



The Count Is A "Map" For Everything You Will Play

Though we won't be reading music or using musical notation, we still must have a way to see what should be played, and where, on the drums. One great approach is to use the count almost like a "map" that shows which drums should be played at a specific time by following the count.

As you count, beats and patterns should be played directly on top of the count to ensure proper timing and accuracy.

The Count Is Your Guide

When I have to figure out a drum part, I try to find out where drum hits are happening in relation to the count of the song. For example, in a 4-count song, the kick drum often hits on counts "1" & "3" and the snare often hits on counts "2" & "4."

Let's look at a basic example. This is a timeline for a 4-count beat, "1, 2, 3, 4." The drums that should be played are written directly beneath each count.

1	2	3	4
H	H	H	H
	SN		SN
K		K	

As you count along, play everything that is listed directly below each part of the count. So on count "1," we would play the **hi-hat** and **kick drum** together at the same time. On count "2," play the **hi-hat** and **snare drum** together, and so on.

A great advantage of this method is that you can go as slowly as needed, focusing only on a single count at a time. For best results when learning something difficult or unfamiliar, only speed up when you can play the part accurately and with control, consistently for at least a minute or two.