



The mission of the Hudson Music Teacher Integration Program, or T.I.P., is to further and enhance drum education by encouraging the use of New Media by drum educators (in both private and public settings) and by offering suggestions and methods for incorporating these tools into their teaching practices. This will be done through the development of Teacher's Guides for new media, as well as print and electronic distribution of T.I.P. support materials, and interactive online participation from T.I.P. members and the drumming community at large. An important component will be the formation of and input from a T.I.P. Advisory Board, whose members will be chosen from a wide variety of musical styles, geographic locations, and teaching practices.

DVD TEACHER'S GUIDE: Jojo Mayer: Secret Weapons for the Modern Drummer

Purpose of this guide: This guide is designed to give you, the drum/percussion teacher, an overview of this DVD along with suggestions for incorporating it into your teaching practice.

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Credits:

Hudson Music T.I.P. Coordinator: Mike Sorrentino

Hudson Music Senior Drum Editor: Joe Bergamini

Guide Compiled by Mike Sorrentino

Edited by Joe Bergamini

Additional Editing by Jojo Mayer

Design and Layout by Joe Bergamini and Willie Rose

Hudson Music Staff/T.I.P. Contributors: Mike Hoff, David Levine, Paul Siegel, Rob Wallis

T.I.P. Advisory Board: Carl Allen, Neil Garthly, Donny Greundler, Steve Houghton, Sherri Maricle, Allison Miller, Rod Morgenstein, John Ramsay, Peter Retzlaff, Ed Soph, Jeff Salem

HOW TO USE THIS TIP TEACHER'S GUIDE

This guide is designed to give drummers some insights into ways of using the ideas on the DVD. The guides are written from the perspective of a drum teacher, but they can be easily adapted to be used by anyone. They consist of five main parts: keywords, chapter summaries, multimedia lesson suggestions, a list of cross reference materials, and suggestions for incorporating the material into your teaching practice.

Keywords are provided as an “at-a-glance” list for you to quickly find where a certain topic is discussed or demonstrated. Think of it as a very detailed table of contents. Simply find the word you’re looking for on the left and its relevant sections on the DVD are listed to the right.

Chapter Summaries are provided to give a quick overview of the contents of the DVD. By looking these over you can see which chapters will exactly address a desired topic. This can be especially handy in a lesson, when time is of the essence.

The **Cross-Reference Guide** gives examples of how you can use common books and standard drum literature with the information on the DVD. This is provided in a chart format, and we mainly reference the most common drum books. Feel free to substitute others as you see fit, and share suggestions with us via www.hudsonmusic.com.

Suggested Multimedia Lessons are ideas for incorporating new media into your teaching or studying. Most of these suggestions will use the DVD material with some other format, and all will attempt to reinforce the material in ways that go beyond a simple viewing.

Related Materials is a list of other media that relate to the topics covered in this DVD.

General Suggestions for Incorporating New Media are ideas that can be applied in general, throughout your teaching practice.

KEYWORDS

The following page contains a Keywords table. This table functions as a combination glossary/quick reference chart. The left column contains keywords: topics of interest that are contained on this DVD. The right columns contain a listing of the chapters on the DVD where this topic/subject is discussed. This will enable you to quickly find topics for use during lessons.

Keyword	DVD Chapters
Accuracy	Chops Factory - Accuracy
Control	Chops Factory - Dexterity and Control
Controlled Bounce	The Moeller Technique - Controlled Bounce
Controlled Rebound	Fundamentals - Rebound
Dexterity	Chops Factory - Dexterity and Control
Drop/Bounce	Secret Weaponstwo for one traditional grip
Endurance	Chops Factory - Endurance and Power
Fast Twitch	Chops Factory
Finger technique	The Tools - finger technique in German Grip, The Tools -Finger technique in French grip The Tools- Finger Techique in Traditional Grip
Flam Accent	Chops Factory - Flam rudiment analysis and Breakdown
Flam Paradiddle	Chops Factory - Flam rudiment analysis and Breakdown
Flam Tap	Chops Factory - Flam rudiment analysis and Breakdown
Flams	Chops Factory - Flam rudiment analysis and Breakdown
Freestroke	The Tools - Gladstone/Freestroke technique
French Grip	Fundamentals - French Grip
Fulcrum	Fundamentals - Fulcrum
German Grip	Fundamentals - German Grip
Gladstone	The Tools - Gladstone/Freestroke technique
Horizontal Movement	The Big Gears, Upper Body, Drumset Technique
Inverted Flam Tap	Chops Factory - Flam rudiment analysis and Breakdown
Moeller Stroke	The Moeller Technique - Basic Moeller Stroke The Moeller Technique - The Moeller Stroke
Natural Rebound	Fundamentals - Rebound
Pataflafla	Chops Factory - Flam rudiment analysis and Breakdown
Power	Chops Factory - Endurance and Power
Pull Out Accent	The Moeller Technique - Pull Out accent
Pumping Motion	The Moeller technique - Pumping Motion
Push/Pull Motion	Secret Weapons -Two for One Secret Weapons - Two For One Push/Pull Fench Grip Secret Weapons - Two For One Traditional Grip
radius ulna	The Tools - Radius Ulna in Traditional grip
Rebound	Fundamentals - Rebound
Single Strokes	The Moeller Technique - Interlacing Single Strokes
Slow Twitch	Chops Factory
Speed	Chops Factory - speed
Swiveling Technique	Secret Weapons - two for one traditional grip
Thumb Technique	The Tools -Thumb Technique in traditional grip
Traditional Grip	Fundamentals - Traditional grip
Vertical Movement	The Big Gears, Upper Body, Drumset Technique
Volume	Concepts - Volume and Overplaying
Warming up	Concepts - How to Warm Up

CHAPTER SUMMARIES: DVD OVERVIEW

Secret Weapons for the Modern Drummer is a comprehensive reference guide on the physics of drumming. Although it can be used by extremely advanced players, it contains enough clear and simple instruction to be applicable to all levels of drummers. There are several recurring themes throughout the DVD: maximum control with minimum influence, how to manage the physical energy and forces to get the stick to do the work for you, and how to troubleshoot any technical problems or bad habits you're struggling with. PDFs are included.

Fundamentals

- Differences between matched grip and traditional grip
- Proper position and movement in matched and traditional grip
- Differences between French and German grip
- Proper position and movement in French and German grip
- Benefits of traditional grip vs benefits of matched grip
- History of the development of traditional grip
- Discussion of the fulcrum
- Discussion of natural and controlled rebounds

The Tools

- Introduces the concept of “gears:” using bigger muscles for power and smaller for speed
- Gladstone/Freestroke Technique is demonstrated with attention given to stick rebound.
- Demonstration of the control stroke.
- Maximum control with minimal influence is demonstrated with the use of graphics, and by listening to the resonance of the stick.
- Finger technique in French grip includes exercises for developing individual fingers and troubleshooting tips.
- Finger technique in German grip contains an exercise to develop the strength of the fingers in this position and includes a discussion of the importance of the little finger.
- Thumb technique in traditional grip isolates the thumb and demonstrates its proper movement.
- Radius/ulna in traditional grip shows the proper rotation and includes a developmental exercise using a penny.
- Finger technique in traditional grip shows an exercise to develop the pulling motion of the fingers of the left hand, then demonstrates the standard playing position
- Leverage in traditional grip shows the effect of the angle of the wrist and closeness of the fingers on volume and power.
- Double Strokes contains exercises and tips for evening out a double stroke roll.
- The snap shows how to close the fingers on the second note of a double to give a slightly louder sound.
- Grip Switch from traditional to matched and back is made easier through the use of a standardized, economical motion.

The Moeller Technique

- The Moeller stroke is demonstrated by the example of an energy wave traveling through a chain.
- A demonstration of the basic Moeller stroke is given by breaking the movement down into three simple, smaller parts.
- Low and half Moeller strokes are discussed. The role of the elbow in determining the strength of the stroke is covered.
- Controlled bounce is covered in depth, as is the application and usefulness of the Moeller stroke and controlled bounces when combined. Excellent troubleshooting tip for the proper left hand grip.

- Pull-out accents are demonstrated in slow motion, along with some musical applications.
- Pumping Motion explains the concept of generating a series of multiple strokes from one initial impulse. This concept is the key to executing any kind of accented single stroke rolls with a fraction of the effort normally associated with this task.
- Interlacing Single Strokes shows how to incorporate the left hand into a series of right hand notes.

Secret Weapons Two For One

- The concept of getting two notes for one stroke using a push/pull motion is introduced. The similarities to an abbreviated Moeller stroke are shown, as well as a demonstration of the movement without the stick in his hand.
- The Mayer Stroke/Valving technique shows the application of the movement used by trumpet players on the stick.
- Push-pull in French grip shows the application in this position.
- Two-for-one traditional grip shows three different movements incorporating the two for one concept in the left hand. This section covers swiveling techniques, drop bounce, and the “Buddy Rich” movement.
- One Handed Roll is demonstrated using the rim of the drum as a secondary fulcrum to produce “single” stroke and multiple bounce rolls with one hand.
- Intelacing Single Strokes demonstrates ways to incorporate these techniques to produce smooth and fast singles.

Chops Factory

- Includes a discussion of fast- and slow-twitch muscle fibers, their development, and their effects on your playing.
- An exercise to develop speed using a metronome is demonstrated.
- Accuracy and its relationship with speed examined. An interesting concept of slowing down to very slow speeds, like tai-chi masters, to develop speed is discussed.
- In the Endurance and Power section, a clapping exercise that can be done anywhere is given to increase endurance. The benefits of playing on pillows is challenged while a demonstration on pillows, pieces of paper, and pepperoni pizzas shows the application of these techniques on any surface.
- An exercise for dexterity and control is given using a breakdown for double stroke, going slow to fast and back engaging all the different “gears.”
- Flam rudiment analysis and breakdown shows several flam rudiments and their use of the various techniques.
- The Big Gears (upper body drumset technique) demonstrates the horizontal and vertical movements around a drumset as well as how the upper body acts as a transport for the smaller gears.

Concepts

- In this section JoJo introduces some mental concepts to improve your playing.
- How Fast can You Hear? Introduces the concept that one can play with musical intention only as fast as one can hear or imagine a sound. Includes an exercise to develop speed in hearing.
- How to Warm Up covers JoJo’s personal concepts for preparing to play.
- Volume and Overplaying gives insights into how to stay within one’s comfort zone while performing and the negative effects of trying to pull too much volume out of a drum.
- “Playing out of the drum” demonstrates the physical and sonic benefits of allowing the drum to resonate and the physical technique of riding the oscillations of drum heads.
- Practice quotes gives some inspiring advice and thoughts to remember while practicing.

CROSS-REFERENCE GUIDE

Here are some specific ways to incorporate this DVD with existing books you may already be using.

Fundamentals

This section of the DVD deals with universal concepts that apply to drumming technique. As such, the student can view this section in its entirety and discuss how these concepts might apply to whatever basic materials the student is working on.

Gladstone/Freestroke Technique

Excellent visual reference and companion to students working on these techniques

The Moeller Technique

This section contains a detailed analysis of the Moeller Stroke, its derivatives and applications.

Chops Factory

As with many sections of this DVD, the concepts governing speed, accuracy and endurance are universal and can apply to any course of drum study.

Books: Elementary	Fundamentals	Gladstone/Free-stroke Technique	The Moeller Technique	Chops Factory
Alfred Drum Method Volume 1 and 2 (Sandy Feldstein/Dave Black)	•			
Haskell Harr Drum Method (Haskell Harr)	•			
Elementary Studies for Snare Drum (Roy Burns)	•			
Books: Intermediate to Advanced				
Stick Control (George Lawrence Stone)	•	pages 5-7		Flams: pages 16-23
Master Studies (Joe Morello)	•	pages 40-41	pages 7-19 and 55-75	Flams: pages 82-90
It's Your Move (Dom Famularo and Joe Bergamini)	•	pages 10-14	pages 16-28	Flam Intervention & Facility Sections
Patterns Series (Gary Chaffee)	•	vol 4, pages 4-8	vol 2, pages 9-23	
Master Studies II (Joe Morello)			•	
Accents and Rebounds (George Lawrence Stone)			•	
Videos, DVDs				
Steve Smith: History of the US Beat	•		•	
Neil Peart: A Work In Progress	•	•		
Jim Chapin: Control, Power, Speed, Endurance	•	•	•	
The Best of 10 Years of the Modern Drummer Festival	•	•	•	
Bob Breithaupt: Snare Drum Basics	•	•	•	
Master Series: Antonio Sanchez	•			

RELATED MATERIALS

In *Secret Weapons for the Modern Drummer*, Jojo brings together concepts from many different schools of thought concerning hand technique. One of the challenges drummers face is to determine which techniques work for his or her own individual style and physical build. There are many other books and DVDs available that address the techniques included here, as well as other ideas. For further investigation of hand technique concepts we recommend the following:

DVDs/Videos:

Steve Smith: Drumset Technique/ History of the US Beat

Bob Breithaupt: Snare Drum Basics

Jim Chapin: Speed Power Control Endurance

Jeff Queen: Playing With Sticks

Thomas Lang: Creative Control

The Art of Playing With Brushes

Books:

Stick Control - George Lawrence Stone

Master Studies - Joe Morello

Accents and Rebounds - George Lawrence Stone

Patterns Series - Gary Chaffee

It's Your Move - Dom Famularo

Buddy Rich's Modern Interpretation of Snare Drum Rudiments - Henry Adler

GENERAL SUGGESTIONS FOR INCORPORATING NEW MEDIA

As we move into the twenty first century, we have an incredible amount of new technology available to us. This technology is more affordable than ever before. As a result, it is fairly inexpensive to equip a teaching studio with all the tools necessary to incorporate new media into your practice. The following are some ideas on how to bring your teaching fully into the present.

Tools/Technology/Gear

Computers have found their way into just about every conceivable facet of our daily lives. They certainly have their place in regards to drum education. A personal computer can be a great tool for teachers. Organizing lesson plans, scheduling, music storage, recording and access to information via the internet are only a few of the ways they can be used on a regular basis. Laptop computers make all of these applications possible on the run. MP3 players have made it possible to carry huge music libraries with you wherever you are. They have also made the transfer of music from one person to another very easy. Digital video now works seamlessly with computers and the internet. Videos can be edited and uploaded within minutes. Here is a list of gear that we feel is essential to a state of the art teaching studio:

- Computer with internet access (Laptop if you are teaching on the road)
- Digital recording software (Macs now come with Garageband standard)
- Microphones
- Mp3 player
- Digital Camcorder

Suggested applications/Lesson Plans

The following are some practical methods of incorporating technology into lessons:

1. Use a digital camcorder to record all or part of the lesson. Give the student the disc or transfer the footage into a computer for editing.
2. Use recording software on the computer to record the student playing along to tracks, such as those in Groove Essentials by Tommy Igoe. Email a quick mix to the student for them to review when they get home.
3. Record the lesson as an MP3 and burn it to a disk for the student to listen to in their car, or on their MP3 player
4. Use the internet to show footage, pictures or to play music when exposing the student to a new artist or style
5. Play a section of a DVD to demonstrate a topic then further demonstrate and refine that idea in the person. For example, you can use Jojo Mayer's description of the Moeller technique from his DVD then you as the teacher can help the student identify problems and refine their execution.