

# Sixteenth Notes - 15 Combinations ("Rhythmic Blocks")



As you've learned, in 4/4 time there are four beats in each measure. Each of those four beats can be subdivided into four 16th notes. Using different combinations of played notes and rests, there are 15 possible combinations of the four "available" sixteenth note spaces for each beat which we can use to make patterns and syncopations around the drum kit. Learning to accurately play each of these combinations ("RHYTHMIC BLOCKS") will greatly improve your timing and also enhance your creativity for creating fills and beat patterns.

**1.**    **1**   e + a

**2.**    1   **e** + a

**3.**    1   e   **+** a

**4.**    1   e   +   **a**

**5.**    1   e   +   a

**6.**    1   **e**   + a

**7.**    1   e   +   **a**

**8.**    1   **e**   + a

**9.**    1   e   +   **a**

**10.**   1   e   +   a

**11.**   1   e   +   a

**12.**   1   e   +   a

**13.**   1   e   +   a

**14.**   1   e   +   a

**15.**   1   e   +   a

**Note:** The black notes should be played, but the gray notes are rests. Even though I'm using the "1" count for the combinations, it works the same for the beats "2, 3, and 4" in each measure.



**Using a metronome, play through each combination individually for 4 measures.**

(Until they become familiar, a slow metronome speed is recommended. Start with 40-50 BPM and increase speed as you get better at them.)



**Eventually, work to play all 15 combinations for 2 measures each, back to back, without stopping.**

