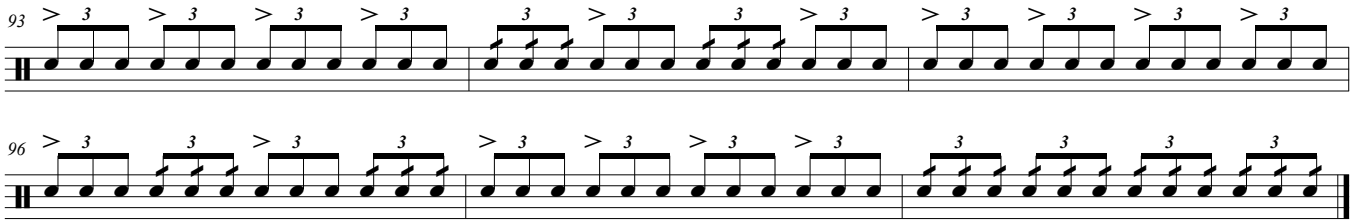
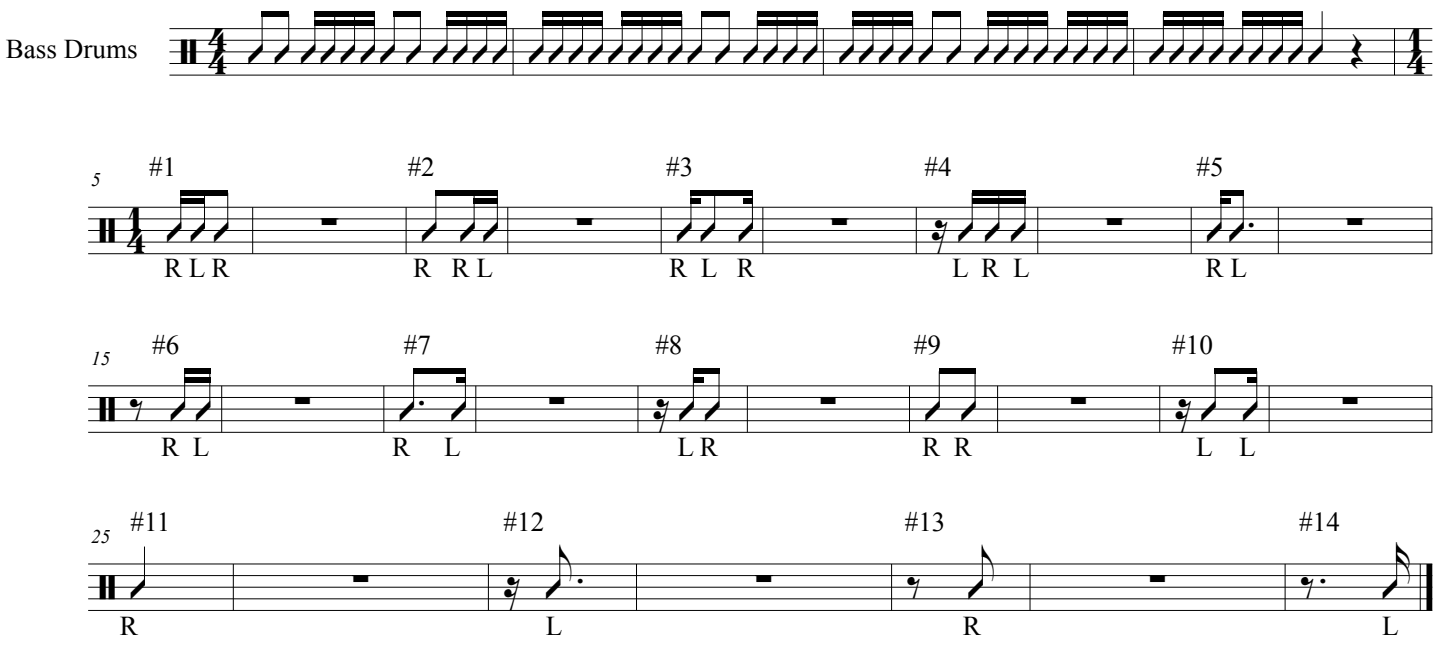


Troopers 2

# Timing Patterns

Timing Check

Bass Drums

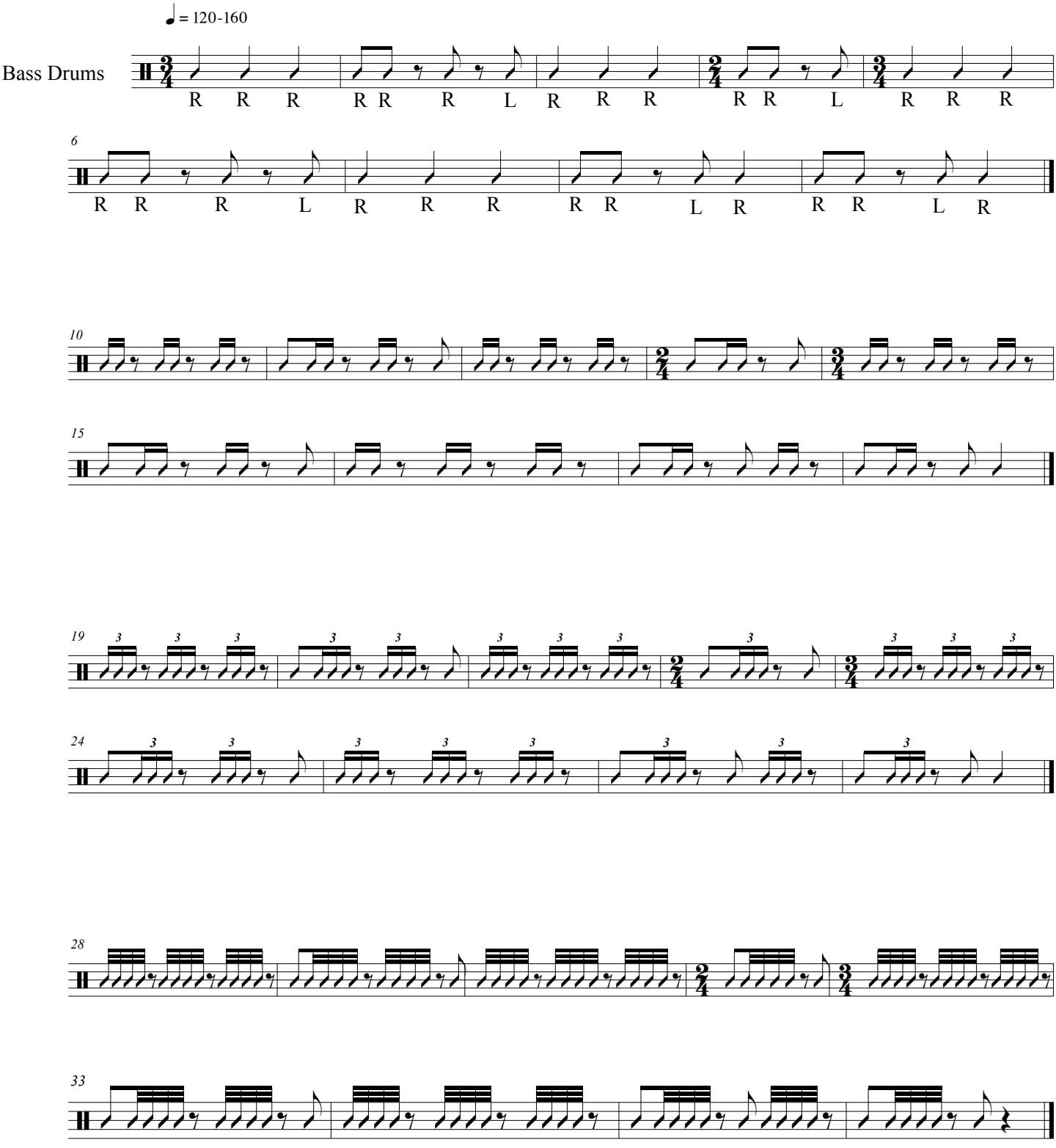


Troopers

# Interp

♩ = 120-160

Bass Drums

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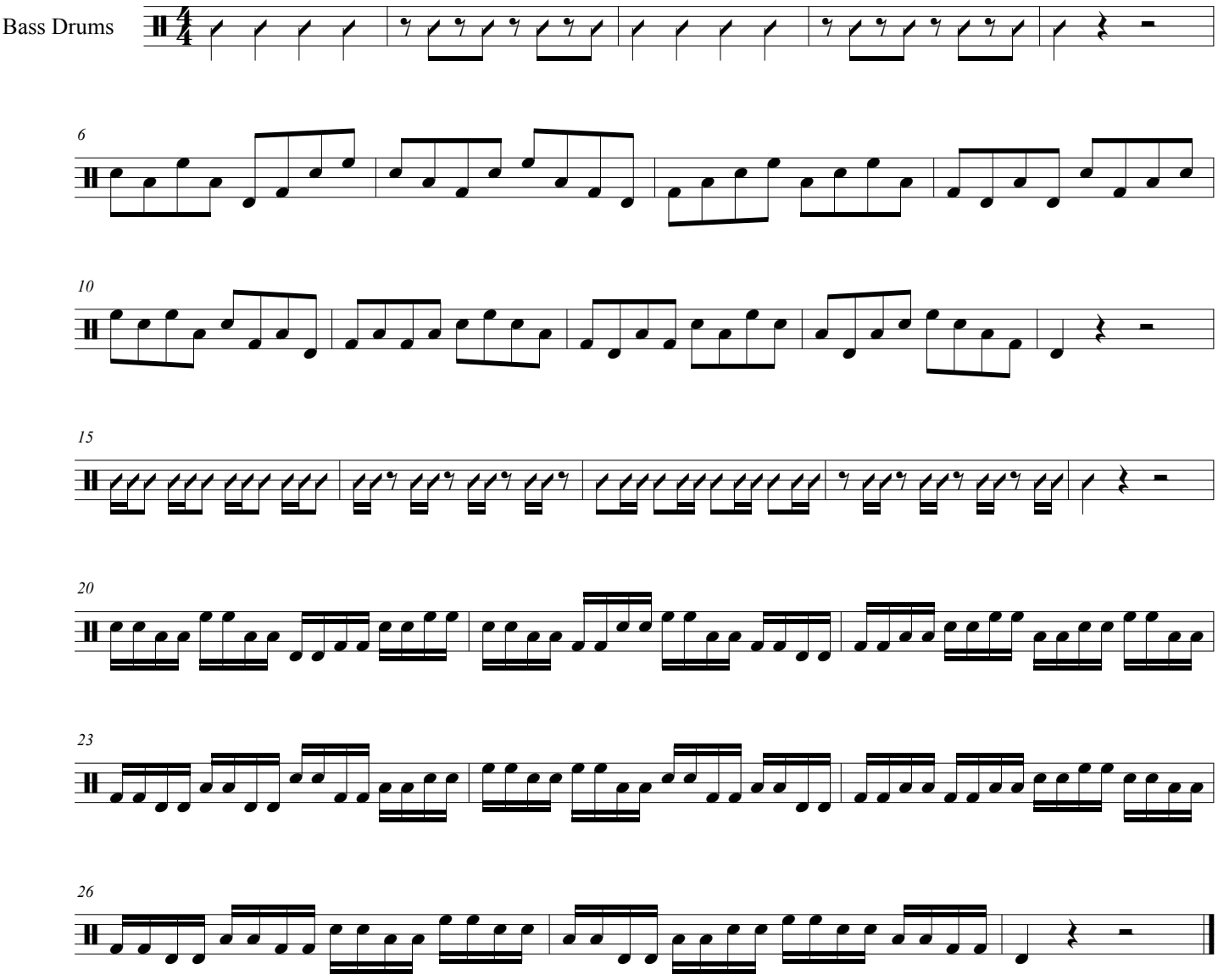
Troopers

# Flow Interp 1's & 2's

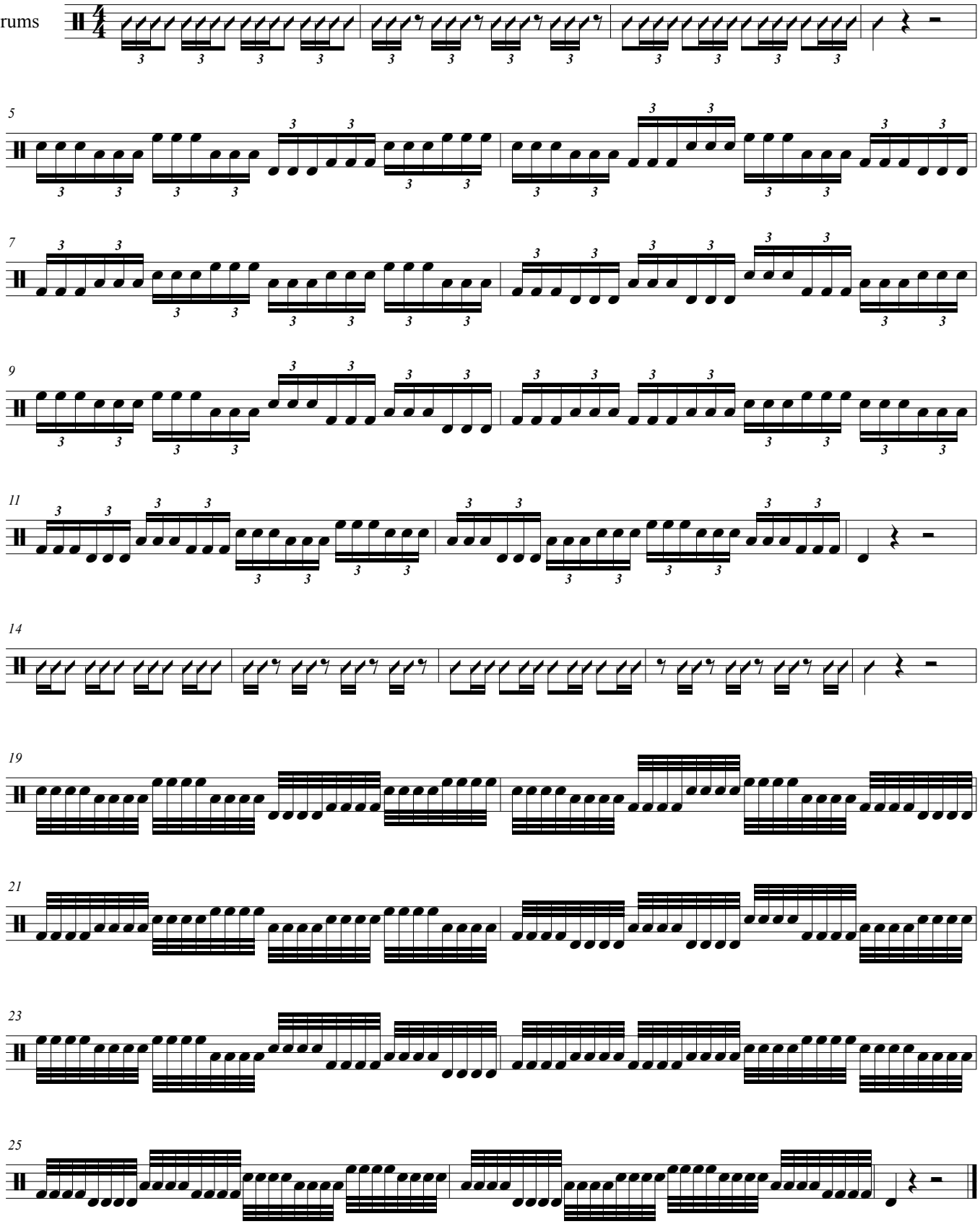
Bass Drums



Troopers

# Flow Interp 3's & 4's

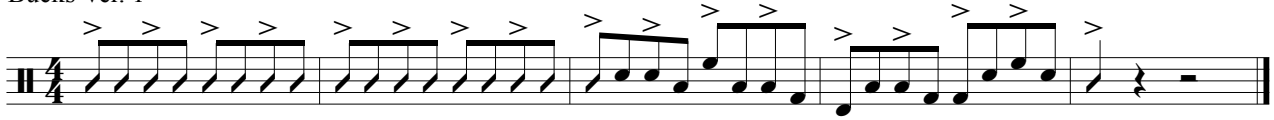
Bass Drums



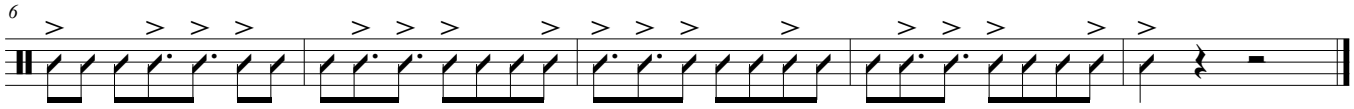
# 2016 Troopers
# Bass Splits

Bucks Ver. 1

Bass Drums



Bucks Ver 2



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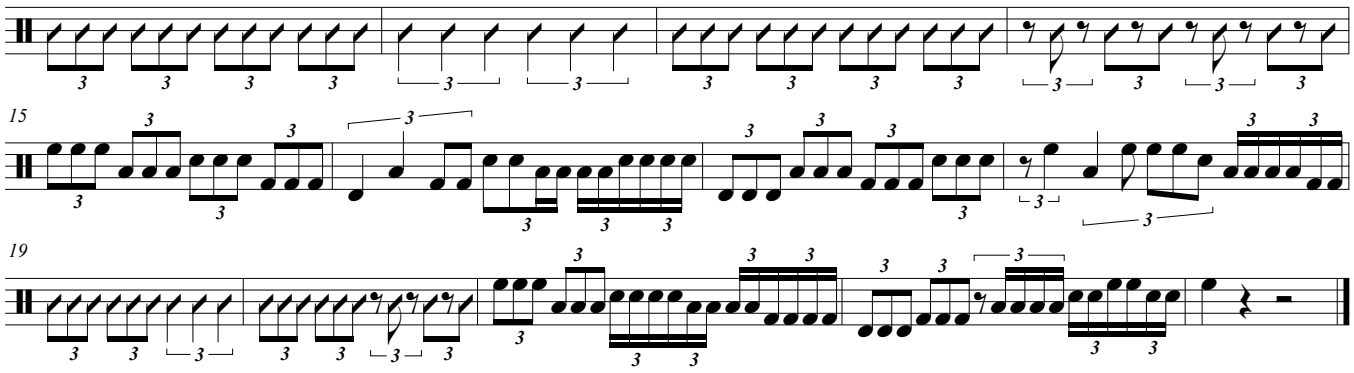

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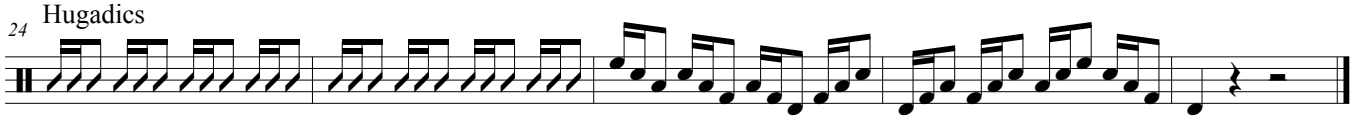

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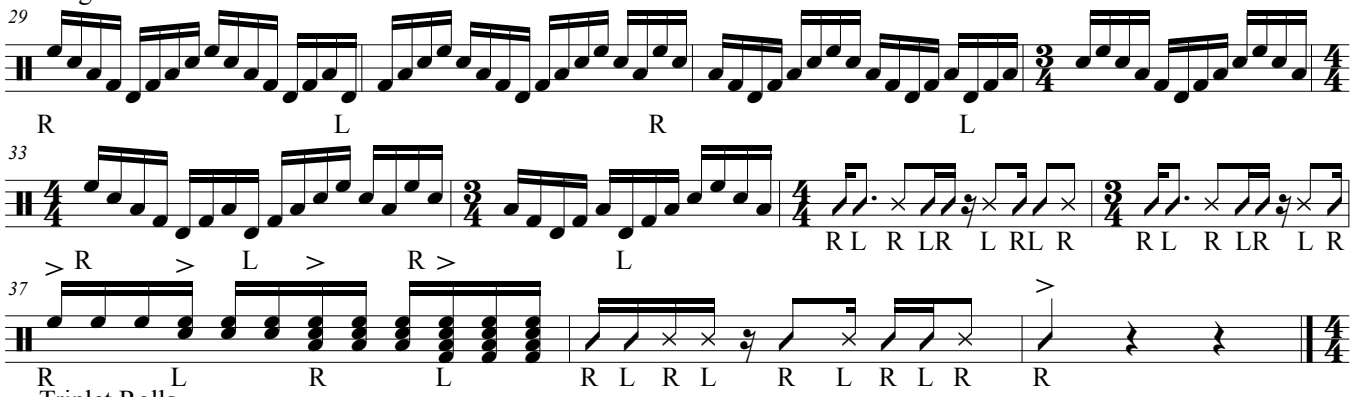
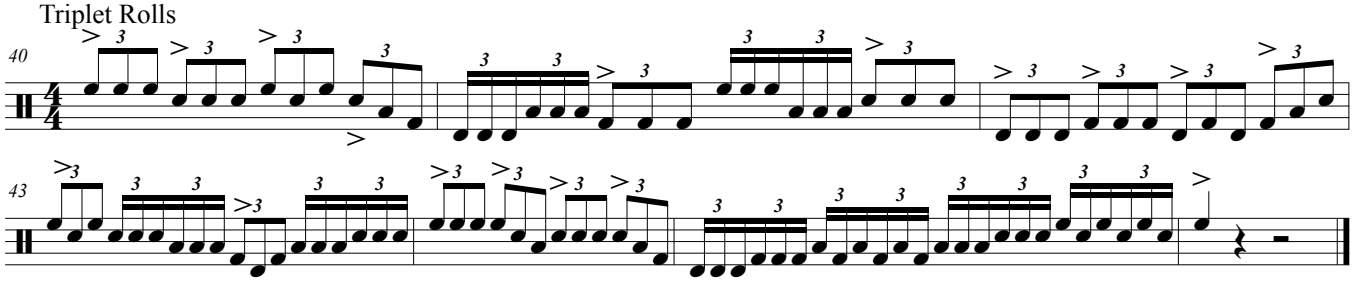



Triplet Rolls



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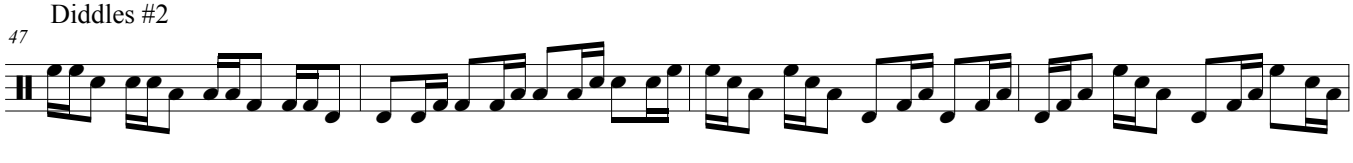


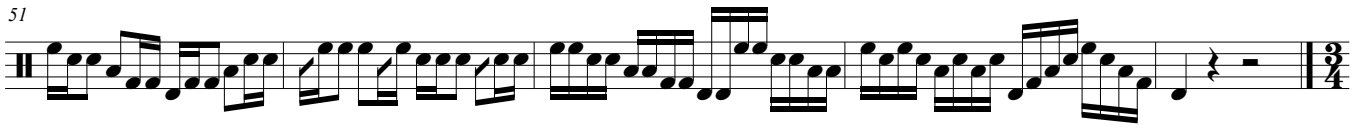

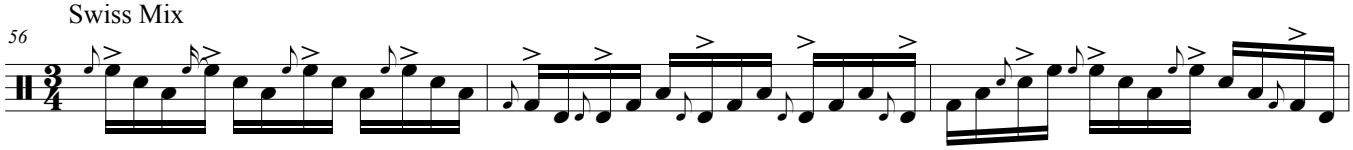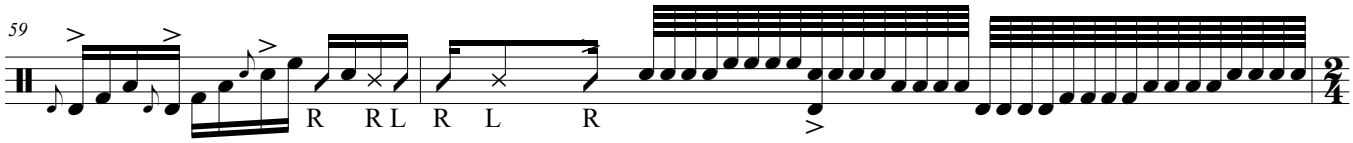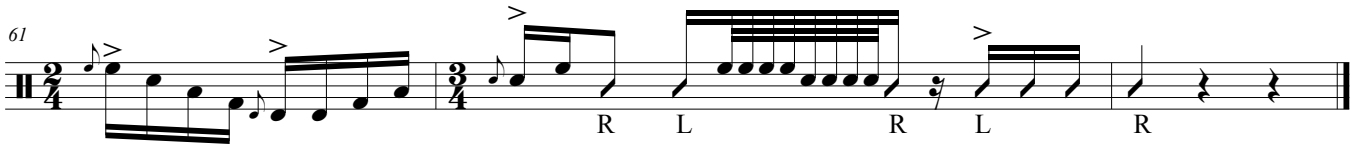
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