



# Mounted Frame Drum

Last month we concentrated on the fiddly task of articulating strokes individually with the first, second and third fingers on the rim of the drum, both 'open' and 'closed'.

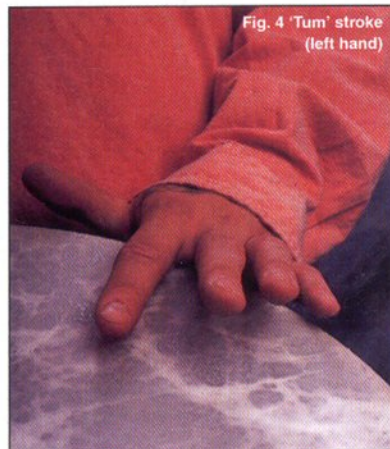
This time round we'll add a few new tones and move on with a few more rhythms and techniques.

To begin with, let's look at the open bass tone, the 'Tum' stroke.

I prefer to play this stroke with the first finger, although it's not uncommon for it to be played with the thumb. The finger should strike the head slightly further in towards the centre of the drum than the rim stroke. The finger should strike the head flat and be pulled away after striking, leaving the drum to resonate after impact. See Fig. 1 for the playing position (and Fig. 4 for the other hand). The next additional



stroke is the muted stroke played with the full hand in the centre of the drum. The hand should stay in contact with the head after impact, deadening the sound. The result is not unlike a muted stroke on a



conga. See Figs. 2 and 3 for the playing position.

Spend some time perfecting these strokes. Clarity is of the utmost importance. Never sacrifice clarity for the sake of cutting corners.

When you are satisfied with these new strokes, move on to the musical examples. Refer back to last month's article for a detailed run-down on the articulation of the rim tone. That's all for this month. Take it easy.

### DRUM KEY

1st Finger Open Rim    2nd Finger Open Rim    3rd Finger Open Rim    Open Bass Tone 1st Finger    Closed Tone Full Hand

Ex 1

2 1 2 1 1 1

Ex 2

2 1 2 1 2 1 1 1 1 1

Ex 3

2 1 1 2 1 1 2 1 1 2 1

Ex 4

3 2 1 3 2 1

R L L L R L L L R L L L R L L L

3 2 1 3 2 1 3 2 1 3 2 1

Ex 5 R L L L R L L L R R R L R R R L

3 2 1 3 2 1 3 2 1 3 2 1

Ex 6 R L L L R R R L

3 2 1 3 2 1

R L L L R R R L R L L L R R R L

3 2 1 3 2 1 3 2 1 3 2 1

Ex 7 R L L R L L R L

2 1 2 1 1

Ex 8 R L R L R L R L

1 1 1 1 1

**Left Ruff**

Ex 9 L L L R

3 2 1 1

**Right Ruff**

Ex 10 R R R L

3 2 1 1

Ex 11 R L L L R L R L L L R L

3 2 1 1 1 1 3 2 1 1 1