# Stick Control Unleashed Part II: Rock & Funk

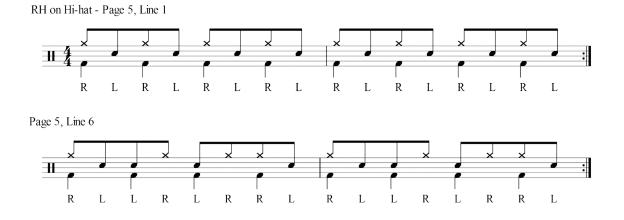
Last time, we looked at some muscle building exercises. Now we'll start looking at the tremendous rhythmic potential of G.L. Stone's *Stick Control*. Again, we'll concentrate on the first three pages, but with a bit of creativity the ideas presented here can be applied throughout the book.

When working on these variations, think in terms of the inner and outer lines. That is, listen to the outer or musical line as the lead hand plays it, usually on the cymbal or hi-hat. So the inner line would be the part played with the other hand. While practicing, make a habit of shifting your attention from one limb to another. While some of the combinations may not appeal to you, many of them will be immediately useful.

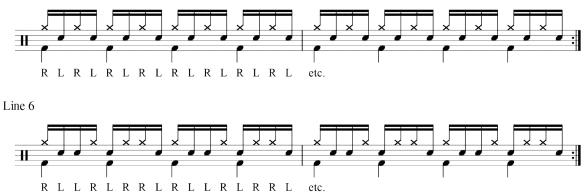
## I. Rock Variations 1 - Hi-hat & Snare

There are some excellent rhythms hidden inside many of *Stick Control*'s lines – especially pages 5 through 7 – and you'll find a lot of top players using them. Begin by playing the figures as 8th notes, R on the hi-hat and L on the snare, bass drum in basic 4. When comfortable, move the figures up to 16th notes, bass drum still in 4.

$$R = RH \text{ on } HH$$
$$L = LH \text{ on } SN$$
$$BD = 4/4$$



Interpret lines as 16th notes, Line 1



#### Advanced

R

- 1. Play the right or lead hand on the cymbal, adding the hi-hat on 2 & 4.
- 2. When a single snare stroke lands on 2 or 4, accent it.
- 3. When a single snare stroke lands 'near' a beat, accent it; play the other snare notes as ghost notes.

etc.

16th Notes with accents on Snare



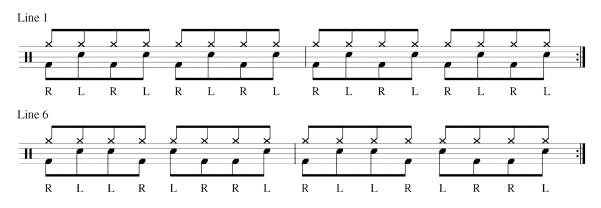
#### II. Rock Variations 2 - Bass Drum & Snare vs. Ride

The goal here is to play figures between the bass drum and snare while keeping a rock ride rhythm. Play steady 8ths on the closed hi-hat, then add the *Stick Control* figures as 8th notes, playing the bass drum for R and the snare for L. Also play the 8th note ride on the cymbal, adding the hi-hat on 2 and 4.

HH/Cym = 8<sup>th</sup> note ride R - RD

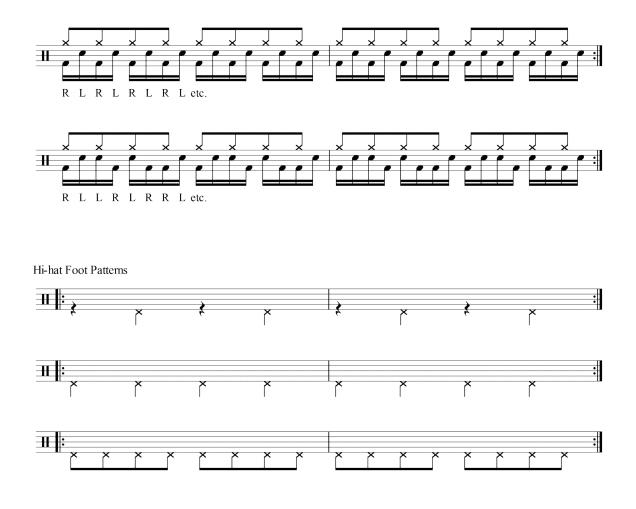
$$K = R\Gamma$$

L = SN



#### Advanced

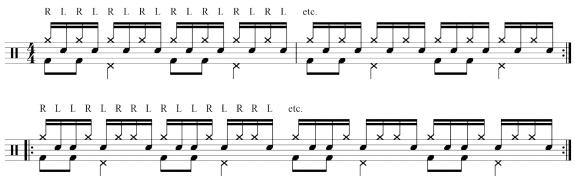
- 1. Play the figures as 16th notes against the 8th note ride the hi-hat.
- 2. Play the ride on the cymbal and add the hi-hat on 2 & 4
- 3. Add the hi-hat on all 4 beats.
- 4. Play the hi-hat foot in 8<sup>th</sup> notes.



## III. Rock/Funk Variations 3 - Bass Drum

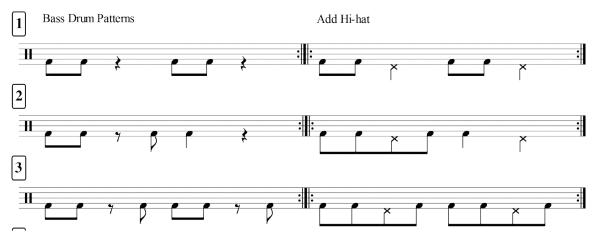
We can add an interesting layer of rhythm by using a variety of rock bass drum patterns against a figure. Each of the illustrated bass drum patterns can be found liberally in rock and funk. Play the stickings as 16th notes, with the R strokes on the closed hi-hat and the L strokes on the snare.

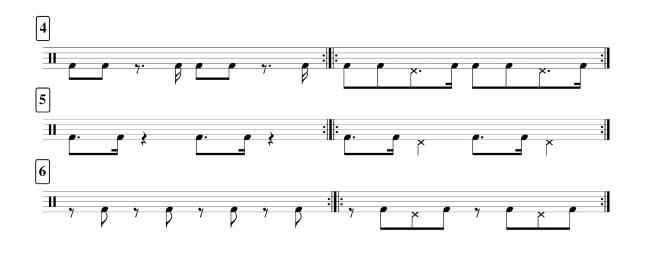
Bass Drum Pattern No. 1



## Advanced

- 1. Play R strokes on the cymbal, L strokes on the snare, hi-hat on 2 & 4.
- 2. Add the hi-hat on all 4 beats with the hi-hat foot.
- 3. Play 8th notes with the hi-hat foot.

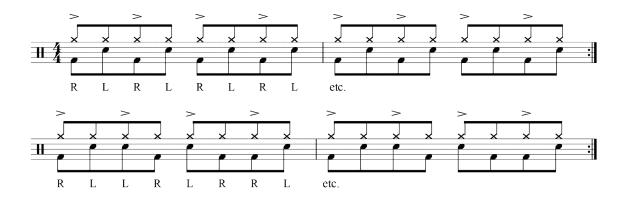




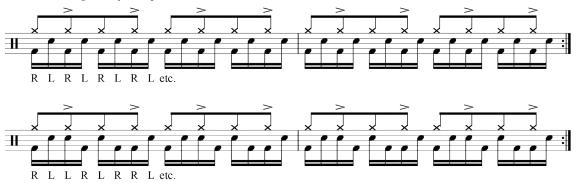
# IV. Rock Variations 4 - Cymbal

This one adds new textures to the patterns by varying the ride cymbal. The ride patterns can be played on the hi-hat or on the cymbal with hi-hat on 2 & 4. Interpret the lines as 8<sup>th</sup> notes and then as 16th notes. Note the cymbal accents.

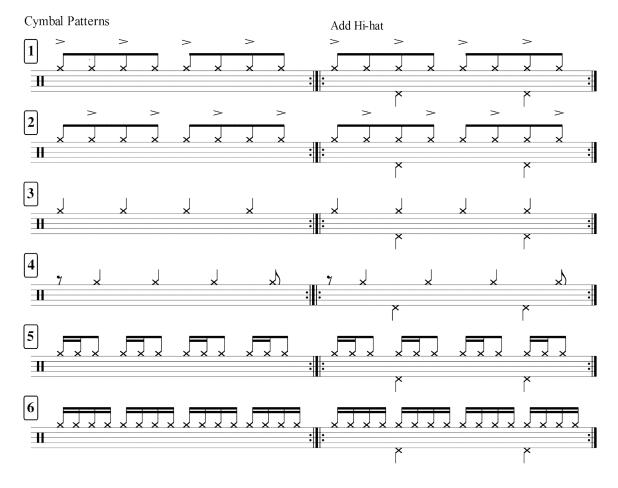
Cym = Various patterns R = BD L = SN HH = 2 & 4



As 16th notes against cymbal pattern No. 2



# **Cymbal Variations**



# Stick Control For the Snare Drummer

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