

# 360DRUMS

written by Joost Visser

## BOOK TWO

the book of fills

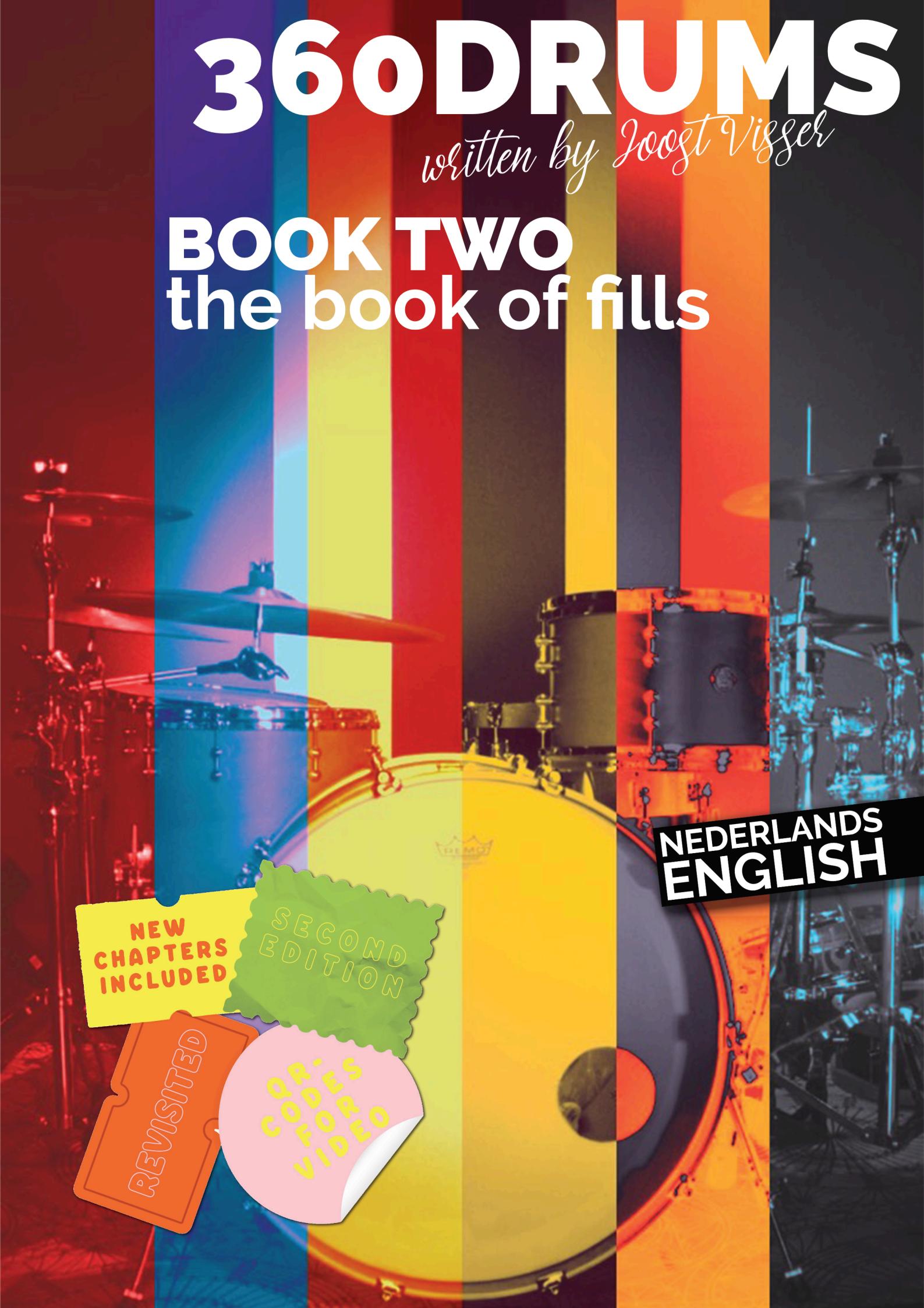
NEDERLANDS  
ENGLISH

NEW  
CHAPTERS  
INCLUDED

SECOND  
EDITION

CD,  
CODES  
FOR  
VIDEO

REVISED



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# INTRODUCTIE

Om een instrument echt goed te leren spelen moet je een lange reis afleggen. Voor sommigen gaat deze reis super snel, voor anderen lijkt het enorm lang te duren voordat ze weer een stapje verder zijn. Hoe dan ook, om de drums goed te leren spelen zijn 3 dingen heel belangrijk:

- 1) **Speel mee** met andere muzikanten (of audio) in verschillende tempi en stijlen.
- 2) **Speel beats** (of grooves) om de feel en onafhankelijkheid goed te trainen.
- 3) **Speel fills** waarin techniek, stijl en chops (of licks) gecombineerd worden.

Vaak worden deze 3 belangrijke elementen los van elkaar geoefend. Dit is perfect om een goede basis te laten ontstaan, maar de volgende stap is echt onmisbaar:

**Probeer deze 3 onderwerpen te combineren.**

En dat is waar dit boek over gaat. De twee losse boeken helpen je om makkelijke en moeilijke fills te combineren met beats in feels en verschillende stijlen. Zet boek 1 (beats) aan de linkerkant van jouw lessenaar en boek 2 (fills) aan de rechterkant. En aan de slag!

De meespeel-mp3's zijn beschikbaar in alle belangrijke tempi. Deze mp3's zijn geen echte liedjes. Elke mp3 is een 24-maten-loop waarin 12 maten couplet en 12 maten refrein worden gesimuleerd. Dit helpt je om te oefenen in verschillende energie-niveau's.

Aanvullend materiaal voor dit boek kan gevonden worden op de volgende website: [www.360drumsbook.com](http://www.360drumsbook.com) (bijv. jouw eigen mp3-pakket).

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# HOE WERKT HET

Plaats boek 1 en boek 2 naast elkaar op de lessenaar (beats links en fills rechts). Zo kun je een paragraaf van de beats samen oefenen met een paragraaf van de fills.

Gebruik zo veel mogelijk boek 1, boek 2 en de audio tegelijk. Dat kan op verschillende manieren. Zoek uit wat voor jou het beste werkt, bijvoorbeeld:

- speel 1 beat en 1 fill om en om (blijf deze 2 maten in een loop spelen).
- speel 3 keer dezelfde beat achter elkaar en sluit af met een fill  
(blijf deze 4 maten in een loop spelen)
- speel 7 keer dezelfde beat achter elkaar en sluit af met een fill  
(blijf deze 8 maten in een loop spelen)
- speel 6 keer dezelfde beat achter elkaar en sluit af met een dubbele fill  
(blijf deze 8 maten in een loop spelen)

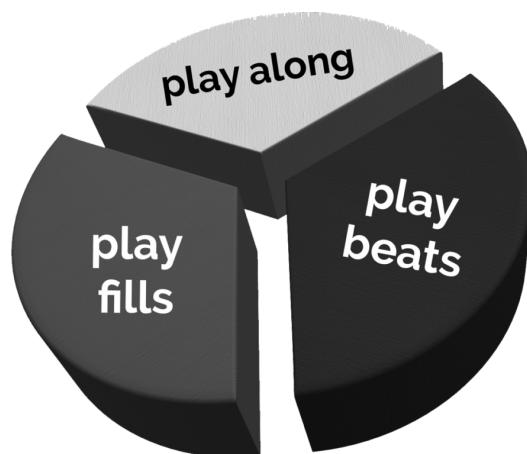
Begin altijd met de juiste track in 40bpm. Uit de volgende stijlen (feels) kun je een keuze maken:

- even feel (4/4 met gelijke 16de noten)
- triplet feel (4/4 met swingende 16de noten)
- bluesrock feel (12/8)

Begin altijd langzaam en ga stapje voor stapje sneller. Als het niet lukt om een oefening goed te spelen, dan speel je te snel. Gebruik in dat geval een langzamere track.

Conditie is een essentieel doel in het drummen. Als een oefening één keer lukt, blijf het dan een paar minuten spelen (dus eerst 4 keer achter elkaar, daarna 8 keer, en zo steeds langer) zodat je het goed onder de knie krijgt.

Dit gezegde is daarom goud waard voor elke drummer: "**één is geen**"



# INHOUD

## BOOK ONE (A)

hoofdstuk 1: **rock** (8th note beats)  
hoofdstuk 2: **blues rock** (12/8 and 8th notes)  
hoofdstuk 3: 12/8 and **half-time shuffle**  
hoofdstuk 4: adapting the beat  
hoofdstuk 5: **16th note** beats (1-e-&-a)  
hoofdstuk 6: 4/4 and **shuffle** (triplet feel)  
hoofdstuk 7: **1-e-&** on the hihat  
hoofdstuk 8: **fast rock** (4th note beats)  
hoofdstuk 9: **1-&-a** on the hihat  
hoofdstuk 10: beat **displacement**  
hoofdstuk 11: 8th note beats with **accent** on the beat  
hoofdstuk 12: **syncopated 8th notes** on the hihat  
hoofdstuk 13: 8th note beats with **accent** on the **off-beat**  
hoofdstuk 14: **modulation**  
hoofdstuk 15: **open** hihiats  
hoofdstuk 16: **latin-american**

## BOOK TWO (B)

hoofdstuk 1: fills in **rock** (on snare and two toms)  
hoofdstuk 2: fills in **blues** (on snare and two toms)  
hoofdstuk 3: fills in **rock** (with bassdrum added)  
hoofdstuk 4: fills in **blues** (with bassdrum added)  
hoofdstuk 5: **mini** fills  
hoofdstuk 6: big **accents**  
hoofdstuk 7: **independance** excersises as fills  
hoofdstuk 8: using **swipes**  
hoofdstuk 9: playing fill **systems**

## MP3-PACKAGE

deel 1: 16th notes **even** feel  
deel 2: **bluesrock** (8th notes triplet feel)  
deel 3: 16th notes **triplet** feel  
deel 4: climbing tracks (45-130bpm)  
deel 5: big **accents** (70bpm)  
deel 6: big **accents** (105bpm)  
deel 7: big **accents** (135bpm)  
deel 8: clicks on the **1** (even/triplet feel)  
deel 9: clicks on the **e** (even/triplet feel)  
deel 10: clicks on the **&** (even/triplet feel)  
deel 11: clicks on the **a** (even/triplet feel)  
deel 12: clicks on the **dotted quarter** (even/triplet feel)  
deel 13: clicks on the **dotted 8th note** (even/triplet feel)

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# INTRODUCTION

To be able to play an instrument requires a long journey. For some, this journey goes surprisingly quick, for others it seems an eternal quest. Anyway, to master the drums it is key to focus on three main skills.

- 1) **Play along** with musicians (or audio) in different tempos and styles.
- 2) **Play beats** (or grooves) in which the feel and independence is trained.
- 3) **Play fills** in which technique, style and chops (or licks) are combined.

Often these 3 main skills are studied separately, which is perfect to obtain a good and solid foundation. But the next step is crucial:

## **Learning to combine these three topics.**

And that is what this book is about! The two separate books will help you to combine easy and more complex fills with beats in different styles and feels. Place book 1 (beats) on the left side of your music stand and place book 2 (fills) on the right side. Off you go!

Play along mp3's are available in all important tempos. These play along mp3's are not real songs. Every mp3 is a 24-bar-loop with a simulation consisting of 12 bars verse and 12 bars chorus. This helps to study to play drums at different energy levels.

Additional content for this book can be found in the app and on the following website: [www.360drumsbook.com](http://www.360drumsbook.com) (e.g. your own mp3-package).

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# HOW TO USE

Place book one and book two next to each other on your music stand.

Always use book one, book two and the audio. Find out what best suits you personally, for example:

- play a beat 1 time and play 1 fill (play these 2 bars as an ongoing loop)
- play a beat 3 times and play 1 fill (as an ongoing loop)
- play a beat 7 times and play 1 fill (as an ongoing loop)
- play a beat 6 times and play 1 fill twice (as ongoing loop)

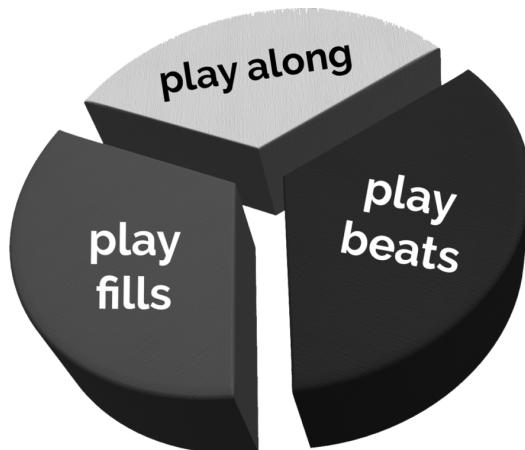
Start with a suitable 40bpm track, you can choose between:

- even feel (4/4)
- triplet feel (4/4)
- bluesrock feel (12/8)

Always start slow and go faster step by step. If you aren't able to play it right, you are probably trying too fast of a track and you need to use a slower track instead.

Endurance is essential for learning the drums. When you are successful with an exercise, you should continue playing it. Playing it successfully for one bar or two bars doesn't prove you can play it for a complete song. While practising, remember this:

**,“ONE IS NONE”**



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chapter 8: using **swipes**  
chapter 9: playing fill **systems**

## MP3-PACKAGE

part 1: 16th notes **even** feel  
part 2: **bluesrock** (8th notes triplet feel)  
part 3: 16th notes **triplet** feel  
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part 6: big **accents** (105bpm)  
part 7: big **accents** (135bpm)  
part 8: clicks on the **1** (even/triplet feel)  
part 9: clicks on the **e** (even/triplet feel)  
part 10: clicks on the **&** (even/triplet feel)  
part 11: clicks on the **a** (even/triplet feel)  
part 12: clicks on the **dotted quarter** (even/triplet feel)  
part 13: clicks on the **dotted 8th note** (even/triplet feel)

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# chapter 1

# basic fills

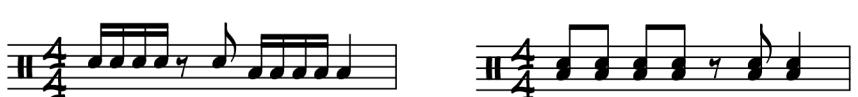
1.1



1.2



1.3



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# chapter 2

# basic fills

2.1

A musical staff with a bass clef, a sharp sign indicating one sharp, and a '12/8' time signature. It consists of five measures of music. The first measure has two eighth notes. The second measure has three eighth notes. The third measure has four eighth notes. The fourth measure has three eighth notes. The fifth measure has two eighth notes followed by a short vertical line.

A musical score for a single instrument. It features a treble clef, a key signature of one sharp (F#), and a common time signature. The score consists of two measures. The first measure contains a sixteenth-note rest followed by a sixteenth-note eighth note pair. The second measure contains a sixteenth-note eighth note pair followed by a sixteenth-note rest.

A musical staff with a 12/8 time signature. It consists of two measures. The first measure contains six eighth notes. The second measure contains five eighth notes, followed by a dotted half note.

2.2

A musical score for a single instrument. It features a key signature of two sharps, a common time signature, and a tempo marking of 12. The music consists of a series of eighth-note patterns. The first measure contains four eighth notes. The second measure contains three eighth notes. The third measure contains four eighth notes, with the first note being a sixteenth note followed by three sixteenth notes. The fourth measure contains three eighth notes. The fifth measure contains four eighth notes. The sixth measure contains three eighth notes, ending with a dotted half note.

A musical score page for 'The Star-Spangled Banner'. The key signature is three sharps. Measure 12 starts with a bass clef, a common time signature, and a tempo marking of 120 BPM. It consists of two measures of eighth-note patterns. Measure 13 begins with a treble clef, a key signature of one sharp, and a tempo marking of 160 BPM. It also consists of two measures of eighth-note patterns.

A musical score for 'The Star-Spangled Banner' in 2/4 time. The key signature is F major (one sharp). The score consists of two staves of music. The first staff ends with a repeat sign and a 'C' (common time). The second staff begins with a 'G' (G major) and continues with the melody.

2.3

A musical score page showing measures 12 through 15. The key signature is B-flat major (two flats). Measure 12 starts with a bass clef, a B-flat, and a common time signature. It contains a sixteenth-note figure followed by eighth notes. Measures 13 and 14 continue this pattern. Measure 15 concludes with a half note followed by a dotted half note.



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# chapter 3

# basic fills

3.1



3.2



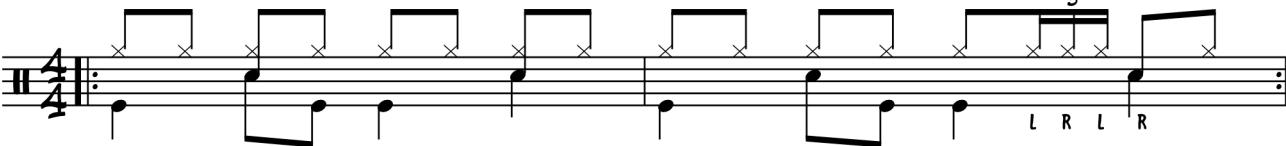
3.3

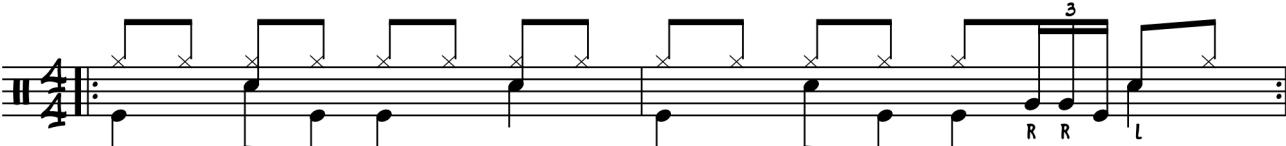


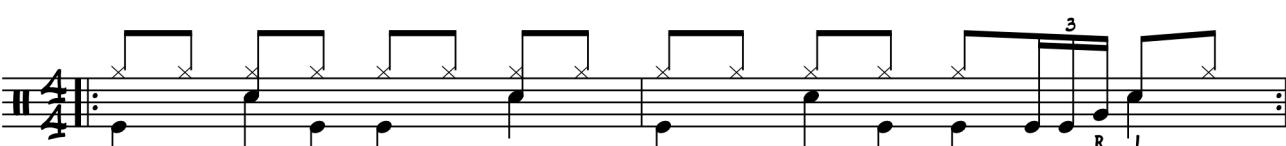
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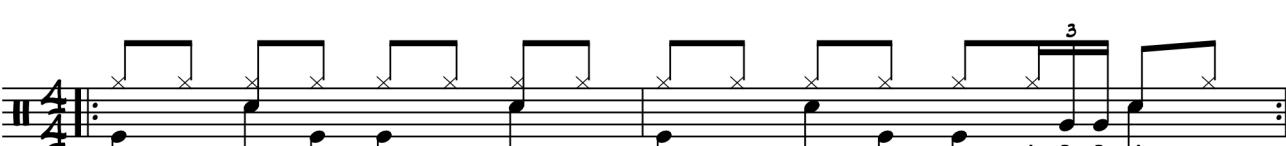
# chapter 5

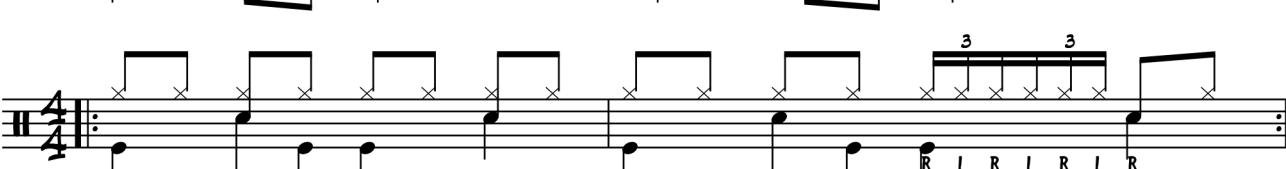
# mini fills

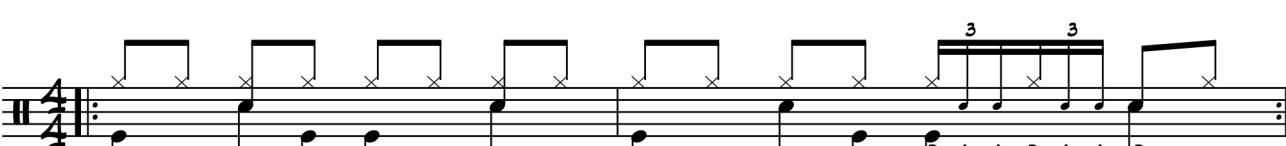
11  3  
L R L R

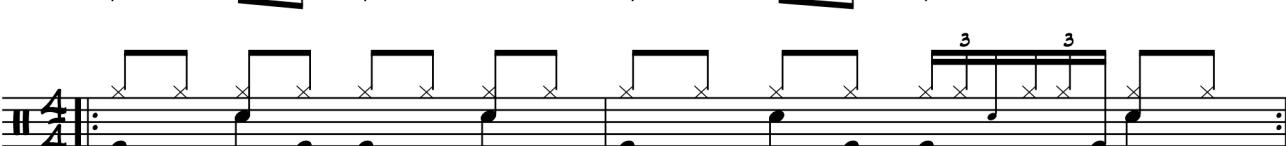
12  3  
R R L

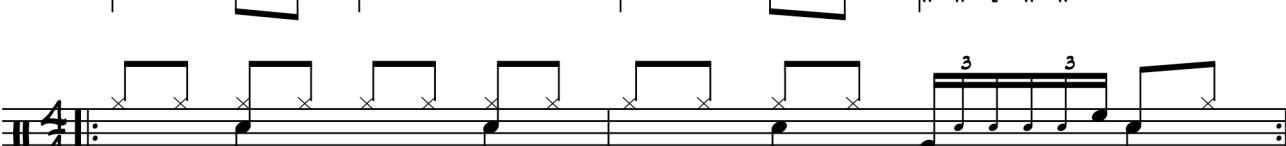
13  3  
R L

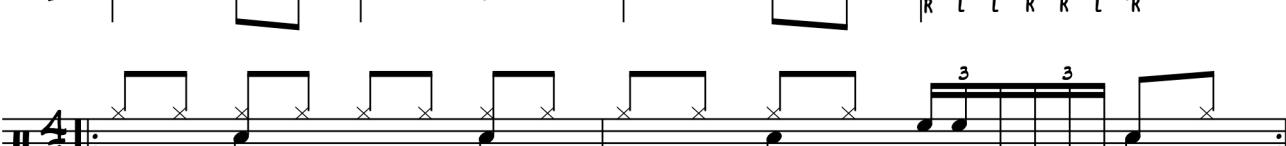
14  3  
L R R L

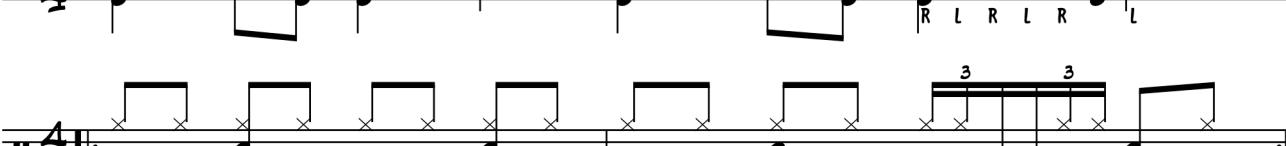
15  3 3  
R L R L R L R

16  3 3  
R L L R L L R

17  3 3  
R R L R R

18  3 3  
R L L R R L R

19  3 3  
R L R L R L

20  3 3  
R L R L R



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# chapter 6 big accents

1  8 8 16

2  8 8 6 4 6

3  6 6 10 4 6

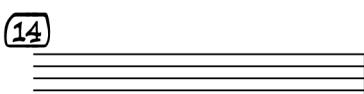
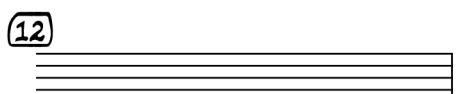
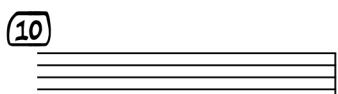
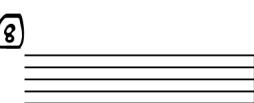
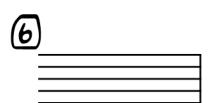
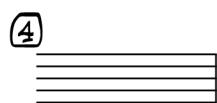
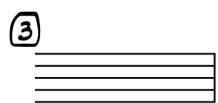
4  6 14 2 4 6

5  8 6 8 4 6

6  2 2 12 6 10

7  2 2 8 4 6 10

8  6 4 6 3 3 10



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# chapter 8

# swipes

11 

12 

13 

14 

15 

16 

17 

18 

19 

20 



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# chapter 9 system #01

(A) R L R K

(B) R L R L R K

(C) R L R L R L R K

Possible combinations:  
CA  
BA +2

Possible combinations:  
B B A  
C A A  
A A C +2



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# chapter 9 system #01

(A) R L R K

(B) R L R L R K

(C) R L R L R L R K

Possible combinations:  
C A B A +2  
B C A B

Possible combinations:  
B B C A B  
A A C B B A  
C B B A C

