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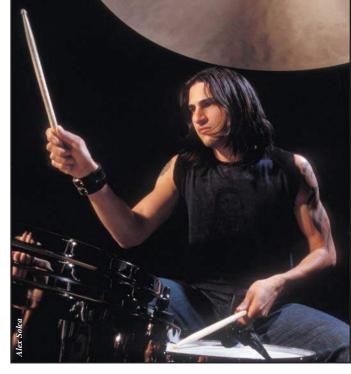
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Cover photo by Alex Solca Inset photo by John Abbott

AUDIOSLAVE'S **BRAD WILK**

Brad Wilk isn't dealing with hip-hop rhythms in his new band, featuring Soundgarden's Chris Cornell and Brad's Rage Against The Machine bandmates Tom Morello and Tim Commerford. But don't you worry, Wilk is still shaking the earth with huge beats, and tweaking the brain with subtle variations. by Michael Parillo



JAZZ GREAT **AL FOSTER**



Many drummers were first turned on to Al Foster via his blisteringly funky support to Miles Davis's genre-bending '70s and '80s recordings. But at heart, Foster insists he's a jazz man, all the way. by Ken Micallef



DISTURBED'S **MIKE WENGREN**



A killer combination of new-school precision and old-school bombast, Mike Wengren's drumming has helped push Disturbed to the top of the hard-rock class of 2003.

by Waleed Rashidi



PETER GABRIEL'S **GED LYNCH**



Ged Lynch shuddered when he learned he was about to record his own drum performance over a Peter Gabriel track that already featured the great Steve Gadd on drums. Turns out this electronic/acoustic powerhouse had very little to worry about. by Mike Haid

MD GIVEAWAYS

Win John Blackwell and Mike Portnoy DVDs from Hudson Music and exciting cymbal setups from Sabian!

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FROM THE PAST 104 Viola Smith

Today we take for granted that women make serious contributions to the percussive arts. But in the '40s, when big band drummer Viola Smith was doing her thing, a female trapster was guite an unusual sight on the bandstand. by Beverly Collins

IN MEMORIAM 157 Armand Zildjian

The drumming community lost one of its true giants late last year, when Armand Zildjian, patriarch of his venerable cymbal-making family business, passed away. History will remember Armand as a warm and wise friend to the greatest drummers of our time.

by Rick Van Horn

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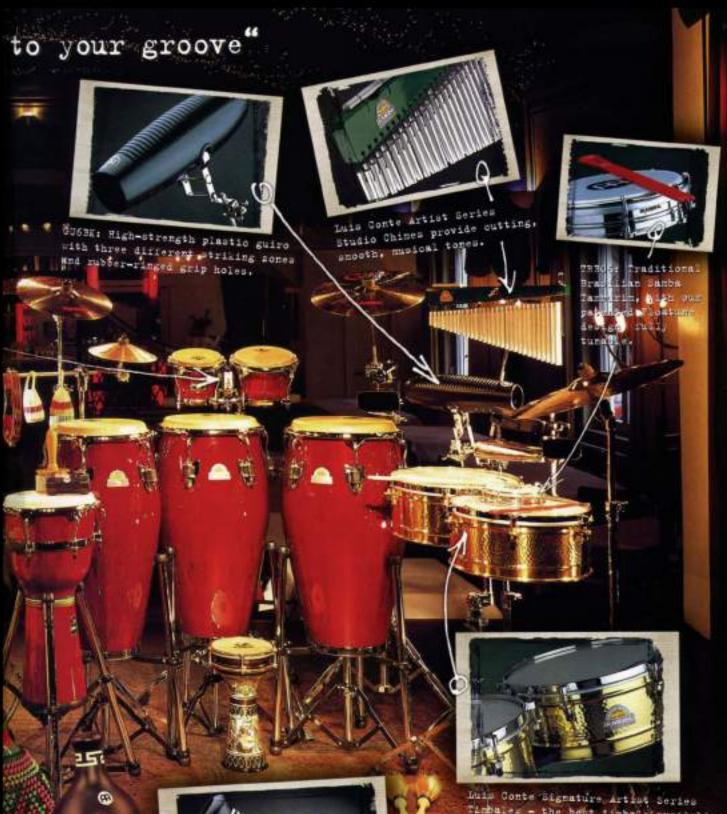




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AN EDITOR'S OVERVIEW



A Drummer's Dream Archive

f you've checked out the last couple of issues of *Modern Drummer*, you may have run across the advertisement for our latest offering, *MD's 25-Year Digital Archive*. After spending some time experimenting with it, I have to say that our *Digital Archive* is downright amazing. Without a doubt, it contains the most drumming information ever stored in one place.

And just what is it? Well, we've taken the first twenty-five years of *Modern Drummer*—a whopping 265 issues—had the material converted to digital information, and placed it all on one handy, CD-Rom set (or one computer DVD). And when I say all of it, I'm talking *all* of the editorial content, *all* of the photos, *all* of the ads—everything, just the way it originally appeared in the magazine. (I'm told it's over 35,000 pages of drumming *stuff.*)

Yes, it's great to have all of that information in one easy-to-access location. But for me, the hippest feature about the *Digital Archive* is the search function. It's set up so that you can easily find drumming info of any kind. Let's say you're in the mood to shed some Philly Joe Jones solos, or check out what experts like John Riley or Peter Erskine have said about him. Well, with the press of a button, a *list* of Philly Joe items comes up. What if you're researching the best recordings of Steve Gadd? How about Buddy Rich's favorite drumkit? Or the best way to re-cover a drumset? How about reviews of practically every cymbal ever made? It's all here. If you have an interest in a drumming topic, more than likely you'll find *several* gold mines to check out.

Other *Archive* features of note include the ability to zoom in (and out) of any page, allowing you to get a better look at things like Danny Carey's setup, Adrian Young's practice space, or Joe Morello's hand grip.

Another benefit to the *Archive* is its portability. I like the feel of holding a magazine in my hands, but I hate lugging around boxes of back issues. If you move a lot, are on the road, or have moved away to college, keeping your favorite old issues of *MD* around can be difficult. But with the *Digital Archive*, it's easy to have all of that drumming info with you wherever you go.

As you can imagine, creating *MD's 25-Year Digital Archive* was a massive project, requiring more than a year to put together. However, we feel it's turned out to be one of *Modern Drummer's* finest achievements.

On a technical note, the *Archive* is currently only PC compatible. However, a Mac version will be available within a year. For more information on *MD's 25-Year Digital Archive*, please see the ad on page 96 of this issue. And if you'd like to try a demo of the *Archive*, visit our Web site, www.moderndrummer.com.

But Nation



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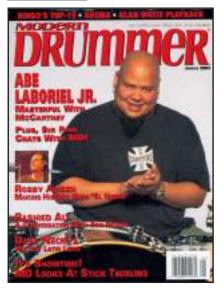
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Big man...big drums...big sound...big smile...big heart. Big gigs, too. I'd say something like, "This guy's gonna be *huge*," but that would be sort of re-stating the obvious, wouldn't it?

> Frank Foster Santa Fe, NM

ROBBY AMEEN

Robby Ameen has been one of the hottest Latin/pop/jazz players in and out of New York City for years. It's great to see him finally get the recognition he deserves in the pages of *MD*. Kudos to Ken Micallef for successfully conveying Robby's enthusiasm and spirit. I can't wait to hear the Third World War project with "El Negro."

Phil Amano New York, NY

RINGO'S TOP-15

Jim Duffy's January *Rock Perspectives* piece, "Ringo's Top-15," was the most enjoyable article I've read in fifteen-plus years of reading *MD*. Ringo is one of my favorite musicians, and Jim was right on with his commentary.

Ringo has an innate talent that just can't be taught. I've been going back and listening to his drumming—and marveling at his perfect timing and wonderful fills. Thank you, Jim Duffy and *Modern Drummer*. Your article was a credit to Ringo as a person and as a talent.

John Nokovic Necedah, WI

THOSE WHO CAN...

To Ron Spagnardi: Your fine editorial on "The Teacher/Player Myth" in the January 2003 issue was well said and long overdue. I was glad to be mentioned in it. I think you'll like this *new* mantra: "Those who can, do. Those who can do *more*, also teach!" It was coined by a successful author/teacher who was tired of the dumb original saying.

Ed Shaughnessy Woodland Hills, CA

I can't count the number of gigs on which the following scenario has played out: The band takes a break and fans in the crowd approach to chat. I'm asked who my influences are, and when I list Ringo Starr at the top, I hear, "Really? I didn't think he was any good."

The general public's misunderstanding of Ringo's talent and influence is one of life's mysteries. I like to ask, "If Ringo is so simple and not really very good, how come he is so hard to copy? Why do his drumming peers the people who know best—think the world of him?"

I was nine years old when I saw Ringo for the first time on the Ed Sullivan Show, and he blew me away. Drums have been a huge part of my life since then—and I play them because of Ringo Starr. Recently, I started studying some transcriptions while listening to Beatles tracks. After nearly forty years, Ringo still blows me away.

> Mark R. Cavanaugh Buellton, CA

Although I think your selection of songs was excellent, I would have included "All My Loving," "A Hard Day's Night," and of course, "A Little Help From My Friends." I'm also curious as to why there was no mention that Ringo is a southpaw a natural lefty, playing on a right-handed kit. This contributes to his unique style, as well as to the difficulty of emulating him. Ringo has great hands, and he helped shape music as we know it today.

> Gary Randazzo via Internet

<u>Rick Allen</u>

Regarding the *Update* on Rick Allen in your January 2003 issue: Rick truly



personifies the feelings that we musicians have for our music. No matter how challenged emotionally or physically we are, the sound and performance of it transforms us all. Rick's story clearly demonstrates that any obstacle can be overcome to make this a reality. His example is inspiring to musicians and listeners alike.

> David J. Hamrock Hermitage, PA

THANKS TO ED

The transcriptions you publish are my favorite part of your magazine. With that in mind, I'd like to call attention to one of your outstanding writers, Mr. Ed Breckenfeld. I emailed Mr. Breckenfeld with some questions about the Tool *Off The Record* article that appeared in the June 2002 issue. He not only took the time to answer my questions, he even attached a hand-written transcription to help me understand.

Modern Drummer's constant commitment to education literally pushes the art of drumming. Ed Breckenfeld has represented your magazine with honor by taking his personal time to further educate one of your readers. Thanks to Ed and to MD.

> Matthew Curl via Internet

VINNIE AND FAITH

Okay, it's Thanksgiving night, and there's not much on the tube. So I happen to channel-surf to Faith Hill's TV special. Lo and behold, who's behind the drumkit? None other than Vinnie Colaiuta. What a testament to the talent and versatility of this modern drumming legend. I was truly impressed by the way a man of his virtuosity and technical prowess drove the band through a set of country/pop/rock tunes, showing the fundamental respect for "the groove" that it deserves. We all know that Vinnie can lay

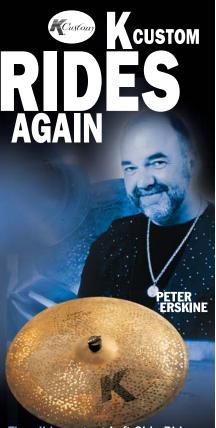
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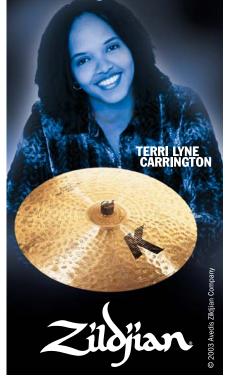


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down a mean Sting-esque pop groove in seven, but to contribute to Faith's music in the manner that he did was a true inspiration to a working drummer like me.

I'd love to know how this gig came about for Vinnie, as I'm sure many others might as well. I'm also sure many of the "purists" out there will see this as Vinnie "lowering" himself. But it's those very types who really just don't get it. Thanks, Vinnie, for tackling yet another artist's genre and giving the music exactly what it needs to take the live performance to another level. Well done.

> Tony Kirchner Lancaster, PA

Response From Dave

I appreciate David Latour's enthusiasm for the music and kind words about my playing in his January 2003 "Latin Style & Analysis" piece on me. However, the material cited, "Festival de Ritmo," is thirteen years old and most certainly *not* what I would play now especially regarding Latin grooves.

Also, as with most transcriptions, the musical aspect is left out in important places where the notes/time are stretched to give the feel of Latin music. I'd suggest that readers take it lightly, and just for the basic idea. For a more current update on my Latin playing, check out "Tiempo de Festival" on my *Perpetual Motion* CD on Stretch/Concord Records."

Dave Weckl

Research Project

I'm a drummer/producer in the Dallas, Texas area, and I've written for *MD* in the past. I'm writing in response to information presented in the *It's Questionable* section of the July 2002 issue of *MD*. I regret taking this long to write, but I had to do some research before contacting you.

In that issue, a reader asked the whereabouts of Ray Torres, an influential drummer featured in Jim Payne's book *Give The Drummers Some*. It was mentioned that Ray had played with a number of important artists including Delbert McClinton and Bruce Channel, and was the drummer on Channel's "Hey Baby." This 1962 recording is important because of the impact it had on many musicians of that period. It's well documented that The Beatles were crazy about that record, and Ringo's playing on many of the early Beatles records has that same wonderful, lazy feel that lies somewhere between 8th notes and triplets. Most drummers moving from the swing of the 1950s into the rock of the '60s were caught in this gray area, but very few handled it as gracefully as did the influential drummer on "Hey Baby."

Which brings me to the main point of my letter. It was my impression that the drummer on "Hey Baby" is actually Ronnie Dawson, a very influential musician from the Dallas/Fort Worth area. Upon reading the *MD* article, I called Mr. Dawson and asked him about it. He remembered that producer Smokey Montgomery—also the arranger and piano player on "Hey Baby" hired all the musicians, including Dawson and McClinton, to record that single at Clifford Herring Studio in Fort Worth.

To sort out this question, I asked Paul Leim to help me contact Delbert McClinton and Bruce Channel. Delbert couldn't remember who the drummer on "Hey Baby" was, but Bruce said he thought it was Ray Torres. With that response I suddenly found myself launched on a mission involving five months of detective work. After I collected enough information to write a book, I sent the results to Bruce Channel for comment. Six weeks later he has not responded.

Before Smokey Montgomery died last year, he told me that Ronnie Dawson played drums on "Hey Baby." He's quoted saying the same thing in a new book about the famous Texas Swing group The Light Crust Doughboys, by John Mark Dempsey. Bill Hudson, who played guitar on "Hey Baby," is sure that Ronnie Dawson played drums on the song. Bob Sullivan, the recording engineer, is 99% sure that it was Dawson, based on the fact that Smokey Montgomery always used the same players on all of his sessions.

I absolutely do not want to make Ray Torres uncomfortable in any way. His credentials and importance to drumming are undeniable. But credits are extremely important to all artists, and the evidence must be examined. Sometimes demos become masters, and sometimes they get re-recorded and become hits. The drumming on "Hey Baby" is definitely worth all the attention.

> John Bryant Dallas, TX

> > 2

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IT'S QUESTIONABLE

Leedy Broadway **Standard Snare Drum**

I have a 5x14 Leedy Broadway **Q**Standard snare drum. I believe that all of the hardware is brass, including the engraved top and bottom rims. When I tension the top head, the rim pulls over the counterhoop of the head. I'm not over-tensioning the drum; I'm careful to tune it within a normal range. Is this problem because of a variation between the size of modern heads and the original calfskin? Or could I have a warped rim? Or is there another possibility? I'd appreciate your insight. This is a wonderful drum that I want to play and enjoy.

John Bacon via Internet

MD drum historian Harry Cangany Ahas a special place in his heart for Leedy drums. He replies, "You're correct about the use of brass for the rims and hardware back then. As for the rim pulling down over the head, the shells were a bit undersized (Leedy called it the 'Floating Head Principle') and the original calfskin heads were tucked into a flesh hoop, which came out farther than today's plastic heads that are tucked into metal hoops. So that's the likely reason. However, it is possible that the hoop may be 'out of round.' After years of being played, those soft hoops can take on an egg shape. It may be hard to see, however. See if a newer triple-flange hoop fits. If it does, use that hoop to play the drum, but keep the original for display and/or resale purposes."

Pork Pie Pundit

I need some insight about bearing Uedges. I have a mid-1970s Ludwig Classic maple kit. I also have the assistance of a master cabinetmaker with every power tool imaginable. Bill Detamore, of Pork Pie Percussion, has

mentioned bearing edges of 60°, and also rounded edges. I'd like to get more detailed info on this subject before I attempt to work on the edges of my kit. What I'm trying to achieve is a more current, up-to-date drum sound.

> **Dennis McCafferty** via Internet

Since you referred to Bill Detamore's A since you referred to _ comments, we approached Bill for elaboration. He replies, "Giving advice about re-cutting bearing edges is very hard. There is so much more to it than having a pile of tools at your disposal. I've been doing bearing edge work for almost twenty years, and I can't tell you the number of times I've had to redo a job or tell a guy that a drum is ruined and needs to be replaced. So my strongest advice is to go to a pro who's been doing it for a long time. I learned how to cut edges by buying old drums and experimenting. So be very cautious about trying it on your only kit.

"That being said, if you really want to try the job, always think safety first. Always wear safety goggles or glasses. If it feels like something doesn't make sense, stop and think about it. If it still doesn't make sense, don't do it. As far as tools go, use a router table where the router is mounted from underneath. The router bits or blades need to have a bearing that's used as a guide. This goes for inside cuts (like the 60° cut I use) and outside cuts. Use a big piece of glass (not tempered) with sandpaper glued to it as a way to grind down the original edges. Start out making small cuts. You can always make a bigger cut, but it's very hard to go back.

"I use a 60° edge on Ludwig drums that have reinforcing hoops. I do this because I'm trying to enhance the original sound of the drum, not completely change it. In addition, improving the edges will make tuning easier, and it will help the drums stay in tune better. I use a round-over counter-cut on the outside

because I want a 'marriage' between the head and the shell in order to achieve maximum vibration.

"I hope this helps you out a little. If you have any questions, please feel free to contact me."

Ludwig Drums In The '60s

What woods were Ludwig drums made of in the 1960s? And did Ludwig make 8x10 toms back then?

> Mark Hopkins via Internet

According to Ludwig product man-ager Jim Catalano, "The most widely played professional Ludwig drums of the '60s were called Super Classic, although there were many models and series of drums at the time at various price points. Ludwig did not make 8x10 toms in those davs.

"Shells in the '60s were made from African mahogany, with poplar cores. They were reinforced with rings of solid maple to keep the shells round. Today's Ludwig drums, made in our plant in Monroe, North Carolina, feature precision-cut plies that are glued in die electric molds to create a round, strong shell. So reinforcement rings are no longer required."

Flat Ride Cymbals

How does the sound of a flat ride typically differ from the sound of a ride with a bell?

> **Michael Ray** via Interne

> > E

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All other factors being equal, a flat Aride will have much less projection, less "wash," and a much more defined stick sound than a ride with a bell. This performance characteristic makes flat rides especially popular in low-volume jazz and recording situations.

continued on page 18

Fly with the Dragon



Figing Dra

The Fury. The new Yamaha Rying Dragon pedals deliver rock solid stability and a quick release bass plate.



The Heat. Flying Dragons emerge from the foundry within the Yamaha motorcycle factory featuring a newly designed aluminum die-cast freme.



The Power. Control is power. Set footboard, beater angle and spring tension and lock your settings with confidence.



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Shallow Drums

Q I'm thinking of purchasing an Orange County drumset. But since I live in Holland, it's been hard for me to obtain information on American drums. I'm considering ordering a drumset in the same diameters I normally would, but with shallow depths. I'm thinking of ordering a 12x22 bass drum, 4x10 and 5x14 toms, a 12x20 gong drum, and a $3\frac{1}{2}x14$ vented piccolo snare drum. The toms and the gong drum will be mounted with the RIMS suspension system. Could you tell me what the characteristics would be for such drums?

> Victor Freriks via Internet

A We referred your question to John Machado, vice president of Orange County Drum And Percussion. Here's his response: "Since many of our endorsers have compact kits, we have quite a bit of experience with them. Adrian Young, for example, uses compact toms on all his kits.

"Compact drums have more attack than a standard-size shell will. If you use a thin



shell with good edges, the toms can sound much like larger toms. The bass drums are not as powerful in live settings unless they are miked, but they still sound great. Both Travis Barker and John Otto recorded parts of their recent CDs using their compact drums. The drums are also convenient to transport. I recommend them highly."

Tips For A Beginner

Q I've only been drumming for a little less than a year. I always thought drumming was just about making up a beat and trying to go fast. But when I went to the Montreal Drumfest last November and saw drumming greats such as Joe Morello and Steve Smith, I realized that there is much more to be aware of.

What tips would you give a beginning drummer to develop better timing and basic skills? And can you explain what rudiments are?

Phil via Internet

Hi-Hat Stand

A Phil: Our strongest tip is to get a good teacher. No amount of self-research into books, videos, or other

material can substitute for the guidance of an experienced instructor. Next, when you practice, always work with a metronome, drum machine, or other timekeeping device. This doesn't have to be expensive; there are any number of digital "beatkeeping" devices that you can use with headphones.

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While chrome is the typical hardware finish, with MRP Hardware you can have your stands in the same durable Black Chrome Finish as you'll find on our Stainless Steel Snare drum! It makes for one dramatic statement about you and your kit! Really want to set your drum set apart from everyone else's?

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The World's Freed Stakes

It's Questionable

If you're just starting out, your progress will be gradual. Set reasonable goals. But do set goals, so that you can measure your progress and appreciate each accomplishment. And remember to have fun with your drumming. Practice your exercises, then just find some music you like to play along with. Even if all you can do at this point is keep a very simple beat, the idea is to get your drumming into a musical context. That's what it's all about.

Rudiments are the "alphabet" of drumming. They are specific sticking patterns from which all other beats and more complex patterns can be created. Rudiments fall into three categories: single strokes, double strokes, and flams. From there, the strokes are combined in different ways to create the specific rudiments. For generations there were only twenty-six recognized rudiments, but in recent years more have been added by various drum authorities and organizations. The Percussive Arts Society now considers there to be somewhere over forty rudiments. (Even so, some of the later ones are really variations on the earlier ones.)

For more information, we suggest you check out the Percussive Arts Society's Web site (www.pas.org). You can view the rudiments there, or download them. You can also check with a drum teacher or a drumshop about publications that include a listing of the rudiments.

Budget Paistes

I have a Paiste 20" 505 ride and Paiste 404 hi-hats purchased in 1983. Where did these cymbals stand in the pecking order of the day? What is their equivalent today?

> Joe Stack via Internet

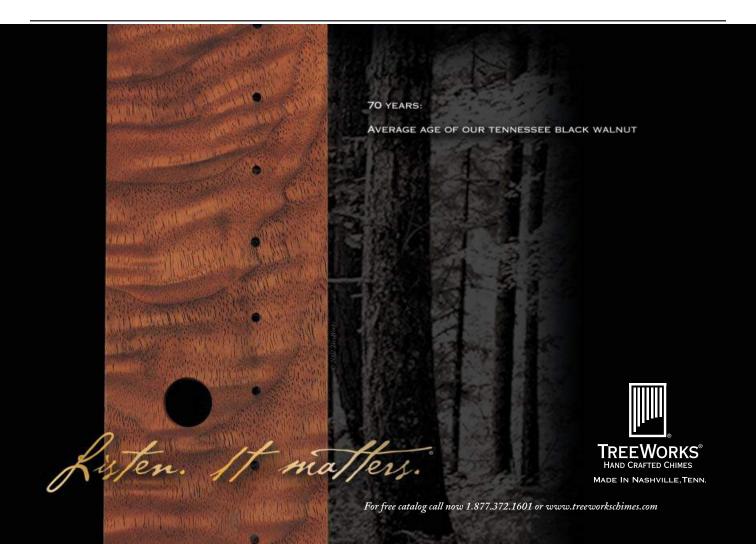
Paiste's Steve Riskin responds, "The APaiste 505 (1978-86) and 404 (1978-87) were mostly machine-made lines. In their day they were listed as our budget cymbals, made from B8 alloy. Both lines encompassed a full sound spectrum. They were predecessors to today's Paiste 502 and 802 cymbal lines, which are also made from the B8 alloy."

Physical Development

O I'm thirty-four, and I've been playing drums for about twenty-five years. I also like to work out with weights. I'm concerned about hindering my full playing potential if I continue to do calf exercises. I want strong calves so I can play longer and more effectively. But when I look at other drummers, whether in person or in your magazine, they all tend to have skinny legs, let alone small calves. My calves are tight due to exercise. Should the muscles and/or tendons be more flexible?

John Salesi New York, N

It has always been MD's position, sup-Aported by comments from drummers who are also into fitness and bodybuilding, that the development of any part of the body should be a combination of strengthening and stretching. To answer your specific question, strengthening exercises for the calf should be balanced with stretching and relaxation techniques, in order to keep the muscle limber and flexible.



SOUND PHILOSOPHY

SONOR ARTIST SERIES

Each drum in Sonor's new Artist Snare Series was developed in cooperation with a renowned Sonor endorser to meet individual preferences for snare performance. The resulting series contains seven unique snare models with varying materials and specifications, from 27-ply natural beech shells to cast bronze. Offering today's discriminating drummer total tonal variety, you're sure to find an Artist Snare to meet your musical needs.

RUMS

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Adam Musshaum

"T like the AS 3405 Vintage Maple Shell Share drum because of the richness of tone and because its maple shell combines projection and warmth with sensitivity and clarity."

Will Cathoon

The sonic versatility and creftsmanship of this Sonar snore dram is unattainable in taday's dram market... creating an atmosphere for your own personal identity.

Steve Smith

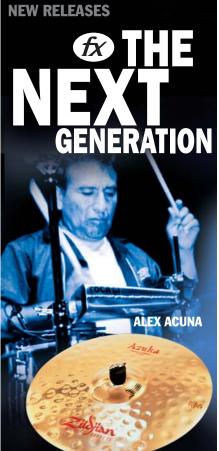
"As a longtime Sonor endorser, I know that Sonor makes the highest quality drums in the world. Sonor has put all these qualities together in their new Artist Series Sonre Drums, that's why I'm so happy with ay new Sonor AS 2405 Vintage Maple Shell Snore.

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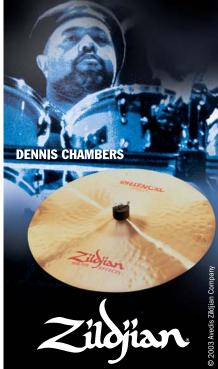


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Custom-Colored Hardware

I'm a fifteen-year-old drummer from Miami and I have been playing seriously for nearly seven years on the only drumkit I have ever had. However, the drumkit is an entry-level set and I now feel that it's time to think about upgrading.

I have recently settled on what to purchase as far as my next drumkit, and I'm leaning towards DW 9000 series hardware to complement the drums. However, I still have some questions regarding the 9000 series hardware. I recently observed several drummers (including Neil Peart and Terry Bozzio) who appeared to have 9000 series hardware, but with a different finish (such as gold or black chrome). Is this is a special custom job, or can a "regular" drummer order hardware in these finishes from DW? Nathan

The hardware you've seen used by Neil A and Terry has been custom powdercoated by a separate company, independent from DW's own production. The only option DW offers on 9000 series stands (or any series of DW hardware) is the standard chrome finish.

Powder-coating is a very expensive process when done on a small job, but it can be done. It should, however, be done to raw, unfinished hardware, since chromed hardware would have to be stripped before being powder-coated-adding even more expense to the process.



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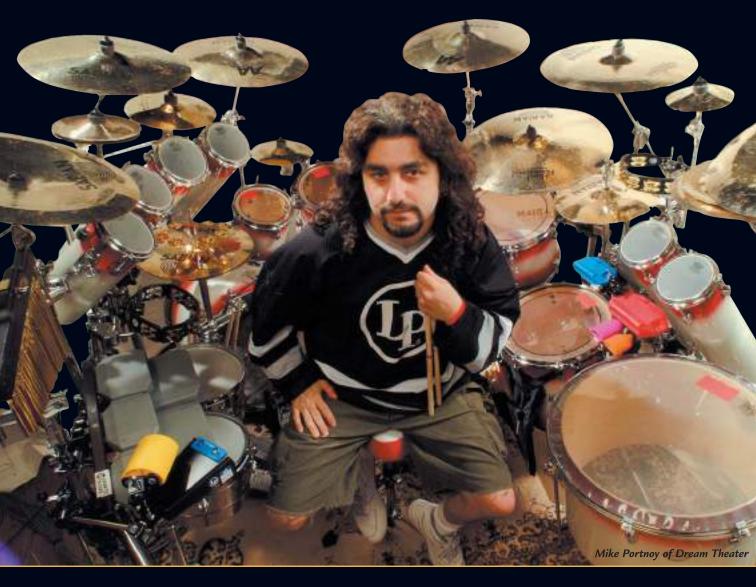
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So...what's on your kit?



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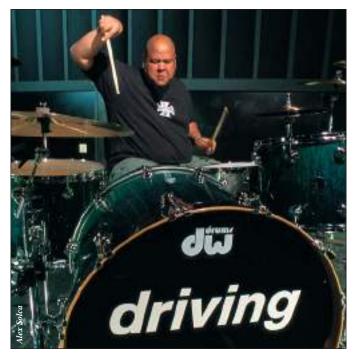
Because your kit is more than just drums... for more information visit your local dealer or Ipmusic.com





ASK A PRO

Abe Laboriel Jr.'s Big Drums



Q I've been an admirer of your playing for some time. I especially enjoy listening to your performance on "Lowdown," from David Garfield's *Tribute To Jeff* CD. I also enjoyed your recent *MD* cover feature. However, I was disappointed that you didn't elaborate on your large drum sizes.

I'm especially interested in your use of large bass drums. I've been considering experimenting with a larger bass drum myself. Unfortunately, I've never seen one on display at any local music stores, and I'm hesitant to buy one without first trying it out. I've heard that even though larger bass drums give you a lot more power and low end, they can be difficult to control in terms of excess resonance, especially in the studio. I'd like to know what you like about larger-sized drums, and if you've ever had any problems working with them in either live or studio situations.

> Phil Bowden Seattle, WA

A Hey Phil, thanks for your kind words. To answer your question, I play large drums for two reasons. The first reason is that I'm a big guy, and I look normal behind a kit of large drums! The second reason is the extra low end and resonance they project. They can also handle more physical pressure from the attack without choking.

You can control the drums through head combinations, tuning, and—with respect to bass drums—heel technique. Playing with the heel up and allowing the beater to rest on the head should dampen the drum. Playing with the heel down and pulling the beater away from the head should allow the drum to resonate. It takes some experimentation, but the expanded dynamic range that larger drums have is worth the experiment.

Jeff Hamilton On Cymbals And Brush Playing

Q I'm a huge fan of your small-group playing with Ray Brown, as well as your big-band drumming with the Clayton-Hamilton Jazz Orchestra. How do you select cymbals that work well with the small group but still cut through the orchestra? I've been playing with my college big band, and the cymbals I prefer don't have much clarity at high volumes.

Also, where did you learn to play the brushes the way you do? Any books or recordings you could recommend would be a great help.

Scott T. Cummings via Internet

A Thanks for your kind words and interest in what I do. My signature Bosphorus Hammer Series cymbals are a direct result of the same questions I had when seeking out the right instruments. The ride cymbal blends well with either large or small groups without being "ping-like." I'm not a fan of cymbals that "cut through" the band. After all, we're supposed to be playing music *with* other musicians, not "cutting through" them. The Hammer cymbals have the right balance of clarity of stick sound, warm overtones, and warm crash qualities. One can ride and crash on all of them. A heavy stick can cause an unbalanced cymbal sound, resulting in more overtones and not enough stick sound. I prefer a lighter stick (compared to most). I used Don Lamond's Gretsch stick until it was discontinued in the late '70s. Today, I use my Regal Tip signature model, which is similar but has more "meat" to the shoulder. I break a stick about every other year.

I began playing brushes



when I started drum lessons at the age of eight. Closely watching Shelly Manne, Ed Thigpen, Jake Hanna, Papa Jo Jones, and Philly Joe Jones greatly influenced me. Any Oscar Peterson recording with Ed Thigpen is a great lesson. My Regal Tip signature model brushes allow me to "let the brush do the work" instead of trying to control them. Good luck in your pursuit of serving the music.

Musical Tips From Chad Wackerman

Q I have been a huge fan of yours for many years now. I especially like the playing you've done with Allan Holdsworth, Frank Zappa, and Andy Summers, as well as on your solo records. Your distinctly original playing has been a tremendous influence on me. So thanks for being so great at what you do, and for being such an inspiration to all of us drummers out here!

Would you please elaborate on what you're playing in the song "Water On The Brain, Pt. II" from Allan Holdsworth's *Road Games* record? Also, would you please explain in detail how you tune all of your drums to get your terrific drum sound? Please include what heads you use (batters and bottoms), muffling (if any), how you mike your drums and cymbals, and what mic's you use for them all.

> Victor Deaton via Internet

A Thank you so much for your compliments. *Road Games* was the first record I recorded with Allan Holdsworth, back in 1983. We've played "Water On The Brain"

on many tours since. Allan always wants us to put ourselves into the music. That's why each of his bands sounds entirely different from the others. Allan has always stressed the importance of individuality, and he encourages the bandmembers to help create the band's direction and sound.

"Water On The Brain, Part 2" took some time to figure out. The guitar part for the A section has rhythmic chordal stabs. On the recording, the first bar is in 7/8, although the entire tune can be played with the 7/8 bar in the middle of the tune! Most of the piece is in 4/4, with the exception of a 3/4 bar at the bridge and a 5/4 bar at the end of the bridge. The melody flows over these hits beautifully, so a repetitious drum pattern would not really help the flow. I went for more of a random approach, improvising through the piece but also doubling important hits with Allan. The bridge did need certain figures to be played, and dynamically it does get very quiet, so I was going to bring the band down in that part. The bass solo (it's my favorite solo of Jeff Berlin's) is over the A section of the tune. Jeff always preferred the drummer to be strong behind his solos, so I tried to support him with a good amount of intensity.

To get a good sound on any instrument, you need to start with a musical touch. Getting a big sound out of the kit doesn't mean overplaying with force. You should strive for tone. Beyond this you need the best instrument you can afford. I've played DW drums since 1982 and Paiste cymbals since 1983, and they help give me my sound.



I use Evans clear single-ply G1 heads for all the toms, top and bottom. On the snare Luse a G1 coated or a Power Center head. On the bass drums I use EMAD batters, with the small ring attached, and with an EQ Pad (muffling pillow) lightly touching each batter head. I don't use a beater patch since I don't play the kick drums very hard. The front bass heads are EQ3s. Every head is single-ply, so I can get

the drums to vibrate a lot and roar when I need them to.

I use the plastic side of the DW beaters on the bass drums, and I play with Chad's Firesticks drumsticks by Vic Firth. I mention these because your beaters and sticks can dramatically change the tone of your drum and cymbal sound. I play with the bass drum beater "off the head," just like hitting a snare or tom. I get more low end out of the bass drum this way.

On my last record, *Scream*, no EQ was used on the drumkit. But we did spend time experimenting with mic' placement. I use AKG mic's. These include either EB451s or C414 B-ULSs for overheads. For the bass drum I use an AKG D112 that's internally mounted using the May EA system. Sometimes we'll use another D112 about 1' to 2' in front of the bass drum for more "air." I use C535s on the hi-hats, C419 micro mic's on the toms, and a D440 on the snare drum. This is my live setup. For recording I also use two room mic's for ambience: either two Solidtubes or two C12VR tube mic's. You should be able to get a great sound by starting with the overheads and bass drum mic's alone. Then bring up the others into the mix.

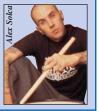
My concept for tuning is to go for clarity. I like large intervals between each drum in order to get a clear, distinctive sound. I use a 5x13 Collector's Series snare drum tensioned fairly tightly, and very low pitches on the 18x22 bass drums. I tune my rack toms a little bit higher than most drummers do, but the floor toms go quite low in pitch. Most of the bottom heads are about a half-step higher than the batter heads.

I hope this helps. Thank you so much for listening to the music.

Repeat Bar A Classic Quote From MD's Past

"Between constantly practicing and being on tour—and teaching a bunch of students—I'm always up on my instrument. I don't want anyone to ever see me play and think I sucked."

Blink-182's Travis Barker, August 2001



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Stewart Copeland Breaking Down The Doors

 $S \ \ tewart\ \ Copeland\ \ says\ he's\ been\ having\ a\ blast\ playing\ with\ The\ Doors.\ "I\ love\ those\ songs,"\ the\ former\ Police\ great\ says.\ "And\ I\ like\ playing\ drums\ on\ a\ big\ stage\ with\ a\ lot\ of\ people\ going\ 'Hoo-yeah!'\ This\ has\ been\ a\ fun\ gig."$

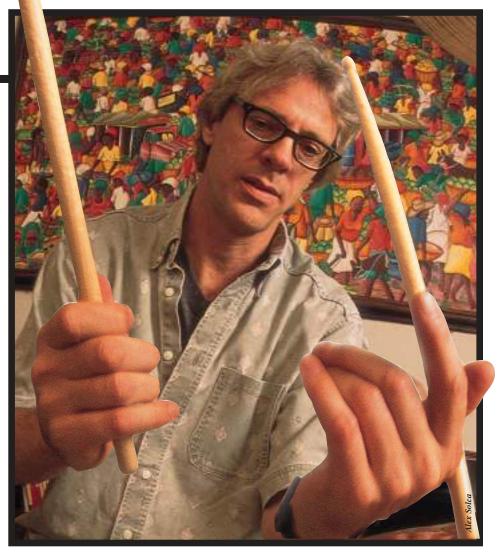
Copeland says the gig came out of the blue and was most welcome. "It just so happens that I'm right in the sweet spot of Doors fandom," he says. "When they were hitting big, I was sixteen, so that music has a special place in my heart. As overjoyed as I was to get the call, I was concerned at first, thinking hopefully the guys had moved on somewhat and had grown in the last thirty years. Well, they have. They still sound like themselves and the material still sounds so good, but there's a freshness to the music."

But how does the group replace one of the most legendary frontmen in rock history? "Jim Morrison is irreplaceable," Copeland admits. "But lan Astbury, the singer with The Cult, is pulling it off. Ian really is a rock star, too. He's got the vibe. I'm a weekend rock star. I'm a film composer during the week, and then I go out on the weekends and put myself into leather pants that don't fit anymore."

Although Copeland says the material was already "printed" in his brain, mastering John Densmore's licks was tricky. "He was a very inno-

vative drummer and out of the ordinary," Stewart admits, "which is one of the things I always liked about The Doors. I had a lot of trouble drumming like him when I was a kid playing in my high school band. The hardest tune for me to play now is 'Break On Through,' because of that quirky bossa nova beat. I can play it, but I don't know if I'm capturing that feel John brought to it."

Copeland is also getting a new kit for the project. "For Oysterhead (his trio with Phish guitarist Trey Anastasio and Primus bassist Les Claypool), my kit was a humongous affair—two drum risers, with all kinds of bells and whistles and extra drums. But for The Doors, I'm going retro—one tom-tom in the front and two on the side, basically the Buddy Rich kit. I like the smaller setup because everything is closer and a bit cozier."



While it started out as only being a couple of shows, Copeland says this Doors gig may end up going for a while, including some touring. Unfortunately, plans are on hold for the moment while Stewart heals up from a recent bicycling accident. "Yeah, I was riding over the Thanksgiving weekend," he says, "and a child stepped into the bike lane. I swerved to avoid him, and ended up crashing, breaking my arm." But Copeland hopes to be back on the drums—and with The Doors—as soon as possible.

And for you Police fans, the famed trio *will* reunite and perform in March at their induction into the Rock And Roll Hall Of Fame.

Robyn Flans

Taking time out from touring with Herbie Hancock's current acoustic quartet, Terri Lyne Carrington presented her own music in a program called "Grooves Upfront" as part of Jazz At Lincoln Center's year-long celebration of the drum. Joining her for a three-night run at the Stanley Kaplan Penthouse (filmed for later broadcast on the BET network) were tenor saxophonist Gary Thomas, bassist John Patitucci, pianist Mulgrew Miller, and harmonica marvel Gregoire Maret.

The prestigious Penthouse gig came in the wake of Terri Lyne's latest recording as a leader, *Jazz Is A Spirit* (ACT Records), her follow-up to 1998's Grammy-nominated *Real Life Story* (Polygram). While *Real Life Story* highlighted her pocket playing in more of an electrified groove-oriented context, Terri Lyne's new one showcases the drummer's aggressively swinging pulse in an acoustic jazz setting. On burners like "Little Jump" and "Giggles," or wellcrafted originals like "Middle Way" and "Princess," Carrington showcases her formidable chops and modernist sensibility as a composer. And on "Samsara," a touching homage to her former employer Wayne Shorter, Terri Lyne reveals an alluring touch with brushes.

An emotional highlight on *Jazz Is A Spirit* is "Mr. Jo Jones," a dramatic drum solo played against spoken-word testimony from the drumming legend himself. "I had a rapport with him since I was a little kid," says the one-time child prodigy, who was given a full scholarship to Berklee College of Music at age eleven. "The tape is from the last time I saw him. I was eighteen and had just moved to New York. Papa Jo was sick, so I went to visit him at his apartment, and I brought a little tape recorder along. He was not doing well at all, but that day I put the tape recorder on and he talked and talked. A lot of the stuff he said I couldn't put on the record because he was kind of salty. But he did give me a lot of encouragement and good advice too. In some ways that tape captured his essence, and I just wanted to share it on this record."

Carrington can also be seen in concert with Herbie Hancock's cutting-edge electric ensemble on the new Columbia DVD, *Future 2 Future—Live*, recorded in 2002 at The Knitting Factory in Los Angeles. Meanwhile, Berklee has endowed a scholarship in Terri Lyne's name for young female musicians. She will also receive an honorary doctorate from Berklee in September 2003.

Bill Milkowski

Terri Lyne Carrington In The Spirit Of Jo



Nick Tosco Playing Justincase

t seems that the music industry is getting younger and younger. Nick Tosco, who just

turned seventeen, along with his siblings Justin (nineteen) and Hannah (sixteen), just had their debut CD released by Madonna's label, Maverick. (It's also the home of another young music sensation, Michelle



Branch, who co-wrote one song on Justincase's disc and performs on another.) The debut CD is radio-friendly pop music and is a favorite with the Nickelodeon and MTV crowd.

"I've been playing drums since I was ten years old," Nick says. "I grew up playing along to my dad's Beatles and Led Zeppelin records. Ringo Starr and John Bonham are two of my biggest inspirations."

One of Nick's other main influences is Kenny Aronoff—who you might assume was playing on Justincase's recording, given the energy and vibe of the drumming, which are so reminiscent of Aronoff. But it was *all* Nick. "Thank you for the compliment," he replies. "I've studied Kenny's playing. I've seen him do clinics. I'll admit, I tried to emulate him the best I could."

As it turns out, Kenny *was* there when the family was cutting their tracks. According to Nick, "The producer had studio players there just in case we couldn't cut it. But I'm happy to say that when they and the label people heard the tracks, they loved them."

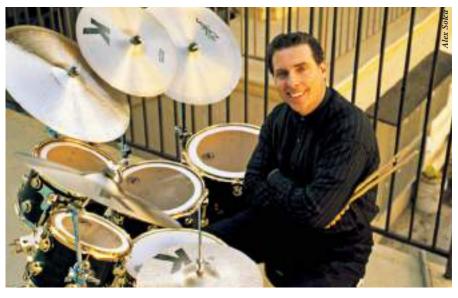
Kenny Aronoff confirms this story. "Nick's a wonderful person," the star drummer says. "He's also a really good player. He has great time and a great feel, and he plays great parts for the songs." You'll want to keep your ears open for this up & coming drummer.

Billy Amendola

Mike Clark Jazz Thrust

During his mid-'70s run with Herbie Hancock's Headhunters, Bay Area resident Mike Clark established himself as a funk drummer extraordinaire through his groundbreaking beats on *Thrust, Man-Child, Flood,* and *Death Wish.* The interactive grooves that he innovated alongside bassist and rhythm mate Paul Jackson on those landmark albums added a new chapter to the book of pocket playing. As Clark says of that golden era, "I was just using the jazz lexicon inside of 8th-note music. I was basically taking what Philly Joe Jones, Jack DeJohnette, and Tony Williams had done with the bass drum, hi-hat, and snare and employing it in a more groove-oriented setting."

On his latest release as a leader, *Summertime*, on JazzKey Music, Clark addresses his jazzy roots with authority on swinging renditions of Wayne Shorter compositions "Fee Fi Fo Fum," "Prince Of Darkness," and "Dolores," along with Duke Ellington's "Angelica" and a particularly original take on the George Gershwin-penned title track. "My whole thing from the time I was a child was always bebop," says the funk icon, who relocated to New York City twenty years ago. "My father was a jazz head and had a tremendous record collection from Benny Goodman and Louis Prima to Wynonie Harris and all the blues and boogie-woogie guys to Charlie Parker, Art Blakey, Max Roach, and all the bebop guys. So that's what I heard around the house



growing up. I never consciously thought about this funk thing. Eventually, that's what you had to play around the Bay Area to make money when you couldn't get jazz gigs, and it was fun. But all the time I was playing those funk gigs I was still listening to and playing jazz. Consequently, I never saw myself as a funk drummer."

Although Clark has recently been sighted around New York in various straight-ahead jazz settings, he continues to put up the funk while touring with The Roots Funk All-Stars, a loose assembly of funksters whose ranks include legendary trombonist and former James Brown sideman Fred Wesley. "It's a bunch of jazz cats who got stereotyped playing funk," says Clark. "And like all of those guys, I don't draw a distinction between funk and jazz. While I know the difference, I don't *feel* the difference. It all seems like it's coming from pretty much the same root, which is the blues. From there, you can either make it swing or you can't."

And on *Summertime*, Clark does indeed swing. **Bill Milkowski**



Rick Woolstenhulme Climbing With Lifehouse

A fter finishing up a headlining tour in support of their first album, *No Name Face*, Lifehouse did a week of pre-production on twenty-two new songs for their latest, *Stanley Climbfall*. This is actually drummer Woolstenhulme's recording debut with the band, since he joined them just after the first album was completed.

In filling the drumseat, Rick speculates that the band needed someone who wasn't afraid to light it up. "I think they wanted someone young with some fire, who could energize the songs," Rick says. "By the way, it was the quality of the songwriting that really got me interested in Lifehouse. When I heard the songs, I thought, 'Wow, this guy [singer Jason Wade] is my age, and he's a very serious musician who takes a lot of pride in his songwriting.'"

As a graduate of the Los Angeles Music Academy (LAMA), Rick says he got a lot out of studying with drumming great Mike Shapiro. "Mike kicked the crap out of me," the drummer admits. "He picked on me and singled me out. It was hell for a year. I hated the guy. But when I graduated, we started talking outside of the classroom and became friends. And I realized that his toughness helped shape my playing in so many ways." You can hear Woolstenhulme's impressive abilities all over *Stanley Climbfall*.

Lifehouse recently traveled to Europe, Australia, and Japan on what has been almost a non-stop two-year tour. "It's been the most amazing learning experience," Rick says. "I learn something every night. Lately I've been focusing on trying to play more relaxed, keeping my hands loose, and warming up properly on a practice pad for a good hour before a show. I've been working every day on the weaknesses in my playing, making little repairs."

Robyn Flans

Delivering With The Lettermen

erry Leoni is one of the lucky ones. He's worked regularly with The Lettermen since 1993. The famed vocal group caught Leoni at that time performing with Connie Stevens, and auditioned him right away. "I'm not a great reader," Leoni admits, "but I have really big ears. I learned their show from tapes, and the audition went well. It's been great ever since."

The classic group could tell from the get-go that Leoni would be able to handle the multistyled material that they play. "I started playing in polka bands in Republic, Pennsylvania as a

kid," Leoni says, "and I cut my teeth doing top-40 bands, eight-piece horn bands, trios, and even country gigs. I then worked with Marie Osmond for a while. But in the Lettermen show, we start off with sambas, then go into Sinatra-type swing. Sometimes when we do a show in a place like Atlantic City, we'll have a horn section. One of the singers, Donovan Tea, does country tunes, and Darren Dowler does commercial pop stuff. Then there are sequenced things. It's my job to cover all the angles and make them happy."



Leoni uses a click throughout the show when it's just the band, which also features a keyboard/bass player and guitarist. "The click is my buddy," he says with a laugh. "When we're not working with an orchestra, the whole thing is sequenced. I use ddrum triggers and a Roland TD-10, and I have my own Mackie board so I can create my own mix. This way there's no confusion."

Leoni says the gig is ideal, the band is like a family, and there is wonderful financial security. They work about two hundred dates a year, which, factored in with the travel days, adds up to being on the road a lot. "My suitcase is my other wife," Jerry says, laughing. "But the situation is great and the guys are like my brothers. We have so much fun on stage. We look at each other and start laughing. We can read each other's minds."

When Leoni is home in LA, which isn't often, he works with his bass player brother Danny and tries to fit in extracurricular gigs when possible. He recently played the Osmonds' Christmas tour and worked for producer Michael Sembello on a record by Bill Haley's daughter, Gina Haley.

Robyn Flans

-Jerry Leoni With The Tettarmen

Lionel Hampton was born on April 12, 1909.

Tito Puente was born on April 20, 1923

Bobby Rosengarden was born on April 23, 1924.

Robbie McIntosh (Average White Band) was born on April 25, 1950.

Jeff Porcaro was born on April 1, 1954.

Buddy Rich passed away on April 2, 1987.

Percussionist/teacher Frank Malabe passed away on April 21, 1994.

Cozy Powell was killed in a car crash on April 5, 1998.

Carlos Vega passed away on April 7, 1998.

Nazareth drummer Darrell Sweet passed away on April 30, 1999.

Claudio Slon passed away on April 16, 2002.

.NEWS...NEW<u>S...NEWS...NEWS...NE</u>

MD's April 1999 cover artist. Mickey Hart, joins Bill Kreutzmann as The Grateful Dead's second drummer on April 10, 1968.

On April 2, 1971 Ringo Starr releases what will become his first top-10 solo hit, "It Don't Come Easy." (Jim Keltner played maracas on the tune.)

Women rule the album charts the week of April 10, 1982 when The Go-Go's (with Gina Shock on drums) stay at number-1 for the sixth week with Beauty And The Beat.

Happy Birthday!

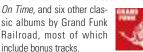
Joe Porcaro (April 29, 1930) Jim Keltner (April 27, 1942) Clyde Stubblefield (April 18, 1943) Steve Gadd (April 9, 1945) Doug "Cosmo" Clifford (April 24, 1945) Steve Ferrone (April 25, 1950) Max Weinberg (April 13, 1951) Bruce Gary (April 7, 1952) Narada Michael Walden (April 23, 1952) Denny Fongheiser (April 21, 1959) Chris Mars (April 26, 1961) Patty Schemel (April 24, 1967) Stan Frazier (April 23, 1968) Aaron Comess (April 24, 1968) Greg Eklund (April 18, 1970)



Jim Keltner is on George Harrison's Brainwashed. Jim (along with Ringo Starr, Henry Spinetti, Steve Ferrone, and **Jim Capaldi**) also performed at the George Harrison tribute concert held at the Royal Albert Hall in London last November. Keep an eve out for the DVD of the event, due out soon, and look for an interview with Keltner at www.moderndrummer.com.

Scotty "Kanikki" Carneghi is on the Rich Redmond has been in the studio new disc by hardcore metal band Grade 8.

Don Brewer is on the reissue of *Phoenix*. On Time, and six other classic albums by Grand Funk Railroad, most of which



Chris Worley is on Jackyl's new CD, Relentless

Paul Crosby is on Saliva's new one, *Back* channel and USA networks. Into Your System.

Ibis Recordings is announc-

ing the reissue of **Peter** Magadini's groundbreaking album, *Polyrhythm*, now

digitally re-mastered for CD. Go to Pete's Web site at www.petermagadini.com for more info.

recording with Rushlow, Sodium, Michael Harter, Britton & Jack, Emily West, and Jason Aldean. He's also on Pam Tillis's It's All Relative and Peter Moon's Postcards From Earth.

Willie Wilcox is writing, producing, and playing on upcoming Todd Rundgren & Utopia productions. He's also on staff as the senior music composer and sound designer for the Sci-Fi

Jeremy Stacey, who played on Sheryl Crow's C'mon. C'mon. is on Chris Robinson's solo CD, New Earth Mud. Jeremy is also touring with Robinson.

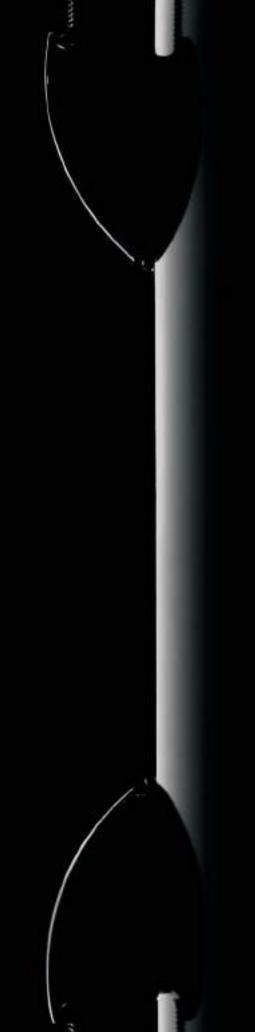
Derrick (D*Loc) Walker, Alex Acuña, and Joel Taylor are on Brian Bromberg's Jaco.

Hal Blaine was the musical supervisor for the independent film The Dr. Jekyll And Mr. Hyde Rock 'N' Roll Musical. Hal also made a guest appearance in the film

Former Extreme and Van Halen vocalist Gary Cherone's new band, Tribe Of Judah, are on the road in support of their debut album, Exit Elvis. Former Godsmack drummer Tommy Stewart will be behind the kit for the live performances. Mike Mangini is on the CD.

Amir "?uestlove" Thompson is on The Roots' new CD, Phrenology, as well as Common's Electric Circus.





soundengineering





Sonor Giant Step Middle Pedal Striking A Blow For Symmetry!

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Several years ago, I wrote a *Club Scene* column titled "Ergonomics." In it, I Smentioned that I offset my single bass drum to my right, in what would be the standard position for the right drum in a double-bass setup. I do this because I want to sit facing straight forward toward the audience, and I don't want to have to twist my leg or ankle in order to play a bass drum that's also facing forward. Since the natural position of my feet is at 45° angles to the left and right when I'm facing forward, I put my bass drum at that angle.

That works out fine in terms of playing the bass drum. But over the years it created problems for the rest of my setup—especially the positioning of rack toms mounted on the bass drum. They got pushed over to the right. At first I compensated by mounting the rack toms on a floor stand in front of my snare drum. Later I switched to a drum rack, which allowed me to put the toms anywhere I wanted, independent of the bass drum.

Okay, that solved the positioning problems. But I have to say that the drumkit always *looked* a little off-balance with the single bass drum angled to one side like that. Later on, when I switched to a double bass drum pedal, it became obvious that I could put the bass drum back in the "normal," centered position, if only there was a double pedal that would incorporate two "slave" units to the left and right of a centralized twin-beater unit. But such a pedal wasn't available, so I remained with my offset bass drum.

Till now. In the latest addition to their innovative Giant Step pedal series, Sonor offers the aptly named Middle Pedal double pedal system. It's exactly what it sounds like: a double bass drum pedal that allows you to place your feet on pedals comfortably angled on either side of a centrally placed bass drum. It consists of two identical "slave" pedal units, each of which links (by means of an





allows centered positioning of bass drum

provides ergonomic approach to double-pedal playing

outstanding construction quality

currently lacks eccentric drive option

adjustable axle with twin universal joints) to a central yoke that attaches to the bass-drum rim and holds the two beaters. The beaters themselves are placed so as to "split" the center point of the head (just slightly to the left and right of dead center) in order to achieve the closest possible sound and response. The slave pedals can be fitted with either chain- or strap-drive connections.

In the interest of historical accuracy, I want to mention that Australian drummer/inventor Don Sleishman created a twin-pedal device with a centralized beater unit almost twenty years ago. However, as is often the case with pioneering ideas, Don's pedal design was ahead of its time and didn't become a commercial success. But he does deserve credit for its creation.

What The Middle Pedal Offers

Before we examine the Sonor Middle Pedal itself, let's take a quick look at the advantages it offers. First, it puts the bass drum smack in front of the drummer, centrally located on the drumkit. This, in turn, makes rack-tom positioning much easier and more flexible, while providing the most ergonomic pedal positioning for the player. Second, the equidistant drive pedals provide absolutely identical action, feel, and response (assuming you set them up that way). No longer are there obvious "primary" and "secondary" pedals that can often feel and sound different on the drum.

Questions, Questions

One of my editorial colleagues at *MD* wondered whether using one's "primary" bass-drum foot on what was, in fact, actually a remote pedal would feel "detached" or strange in some way. To the contrary, I found that the power and response of the right pedal (the "primary" for me) was in no perceptible way any less than that of a pedal attached directly to the drum. And the upside was that the feel of the two pedals was so close that I found my weaker foot (my left) better able to match the action of my right foot. The overall balance between the two pedals gave me the feeling that my *playing* was also more balanced.

Another concern that was raised had to do with potential conflict between the centrally mounted twin beaters and a snare stand. I use a snare stand with an offset basket tilter. I found that placing the stand in such a way that the snare drum was offset toward the bass drum automatically put the stand's tripod closer to me—and far enough away from the beaters to avoid any conflict.

Not Yet Perfect

I was given a Middle Pedal that came off the production line fairly early. It had all the terrific features of the Giant Step series (outlined extensively in Mike Haid's review of the Single and Twin Effect models in the November 2002 *MD*). These include the nifty Docking Station and Quick Connect clamp/release system, the unique sliding floorboard, and enough adjustment points to keep you tweaking for quite a while to find all the "perfect" settings. On the other hand, it had a couple of problems, which Sonor has either already corrected or is in the process of correcting.

The first problem was that the connecting axles between the slave pedals and the central beater unit were too long. Even at their shortest adjustment point they put the slave pedals an uncomfortable distance apart. (I have short legs, so to be fair I consulted with *MD* editorial director Bill Miller, who has much longer legs. He was



uncomfortable with the spread, too.) Since receiving the pedal, I've learned that Sonor has shortened the axles by half. Since they can be extended to almost twice their minimum length, this should provide enough positioning range to suit drummers of any leg length.

The other problem I discovered actually related to my own playing experience, rather than to any flaw in the Middle Pedal. I'm used to playing a double pedal with an eccentric drive. And while the Middle Pedal does feature a reversible plastic cam to adjust its drive action somewhat, neither of the cam positions provides the leverage that an eccentric drive does. The action and feel of the pedal can be tailored in many *other* ways (spring tension, beater height, beater throw, footboard position, and so forth), but none of those addresses the leverage factor. As a result, I had trouble getting used to what seemed to me to be the somewhat "heavy" feel of the Middle Pedal.

Again, I stress that this isn't a design flaw in the pedal. Rather, it's a design *choice*. Many drummers who don't play eccentricdrive pedals now would probably have no problem whatever jumping right onto the Middle Pedal and stomping blissfully away. However, given the number of drummers who *do* play eccentricdrive pedals, I was surprised that Sonor didn't have a replaceablecam option to provide such an action. When I spoke to them about it, they were very receptive to the idea, and my understanding is that they're working on it as you read this.

Construction, Function, And Value

Anyone familiar with Sonor products knows that engineering innovations, construction quality, and attention to detail are always major ingredients. The Middle Pedal is a classic example of this philosophy. It's built to last, and it features outstanding performance characteristics. It also provides a function served by no other product currently on the market. To me, that adds value that helps to justify the unit's admittedly steep price. If you subscribe

to the concept of "you get what you pay for," then this pedal definitely delivers—right down the middle.





Audix D6 Bass Drum Microphone

Small Package...Big Performance



exceptional acoustic performance even with no processing

small size for easy positioning

rugged housing

by Mark Parsons



Question: Since Audix already has a nice kick mic' in the D4, what's with the new D6? Is it a "new & improved" version of the D4? Does it replace the D4? Or is it possibly a "budget" version of it?

Answer: Absolutely none of the above.

The D4 is a very good microphone that yields a faithful reproduction of highimpact/low-frequency sounds. However, there's a sizeable group of folks who aren't as interested in fidelity as they are in character. They *want* some color in their mic's. Look at all the tube-based sound gear on the market these days. Or more to the point, look at all the "pre-emphasized" kick mic's out there. The new D6 is, in fact, another pre-emphasized mic'. But it's definitely not *just* another pre-emphasized mic'. It's the pre-EQ'-ed mic' to end all pre-EQ'-ed mic's.

Let's face it, beyond a certain point these things become subjective. Just like wine, cars, and cymbals, it's part technology and part personal taste. (The larger part, I might add.) And while I'll try not to let *my* personal taste get in the way of an objective description of the D6, before we go any further I've got to tell you—this thing does it for me. However, there are sound scientific reasons for my technolust regarding the D6, so let's back up and look at some of the factual aspects first.

History Lesson

Even though this is a new product, Audix didn't just decide to jump on the "precurved" bandwagon yesterday. Shortly after the D-series made its debut a few years ago, they hinted that they were working on something like this. It must be easier to make a relatively linear mic' than a precisely tuned non-linear one, because in the interim they put out the D4. But Audix kept tweaking the D6 until they were sure they had it just right.

Actually, the tricky part isn't making a non-flat microphone. Almost all mic's fit that description (although many do it unintentionally). The extremely hard part is tweaking the curve such that it enhances the intended sound source without exhibiting any weird phase problems or other aberrations. And the mic' must also be somewhat "universal" in application—at least within the family of intended instruments. Let's see what the folks at Audix did regarding this multi-pronged dilemma.

Design

The D6 looks just like the other mic's in Audix's D-series, but for its dimensions. The main body is 2" in diameter and 3" long, with the narrow tailpiece adding another $1^{1}/_{2}$ ". (Making the tailpiece the same size as on the other D-series models means that all Audix clips and clamps will fit the D6. Good thinking.) The sturdy one-piece housing is machined from a solid block of aluminum and given a semi-gloss black anodized finish. (A "silver" finish is also available.)

Overall, the D6 exemplifies the edict that form should follow function. It's as big as it needs to be to house the capsule and associated electronics, and no bigger. This pays dividends when it comes to placement, as we'll see.

So physically, the D6 is a solid, functional design. But that can be said of a number of other mic's. What sets this design apart is what's on the *inside*. One look at the response curve tells you there's something interesting going on here. There's a significant boost in the low end, but instead of it being centered in the usual 125 Hz region (which can add to the "boom" characteristic of a bass drum), it's centered an octave below that. This contributes to the "thud" characteristic instead. Then there is a reduction in the lower mids that is both broad *and* deep, centered at 600-800 Hz, but extending from perhaps 200 up to 1,500 Hz. This reduces the dreaded "boxy" midrange ring that is death to a tight kick sound.

In the high frequencies, the expected boost at 4 kHz is there, which accentuates the punch of the beater attack. But there's another (even stronger) peak up around 10-12 kHz. This gives you the beater "click," which adds pinpoint definition to the attack. It would be almost meaningless to say "there's an 8 dB cut at suchand-such a frequency," since *nowhere* along the response curve is the graph flat. There's no real baseline from which to measure. Suffice it to say that this is the most non-linear mic' I've seen in a while: Both 60 Hz and 10 kHz are a good 12 dB (or more!) above 700 Hz.

The polar chart is very interesting. In brief, this mic' is *very* good at rejecting midrange (500 Hz) from the rear, but quite a bit more "omni-ish" when it comes to the lower frequencies. This means that when it's placed inside a kick drum, it will theoretically reduce more of the harsh shell ring coming from off-axis in proportion to the warmer overtones it picks up.

In Use

Because I got one of the first models off the line, the D6 I tested arrived without any literature. Therefore I started by simply placing it in some typical locations and listening, making notes of my initial impressions. Here are some excerpts from my first listening session:

"I'm especially enjoying the way the high end of the curve is tuned to pick up the beater click. Other non-linear kick mic's have an upper-mid boost, but it sounds like the emphasis on the D6 is at a higher frequency, resulting in less harshness and a better kick attack. The major reduction in the lower mids makes for a very smooth sound. And there's lots of beef on the *bottom*...."

Shortly after that session, Audix emailed me some specs and charts on the mic', and I had to smile. First, it was nice to know that my poor, abused ears still worked. But more importantly, it was reassuring to note that everything I was hearing was *intentionally* designed into the mic'. The way this thing responded to a kick drum wasn't even partially the result of serendipity.

Let's examine some specifics. I started with the D6 placed about 6" in front of the kick drum. It sounded a bit fatter and had significantly better articulation than other mic's I've used. It was also much smoother, due to the greater attenuation of the mids. Another thing was immediately apparent: The output of the D6 was lower than the other mic's I'd been using. This can be problematic when you're using a microphone on very quiet sources, because you have to raise the gain—which also raises the noise floor. However, in percussive applications all it means is that you won't have to use a pad on your board. (And since the D6 can take a max SPL of 144 dB, you won't be running out of headroom.)

Next, I tested the mic' inside a kick drum. Its compact size (for a kick mic') made it easy to position through the port in the front head. Here the D6 *really* shone, producing what is probably the best unprocessed (no EQ or compression) contemporary kick sound I've ever heard. It had significant weight to the sound, with

more articulation than I've heard on a kick without any added harshness. It was also incredibly smooth through the midrange.

I immediately unscrewed the mic' and looked inside, expecting to see a tiny soundman hard at work on a miniature mixing console. How else could a completely dry mic' signal sound so professionally produced?

With a record of two for two, I decided to stretch the envelope a bit and try the D6 on a 12x14 tom. Here, too, the sound was very fat, smooth, and articulate. All without turning a single knob. Wow.

Now Hold On

Along with the D6, Audix also sent along their new D-clamp. (This wasn't available when I tested their D-vice mount during a recent review of the Micro-D microphone.) The D-clamp is designed to mount a mic' on a conga (or pretty much any hand drum that uses tension hooks). The short story is the D-clamp works great, holding tightly to the drum yet allowing plenty of positioning flexibility via a thin gooseneck.

As long as the mount was clamped to a conga, I figured, Why not put the D6 on it and see what's up? Well, I think we finally reached the boundaries of the D6's job description. The result was a little *too* smooth, and the drum needed a little more midrange in its sound than the D6 was willing to give. In this application I'd go with a less contoured microphone, such as an Audix D2 or a Shure SM57. Please note, however, that Audix isn't touting the D6 as a conga mic'.

One "outside the envelope" application that *was* a success, however, was using the D6 in front of the drumset as an ambience microphone. I placed it approximately 4' in front of the kit, and 18" off the ground. Of course there was a lot of kick in the signal, but the D6's enhanced transients also allowed it to do an excellent job of picking up the rest of the set. The resulting sound was a big/full/live "mix" that would sound great in certain settings. I could really see using a compressed version of this signal to add some "splat" underneath a typical drum mix.

Conclusion

The D6 was designed with one goal in mind: to be a no-compromise contemporary kick mic'. If you're a purist looking for a linear, "just the facts" bass drum mic' (and there are certainly times when this is desired), then the D6 obviously isn't the mic' for the job. But if you want a painless way to get an absolutely rocking professional sound with a ton of serious beef on the bottom and that Lars-type "click" on top, then this is the stuff.

To paraphrase Will Rogers, I never met a mic' I couldn't use (given enough EQ, in some cases). But there's a big difference between "something that works" and something so perfectly tai-

lored to the task that it makes the job effortless. The D6 is the latter, and it was definitely worth the wait.

	THE NUMBERS
ne	
s.	Audix D6 Bass Drum Microphone
	TypeCardioid Dynamic, "Tailored" Response
it-	Frequency Response
is	Max. SPL
h	HousingMachined Aluminum
n	Available finishesBlack or Silver Anodized
	Dimensions
	Weight
	List Price
	🐲 (800) 966-8261, 🕆 www.audixusa.com.



CLE Drums

Size And Sound Set These Beauties Apart



quality sound great finishes

by Kevin D. Osborne

Michael Latini is the owner, innovator, supervisor, and shop laborer behind CLE Drums. His mission statement is "to build a drum that's unequaled in its combination of warmth and resonance." He may very well have succeeded.

Once a drumshell is delivered to Michael's shop, it doesn't leave until it's a finished drum. Michael cuts the bearing edges, drills all necessary holes, sands, finishes, and assembles each drum all on the premises. And the finished product is impressive.

CLE Drums will make any size of drum or style of drumset that a drummer wants. They can and do advise drummers about potential choices, based on the music they play and where they play it. CLE can also finish a drum in virtually any requested color and look.

But size and color are not the only reasons CLE Drums are custom. Their bearing edges are different from most bearing-edge designs. The innovative lugs are simple, lightweight, and strong, and they take up little space inside and outside the drum. Finally, CLE drums are proportionately sized to deliver optimum resonance.



We received a Jazz kit and a Rock/Fusion kit for review. The Jazz Kit was finished in a high-gloss Earth Tone lacquer, which had a beautiful sheen. The finish on the Rock/Fusion kit was Ghost Black Satin Oil Varnish, which had a no-nonsense elegance to it. It's a flat black finish that says "Let's get down to business!"

Construction

The Jazz kit featured 6-ply toms and an 8-ply snare drum. The Rock/Fusion kit toms were 8-ply, while the snare was 10-ply. Both bass drums were 8-ply.

The inside bearing edges of bass drums and toms are cut to 60°. Snare drum edges are cut to 45°. According to Michael Latini, these cuts deliver the best rates of decay for his drums. The outside bearing edge is cut to a radius, which means that instead of a sharp angle, the edge has a curved bevel that meets the top of the inside 45° or 60° edge. This radius matches the inside curve of a drumhead collar. Accordingly, the part of the drumhead that's pulled down over the outside edge of the shell makes optimum contact with the drum. This contact reportedly transfers more of the head vibration to the shell, thus contributing to the drum's warmth and sustain without reducing its attack and volume. A proprietary finish is applied to the insides of the shells, as well as to the bearing edges. This finish seals the drum but doesn't coat it, since a coating can stiffen the wood and change the drum's sound.

Another unique feature of CLE drums is the lugs. Designed by Michael Latini, each lug is a sphere sitting on a cylinder—a simple but original design that incorporates elemental forms. The lugs are machined from a very strong aluminum alloy, then drilled and formtapped. Form-tapping is a procedure that presses the threads into the metal, increasing its density and strengthening the threads. The tension rods on all CLE drums come with polycarbonate tension washers.

Large-diameter stainless-steel washers and button-head screws hold all the drum hardware in place. The button-head screws are shaped to allow air to flow over them, and there's only one screw per lug. Air vents and even the mounts for the floor tom legs are horizontally located in line with the lugs. All this combines to increase the area of the drum's interior that is free from obstruction. Since vibrations are stronger in this increased open area, the resonance of the drums, according to CLE, is enhanced.

Size Matters

CLE drums are available in some unique sizes. Latini has determined that drums with a depth of 75% to 80% of the diameter deliver the best resonance. For example, the bass drum on the Jazz kit is 15x20. That's a 75% ratio. The mounted tom is 9x12 another 75% ratio. On the Rock kit the ratio is closer to 80% for the bass and toms (except for the 10x10). This gives the Rock kit a deeper sound, while its 8-ply shell construction delivers more volume with only a little less resonance. Michael says that toms and bass drums constructed to the 75%/80% proportionate size will resonate with each other, adding to the overall sound of the kit.

Sound

The Jazz kit was built with a "retro" sound in mind. The toms and bass are small in diameter, and use vintage-type drumheads. Combined with the proportionate size of the drums, this produces a rich tone and a warm sound. The 5x14 snare has eight nodalmounted lugs and a Nickel Drumworks strainer. This drum produces a crisp and clear snare sound with some spread to it.

The drums respond very nicely to being tuned up to pitches that stand out to the listeners' ears. As I tuned up the bass drum, some of the ring diminished and the drum's punch stood out, without any loss of warmth.

The 9x12 mounted tom falls right between the more traditional 8x12 and 9x13 tom sizes. It has good presence and resonance. The 12x14 tom is one of a kind, especially when it stands alone as the only floor tom. The resonance carries the sound for a long distance. Listening to the drum without seeing it, you'd be inclined to think that it's much larger than it really is.

I enjoyed the warmth and tonality of the Jazz kit. But I *loved* the power of the Rock/Fusion kit. This is a set that's in your face from the get-go. You can almost hear the sound of the stick touching the head before the drum speaks. And when it does, it speaks vol-



umes (pun fully intended).

The 6x14, 10-ply, 16-lug snare drum comes with die-cast hoops. It delivers a focused, throaty sound with a defined percussive punch. The snares are very responsive and respond well to soft as well as aggressive playing.

Spending the time to tune these drums rewards you with great overtones and harmonics. You can literally hear them appear as each drum is brought up to its optimum pitch. I put a small drum pillow inside the bass drum to take out some of the ring. That left the drum with a deeper, more direct sound that had punch, attack, and good resonance. These are just *great* drums for rock playing.

Final Words

CLE Drums may be new on the market, but they've paid their dues in preparation. Michael Latini has produced a fine, innovative

List price ...

6x14 10-ply snare drum.

THE NUMBERS

Jazz kit: 15x20 8-ply bass drum, 9x12 6-ply rack tom, 12x14 6-ply floor tom, 5x14 8-ply snare drum.

Rock/Fusion kit sizes: 171/2x22 8-ply bass drum,

10x10 and 10x12 8-ply rack toms, 13x16 8-ply floor tom,

series of drums that will meet the demands of the discerning drummer. CLE Drums are available from independent dealers. Check the CLE Drums Web site for

List price	\$4,118
ﷺ (410) 876-7950, ∽ີ†	www.cledrums.com.

\$3.935



Mountain Rythym Circle Series And Pro Series Djembes

Ever Hear Of Afro/Canadian Sound?



excellent construction at all price ranges

Circle series pine drums are lightweight

Pro line drums offer huge sound



Mountain Rythym is a small company in Canada that offers an exceptional selection of hand-made ethnic drums for all levels of players. We had a chance to examine djembes from two different price ranges: The Circle series and the Pro series. Each has unique features to offer. Let's take a look!

Circle Series Pine Djembes

The Circle series includes djembes in four sizes (10", 12", 13", and 14") and three wood choices (pine, butternut, and maple). For this review the pine drums were used. The shells are constructed of kiln-dried wood and are sealed on the inside and outside to protect them from cracking. Pine is a very light wood, making the drums easy to carry around.

The sounds are very tight and focused. The 10" has a great tone and the slap is easy to attain. I really liked this drum. It's small and light enough to sling over your shoulder, but still has a very distinct djembe sound. The 12" drum has great resonance and produces a fabulous bass tone. In addition, its slap and open tones are crisp and really ringy. The 13" model had a mellower tone—though not quite as ringy as the 12". I thought that part of its tone might have been the result of the head settling in, so I experimented with it for a while. In doing so, I was surprised at how versatile these drums can sound in



all tuning ranges. The manufacturing of the shells is very consistent, and one can logically expect that to be true for the butternut and maple versions as well.

The heads on all the drums are made of non-bleached goatskin. They're tied on in traditional djembe fashion, using "marine static chord." (That would be rope to you and me.) It's kind of like a high-quality bungee cord, and it's not going to budge while you play.

The rope is well below the top of the head, and the shells around the rims are very smooth and easy on the hands. In fact, all the drums are very comfortable and easy to play.

The tuning mechanism on all the Mountain Rythym djembes deserves its own paragraph. We'll get to that after we discuss the Pro series.

Pro Series Maple Djembes

The maple Pro drums are clearly the heavyweights in the MR lines. Made of Canadian rock maple, these drums sound *huge*. Their construction is different from that of the Circle series, in that the contour of each stave on the Pro series drums is shaped from the original piece of wood, so there is no bending. The overall body of the drum is also shaped and contoured more than the straighter Circle models. The use of hard maple also accounts for a significant increase in the weight of the drums.

The sound produced by the Pro drums is large and in charge. The resonance is immediately obvious. I put up a mic' and recorded a couple passes of each of the drums, and they really recorded well. I used a room mic' at a pretty good distance away, and the low end was always very pronounced.

The 13" head provides a lot of area to work with, and is great for slaps and open tones. The bass tone is warm and smooth. The rounder, wider body on the Pro series drums helps create a unique tone.

Although much heavier than the pine drum, the 12" Pro model is still a perfect all-around drum for drum circles, studio work, or live applications. It's compact enough to carry around, but it produces a solid and distinct sound, with a very tight slap. It would be a great addition to a set of congas in a live touring setup. It also records really well. I have to admit I might be getting a crush on this drum. It's really fun to play.

The Tuning

First things first: Out of the bag, all these drums sounded very good. I didn't feel any need to change anything on the Pro



drums. But I did want to tweak the Circle drums a little.

Remember the "marine static chord"? There's a twist peg or hard piece of molded plastic intertwined in the rope that you have to "flip" in order to tighten the cord. MR includes a "flipper" to help with this process—which is a good thing, because I certainly couldn't flip one with my fingers. This was a new tuning technique that took me a few tries to figure out. And when the twist peg fell out of the rope, it took a while longer to figure out how to get it back in. Once I had it figured out, I realized that the system wasn't really difficult. However, I did discover that if something slips, the twist peg can whip down on one's fingers under the tension in the rope. So let's just say that the tuning process can be a little tricky, and will require some practice.

Conclusion

Mountain Rythym offers up a great range of drums, from the

light Circle series pine to the heavyweight Pro series maple. It's great to play drums with such a strong sound and tone. The bass response of the maple drums is fantastic. Even the small pine drums sound great. All are made with the same care and quality.

Circle Series Pi	ne Djeml	bes
20x10		\$273.9
26x12		\$358.9
27x13		\$388.9
28x14		\$419.9
22x10		
26x12		•
0040		
28x13 30x14		





reduced need for different tools

by Rick Van Horn

Unigrip Flipstix Nifty Tools Of The Trade

've been playing a lot of "pit percussion" lately, for shows in local high schools and community theaters. In virtually all cases, I've been doubling the drumset and percussion parts. And in most cases, I've been faced with the problem of creating this acoustic variety on the kit while keeping the volume under control.

When I played clubs, my usual choices of tools boiled down to one pair of sticks for 95% of the night, and perhaps a switch to brushes and/or mallets for the other 5%. Not so on a show gig. I've been playing with different sticks, brushes, rods, and mallets almost in equal proportion (sometimes within a single piece of music). Switching between these tools calls for a lot of rapid "put down/pick up" action on my part. So I was pleased to discover the combination tools offered by Unigrip in their Flipstix line. Using these "combo sticks" allows me to dramatically reduce the number of items I have to reach for in order to have different sonic options.

Bamboo Flipstix

The two Bamboo Flipstix models consist of a general-purpose, wood-tip 5A stick and a thinner Jazz stick with a delicate barrel tip. Each has 3" bamboo rods on the butt end. The length of each model is $16\frac{5}{8}$ ". The bamboo rods produce a stiff response similar to that of wood dowels. That response is very useful on ride cymbals (when sticks are too loud but brushes can't be heard), and also on snare drum backbeats that need to be controlled, volume-wise. But what's special about bamboo dowels is that they don't split and break like wood dowels do. Instead, they tend to shred into finer dowels and fibers. (And this takes *quite* a long time, owing to bamboo's durability.) Granted, this will ultimately change the sound they produce, but it allows them to retain their usefulness as an instrumental tool.

The Bamboo Flipstix are more than an inch longer than the nylon-tipped versions



Flipstix Models (from left): 5A and Jazz Bamboo, 5A and Jazz Nylon, 5A and Marching Mallets, Bamboo Brushes, and L-Groover Brushes

of the same sticks. This gives them more reach and power, which is in keeping with the likely use of the stiffer bamboo ends, which produce a sharper and louder sound than their nylon siblings.

Nylon Flipstix

With the above comments in mind, the Nylon Flipstix proved perfect for moderate- to low-volume playing (especially with the Jazz stick version). Their shorter length ($155_{/8}$ ") gave them a great balance for traditional-grip playing, and their $21_{/2}$ " nylon rods served well as an "in-between" alternative to sticks or brushes. Their sound was definitely softer and had more "spread" than that of the bamboo rods, but it was still distinct and audible on drums and cymbals.

Flipstick Mallets

The Flipstix Mallet was my favorite tool among this entire group. It features a hard felt mallet on the butt end of a nylon-tipped 5A hickory stick. That particular stick features a narrower taper and more delicate bead than the wood-tipped 5A, so it's really an entirely different stick in feel, balance, and especially ride-cymbal sound. I found that I could play drumstick patterns quite comfortably with the mallet stick, so on several pieces of music I didn't bother to switch to "standard" sticks at all—even if I didn't need the mallet option. But when I *did* need the mallets, I merely had to spin the sticks around in my hands to get them. Quick, convenient, and comfortable.

Unigrip also offers a Flipstix Marching Mallet. Although it was much too big and powerful for my pit playing, it would undoubtedly be a helpful tool for marching snare or timp-tom players looking for acoustic variety in their on-the-field playing. By today's marching standards the sticks aren't massive: 3A hickory models, approximately 15^{3}_{4} " long and about 5^{\prime}_{8} " in diameter. But their thick necks and large, nylon ball tips would give them plenty of volume and articulation on snare drums, while the hard felt mallets could provide quick response from toms. (Or what the heck, swap 'em around on the drums for different sounds.)

Bamboo Brush And L-Groover Brush

These two models are identical but for their grips. They feature $8^{1}/_{4}$ "-long bamboo rods set in a slightly loose pattern to get a more brush-like "spread" than traditional rods would produce. (However,

if you *wanted* a more pointed rod-like sound, it would be a simple matter to add a rubber O-ring or use a little tape to gather the rods more tightly.) The sound produced by these bamboo rods is less brittle than that of wooden dowels, but significantly more pointed than wire or plastic brushes (of any gauge).

The regular Bamboo Brush features a 5B-size smooth hickory grip. The L-Groover Brush features Unigrip's proprietary L-Groover grip, which consists of a grooved shaft covered in a black rubberized coating. I can't imagine playing hard enough with these "brushes" that stick slippage would be a problem, but the L-Groover grip is secure and comfortable even under low-intensity playing situations.

A Great Group

As a group, all of the Flipstix offer terrific versatility and acoustic

potential. They're made well, feel great to play with, and can cut down the number of items you need to carry in your stick bag. Sounds like a winning combination!

THE NUMBERS	
Bamboo Flipstix	\$27.95
Nylon Flipstix	\$27.95
Flipstick Mallet (5A)	\$26.95
Flipstick Marching Mallet.	\$27.95
Bamboo Brush	\$25.95
L-Groover Brush	\$26.95
🐲 (800) 474-7068, 🕆 www.unigrip2	2000.com.

Quick Looks

Casecore Coffin Case Stick Cases

While I first thought that it might be quite an undertaking to use stick containers shaped like coffins, my grave misgivings wore off quickly as I put them to use.

BB-100 Stick Bag



Your first response upon seeing the BB-100 bag might be to say, 'Is it just cool-*looking*, or is it also a good stick bag?' I'm happy to say that it's both.

I packed and closed the bag, and was shocked that it didn't bulge from all the sticks, mallets, brushes, and accessories I'd put into it (including a hi-hat clutch). Mallets fit particularly well, because the coffin shape provided a little extra space for the size of the heads (where a traditional stick bag would bulge in the same situation).

The stick pouches inside the case are padded in red plush fabric with covers over the sticks. The covers tuck behind the sticks while in use. The case features utility pockets created with netting, which allows you to see what's inside. (This eliminates the unenviable experience of reaching blind into a stick bag for a drumkey, and jabbing yourself with a pencil in the process.)

The BB-100 includes the "Armor Frame," which is a kind of internal piping that strengthens the bag. When the case is unzipped, the two sides are fairly soft and pliable. When the case is zipped closed, it feels rigid and extremely solid. The only color choice is black with a red interior. List price is \$50.

LF-150 Hard Case

The LF-150 hard case has the same basic dimensions as the BB-100, except that the stick pouches are enclosed in a flight-style case shaped like a coffin. It features two locking latches and a comfortable metal handle. The right-side stick pouch "sits up" and allows you to access your sticks while the case stays on the floor. Hook-and-loop fasteners let you control the angle. The right side is also removable, with a loop on the top to let you hang it from your floor tom.

It occurred to me that since the right-side stick pouch is indeed removable, maybe I should remove it and see what I had left to work with in the case. What I got was a space about 8" across at the widest point and about $1\frac{1}{2}$ " deep. This opened up a world of possibilities, such as carrying splash cymbals, triangles, slide whistles, spare minidisks or DATs, and just about any sort of small accessory that you don't want floating around loose in your trap case.

My first impression of the LF-150 was that it was a fine way to transport sticks while looking different and doing the job in

> style. But add in the ability to safely carry just about any small thing you want to keep with you, and it becomes a great value. It's available in silver with the same red interior as the soft case. List price is \$80.

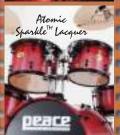
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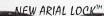
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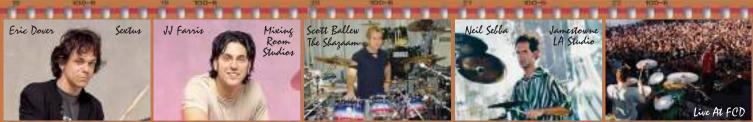
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Yamaha DTXPRESS II Better Than Ever—At No Extra Charge



pre-assembled rack with ribbed tubing three-zone triggering from the snare pad cables are ready for pad upgrades

by Rick Long

Y amaha scored a major hit with the release of the original DTXPRESS electronic drumkit (reviewed in the November 1999 issue of *MD*). That kit brought electronic drums well within the reach of most drummers. Along with a very affordable price tag, the DTXPRESS had great drum sounds, internal songs and grooves to practice with, and quality construction.

Rather than let a good product sit around without attention, Yamaha recently decided to upgrade the DTXPRESS. The DTX-PRESS II retains the general look of the



first version, but there are some major upgrades in the sound module, pads, and rack. Let's take a look at each section of the kit and examine the changes.

On The Rack

The rack is now made in Indonesia, in the same factory where Yamaha's motorcycle frames are made. The rack poles are now ribbed, which allows the clamps to grip more firmly with less effort. But the best feature of the new rack is that it comes pre-assembled. I've always liked drumkits with racks because of the stability and consistency of set-up. But the initial assembly of a rack system can be quite time consuming. Yamaha's pre-assembled rack only needed a few adjustments to get it properly situated for my playing style.

Padding The Issue

The new DTXPRESS pads (also of Indonesian manufacture) are more heavyduty than their predecessors. The dualzone snare pad has a grooved indentation around its circumference (on the rim), which makes it easy to distinguish from the single-zone tom pads. The cymbal pads have a new dimpled surface similar to that found on hand-hammered acoustic cymbals. This doesn't have any functional purpose, but it's a nice aesthetic addition. One of the cymbals is dual-zone (for use as a ride) and the other is single-zone (for use as a crash). The bass drum pad has been widened so that double pedals can easily be used.

The hi-hat controller is also new. It's a low-profile model with a footboard that matches the styling of the new Yamaha bass drum pedal line. The action is smooth and the full range of hi-hat sounds is easily obtainable. Heel splashes seem easier to obtain with this model than with previous versions.

Sound System

The DTXPRESS II sound module inputs have been upgraded. The snare and cymbal inputs are three-zone. This allows for cross-stick sounds on the snare (with a stick on the pad and the rim) and improved cymbal options. Another improvement is that the controls have been moved for greater convenience. The on/off/volume control is on the front panel instead of in the back. The auxiliary input now has its volume control placed right up front. Both these changes make adjusting the mix between the kit and the incoming audio much easier. As with the original DTX-PRESS, full General MIDI capabilities are onboard.

Also noteworthy is the headphone output. The signal strength has been increased to allow for improved sound quality even with inexpensive headphones. After playing this kit for several hours at the Yamaha headquarters showroom, I asked about the headphones I had been given for the demo. I thought I was using studio reference phones. They were actually \$19.95 standard headphones, but the kit was able to push them so much that their inherent inefficiency was overcome and a full-spectrum frequency response was obtained.

A standout feature of the DTXPRESS's sound module is the song and groove function. In particular, kits #30 and #31 have great background combo patterns that help you practice grooving with a band. And I'm pleased to say that the internal songs aren't hokey. They're interesting songs that cover every style of music. As such, they'll definitely help to prepare you for work as a professional drummer. For added fun, get your lead-playing friends to come over and jam along.

Fun, Fun, Fun

A good test of any drumkit is whether or not it makes you want to play it longer than you had expected when you sat down. The DTXPRESS's drum sounds and captivating groove patterns are likely to inspire you to want to play it for hours. While conducting this review, I played the kit for three hours before getting up from the drum throne. That should tell you something.

Yamaha also appears to be equipping the DTXPRESS with the future in mind. Despite the fact that the tom pads and one

cymbal pad are single-zone, all cables are stereo so that you can upgrade the toms to dual-zone pads (which are already available) and three-zone cymbal pads (which are slated to become available in early 2003).

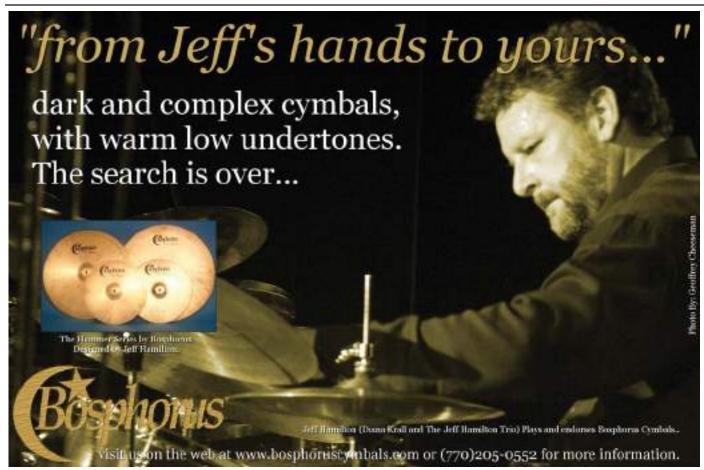
And The Best Part Is...

Upgraded equipment usually means an upgraded price. But Yamaha has chosen to leave the suggested retail price of the DTXPRESS II the same as the original DTXPRESS's. This should lead to an even lower and very attractive "street price" through the usual mass marketers. Such a deal!

THE NUMBERS

Configuration: Sound module, one two-zone snare pad, three single-zone tom pads, one two-zone "ride" cymbal pad, one single-zone "crash" cymbal pad, hi-hat foot controller and single-zone pad, and kick-drum "tower" pad capable of accommodating double pedals. All mounted on pre-assembled rack featuring ribbed aluminum tubing.

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PLENTY

The tension is great. The response is precise. A great variety of adjustments—if you want to leave the footboard in the stock position, but put the beater further back so you can do that. The durability is phenomenal. I've never had a problem, never had a broken pedal. DWWE LOWIEWEED fantomas

DEST DOLMAYA'I

ARE DOWNINGHAM

KENNY ARONOFF

RODNEY HOLMES

First of all the name and the look just captures everything—very scary. Seriously, I've never had any problems with them on tour. I beat the hell out of these things and nothing has ever failed on me. The most solid pedal I've ever played and really smooth at the same time.

STEWART COPELAND oysterhead

MORDAN ROSE

got got dela

FRANK READ

221,504

MIKE PORTNOY

The Iron Cobra also has a lot of control—definitely. It works with you, not against you. The response is quick and the action is light. If you're trying to pull off some doubles, it doesn't move around on the floor—I play very precisely so that kind of stability is important.

STEFAME EULINBERG

SCOTT TRAVIS

judas priest

DAVID SLYERA

JOHN BLI/OKTELL

WOH LIND

Infinite adjustability, great playability, roadworthiness—I'm still on my original (black footboard) pedal. This is one part of my gig that I don't worry about. JUEL ROSENEL/OF (spyro gyra

SHON PHILIPS

Pedals are the kinds of things that I would rather not have to think about. I just want them to be smooth and dependableto help me along the way to do what I want to do. The Iron Cobras are the best examples of that by far. JOEY WARDINGSR.rem



Audioslave's Control of the second se

> Guitar wizard Tom Morello first met the drummer of his future through an ad Brad Wilk placed in a Los Angeles

Story by Michael Parillo Photos by Alex Solca

music rag. "I wish I had saved it," laughs Morello. "It read something like, 'Rhythmic powerhouse, influences James Brown and Led Zeppelin—please call.'"

Morello called, and so began the genesis of Rage Against The Machine, which kick-started in 1991 and ended in 2000 with the departure of vocalist Zack de la Rocha. But a dozen years and millions of record sales after their fateful meeting, Wilk and Morello are still a team, this time in Audioslave. Rounded out by Rage bassist Tim Commerford and Soundgarden singer Chris Cornell, this new group trudged through some early stormy weather to release its muscular yet melodic debut album late last year.

While Audioslave hammers out plenty of "raging" riffs, gone are the hip-hop edge and activist lyrics that helped define Brad's former group. Adding Cornell to the fold—producer Rick Rubin's idea—has brought a softer side to a tried-and-true sound. Noise-master Morello even pulls his most far-out sonic trick yet: playing *acoustic* guitar. "Rage was basically an outlet for anger and frustration," Wilk says. "The emotions were obvious. And while I love nothing more than rocking hard, to have more range makes me feel fuller as a

"Right off the bat I felt like the missing spark plug was put in and suddenly we were firing on all pistons. People call it a supergroup, but to me it's just four guys in a room pouring their hearts out into the music."

person and feel like I'm in a fuller band." To this day, Brad continues to find inspiration from the artists mentioned in the ad he placed when rock stardom was just a dream. The influence of Zeppelin's John Bonham is clear: power combined with finesse, an uncluttered approach marked by sheer conviction, and one

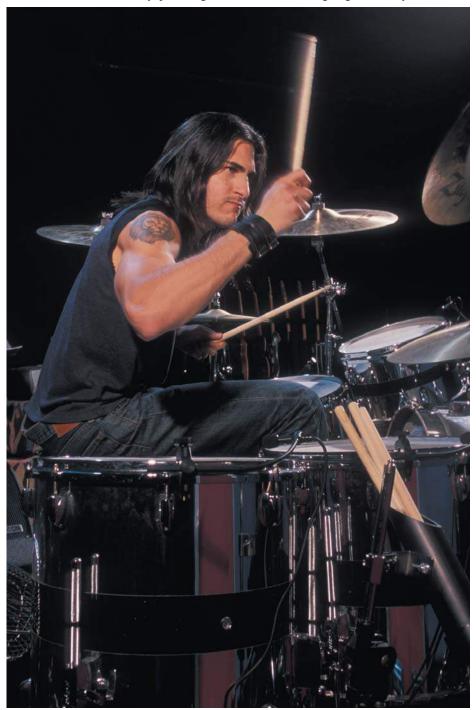
hell of a bass drum sound. Then there's James Brown, who made an impression on Bonzo as well. The Godfather Of Soul, along with his drummer Clyde Stubblefield, taught Brad lessons in groove that have helped distance him from his generation's pack of bashers. In fact, there isn't a funkier drummer in hard rock today.

"When I was in high school," Wilk says, "I listened to a *ton* of James Brown, Parliament, and George Clinton. I would go to sleep with funk records on repeat. I don't know if that was the ticket, but I felt like it really instilled that into my head."

• Audioslave's self-titled LP, Brad has scaled back the syncopation that he sharpened with Rage, but his deep pocket remains, even as he digs into each backbeat with a power that literally lifts him off his seat. Though never much for big, wild fills, Brad has reached a new level of restraint, adding minimal embellishment to relatively straightforward patterns. But what may at first seem like little more than surface-level pummeling deepens on closer inspection—the mark of music that lasts. Cleverly placed ghost

notes, simple but creative orchestration, and Wilk's unwillingness to play anything that isn't absolutely necessary give precious breath to the songs, where a more jumbled approach could have suffocated them.

MD caught up with Brad just before the release of *Audioslave*. Talking past, present, and future, he was thoughtful and enthusiastic—and downright itching to bring his new band to the masses: "I haven't played a show in two years, and when I do I'm going to lose my mind!"



MD: How did you decide what to do after Rage ended?

Brad: The three of us had a lot of questions in our heads, so we took some time off. But after two months it was very clear. I cherish the chemistry I have with the other two guys, and I don't take it for granted. We had a well of creativity that was maybe fifty percent tapped, so it made perfect sense for us to carry on.

MD: Was it a shock when Zack left the band?

Brad: Not at all. But was it difficult? Yeah. You have to go through the whole mourning period and get it out of your system. I don't hold any grudges—I actually feel it was a blessing in disguise for everyone. In the past the negativity wasn't outweighing what Rage Against The Machine was, and the essence of Rage was still shining bright. But toward the end the personal turmoil was outweighing the good parts, and that's no way to be in any relationship. **MD:** The implication might be that because the three of you stuck together....

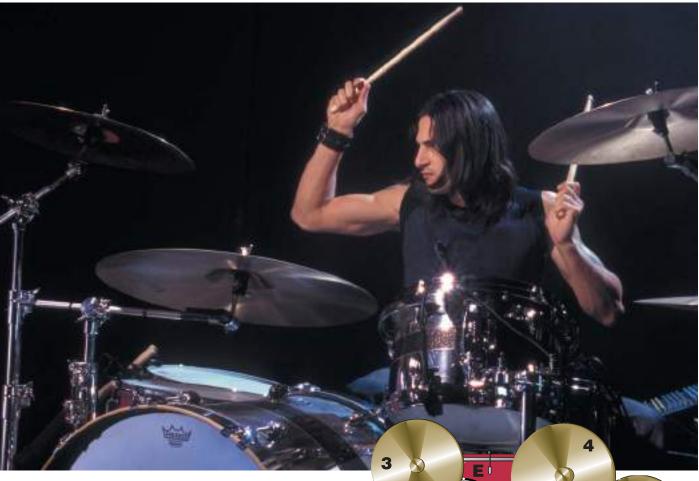
Brad: That it was three against one? That's not necessarily true. We all had problems with each other in the past. The three of us had a great deal of respect for each other and we cared for each other, and arguments and disagreements were part of the process. But when you start losing trust and you get into some real ill shit on a personal level, it becomes a struggle for an outcome that doesn't outweigh the struggle itself.

MD: What was it like when you first got together with Chris Cornell?

Brad: We all met in a rehearsal room and talked for a little bit, and then we went to jam. I closed my eyes and heard this voice that I had been listening to on records. Chris is one of my favorite vocalists, and all of a sudden he was in the room. It was an awesome feeling.

Right off the bat I felt like the missing spark plug was put in and suddenly we were firing on all pistons. People call it a supergroup, but to me it was just four guys in a room pouring their hearts and souls out into the music. It's one thing to find a great singer. It's another thing to find a great singer *and* great chemistry.

MD: So Audioslave isn't just a "project"? **Brad:** This is a real band. I know there were rumors of Chris leaving and whatnot. What really happened is that having two management companies wasn't working. It



was starting to feel divided. We each had important relationships with these people, and it's not their fault. But we were smart enough to go, "Look, this music is more important than our managers' ego battles." The time we spent writing and recording was great, but when it got down to business it was really difficult. Now we're managed by The Firm, and they've been great.

MD: You also dropped out of last summer's Ozzfest at the last minute.

Brad: Hindsight is 20/20, but I'm thankful we didn't do Ozzfest. The record wasn't even done. Being able to take a step back and really bond with one another, we got tighter. What began as a musical venture turned into strong friendships. Once you're placed out into the public, having that bond makes everything a lot easier. Kids aren't stupid—you can tell a contrived, put-together band from a real band.

MD: So with you, Tom, and Tim in a new context, did you fall back on old patterns in the studio, or was there a fresh approach?

Brad: In Rage Against The Machine, Zack rapped, and playing extremely percussive hip-hop-style beats sounds great over rap. But Chris says a lot without a lot of words, and there's a lot of space. Playing super-percussive stuff over that tends to sound cheesy to me. So I had to completely rethink my style of playing.

I put most of my creative energy into the stuff that's

Drums: Gretsch in chrome finish with black

В

Δ

- sparkle stripe
- A. 8x14 Tama bell brass snare

Brad's Kit

- B. 8x12 tom
- C. 14x14 floor tom
- D. 16x16 floor tom
- E. 18x22 kick

Cymbals: Zildjian

- 1. 18" Z Custom crash
- 2. 14" New Beat hi-hats
- 3. 19" K Dark crash
- 4. 21" A Rock ride
- 5. 18" Z Custom crash

Hardware: DW, including a 5000 bass drum pedal (with tight spring

tension)

Heads: Remo coated Emperor on snare batter with Ambassador underneath (tight head tension but with some ring), coated Emperors on tops of toms with clear Ambassadors on bottoms, clear Pinstripe on kick

Sticks: Vic Firth Extreme 5B model (hickory with wood tip)

going on between the beats—the ghost notes that are more felt than heard. It gives more space to the music and works a lot better with Chris's vocal approach. It makes the grooves lean or swing one way or the other. That's what sets drummers apart from each other, I think.

At the time I was reading *Siddhartha* by Hermann Hesse and books on Buddhism, which is all about simplifying—the whole less-is-more philosophy. So the parallels were right there in my face. It was about taking a step back and yielding to the song more than anything.

MD: This is one of your leanest records, that's for sure.

Brad: I wanted to simplify. I've never been a big fill player. It's an easy trap to fall into. I know this is *Modern Drummer* and there are kids who absolutely love that, but there are definitely two sides to drumming. When I was fourteen or fifteen, I was the guy with the Neil Peart drumset. I didn't know how to write music, but I was writing out Rush's *2112* in my own notes, and I was really into that stuff. As time went on, I just saw a different light. There's so much to be said for *space*. The way you use space is just as important as the notes you play.

I also didn't want my drumming to sound anything like a Soundgarden record.

Tom Morello "Wilk'll Rock Ya"

When *MD* asked Brad's longtime partner to talk drums, the guitarist had plenty to say, calling his buddy "my favorite drummer of all time." He also mentioned the Richter scale shake-up at Pinkpop—Morello says it was a 1.1—adding with a laugh, "That's Brad at work."

MD: Besides Brad, what drummers are you into?

Tom: Stephen Perkins is an excellent drummer and unique stylist. I'm a huge fan of John Bonham, his being the records that made me want to rock to begin with. And I love Topper Headon from The Clash. They're probably my favorite band, and they were able to branch off into so many areas because of him.



MD: Do you play drums?

Tom: I do, as a matter of fact. I can't keep time to save my life, but if you need me to spin some sticks and catch some cymbals, *I'm* your guy. [laughs]

MD: Let's talk about your early days with Brad. After you answered his ad, what happened next? **Tom:** He auditioned for my former band, Lock Up. I loved his playing and I loved him as a person—he was a great, affable guy, and we really clicked. But as we finished the first song, he hit the last mighty cymbal crash and his stand fell over. I was thinking, "That dude's great, but I don't know if his gear can hold up for a gig." Stupidly, the band didn't choose him. But when we broke up, he was the first guy I called. I knew it was quite possible that we had an excellent rock future together.

MD: How has your partnership evolved over the years?

Tom: I've become more creative playing off Brad's rhythms. I know what it's gonna sound like when the Richter scale is being challenged, which has grounded me and helped me branch off into crazier areas. Even when I jam with other musicians, I long to stand next to that kick drum. **MD:** Brad's power is legendary. How loud *is* he?

Tom: [laughs] Thunderous. He doesn't mess around. For years we rehearsed in the room where we recorded *Evil Empire*. It was *really* small. After playing in that room, my *equilibrium* would be off!

MD: What are some of your favorite Brad moments?

Tom: There are countless ones. On a couple of Rage tours, Brad played with his back to the audience. He had a little mirror screwed onto one of his stands, and when it came time for cues I'd come over and see just one big eyeball. We're eyeball to eyeball and we go, "Okay, drop the beat." [laughs]

On the new record, I love the beat in "Hypnotize." I also love the feel of "Like A Stone." It's so effortless and beautiful and makes for a haunting song. The slower tunes were the most challenging to play, and those are some of the ones I'm most proud of. "The Last Remaining Light" is something we'd never touched before. Brad does this great little roll in the midst of the beat. Nobody else would have thought of that.

Michael Parillo

I was into letting Chris groove the whole way through without having to count out odd time signatures and whatnot. [Soundgarden drummer] Matt Cameron and I couldn't be more different. I just heard "Black Hole Sun" today on the radio. His playing on that is awesome—it sinks into the abyss. Matt's a *great* "drummer's drummer," while I'm more into the sport of field bouncing and drumming for the people. No tricks up my sleeve, here it is. Play every note from the heart.

MD: Field bouncing?

Brad: In other words, when everyone in the crowd is bouncing up and down to your rhythms. I get off on that more than anything. I remember the first time I realized the power we had to move an audience and the power an audience had to move us back. It was the very first Pinkpop festival show Rage played. The crowd was bouncing up and down so much that it actually registered on the Richter scale in Holland as an earthquake. [laughs] That was the day I went, "Holy shit, something exciting is happening here."

MD: So you consciously avoided Soundgarden comparisons. Did you also think about not making it sound like a Rage record?

Brad: Absolutely. At first I tended to play as funky as I could, and we'd listen back and it just didn't have the same flavor. When you bring in someone else the chemistry completely changes. Chris has such a dark, beautiful, intense voice, and that's what I wanted to relay in my drumming as well: dark, spacious, heavy-sounding drum styles.

My two biggest influences on this record were John Bonham and AC/DC's Phil Rudd. John Bonham—probably my favorite drummer—played a lot of grace notes with a lot of feel, and he was ridiculously funky. Everyone thought he was a basher, but he had so much going on between the beats as well. He was hugely influenced by Motown records and stuff like that.

The Phil Rudd side of it was playing everything solidly through, without having fills or odd breaks between verses or anything like that. One night during pre-production, Rick Rubin asked me, "Have you ever seen [1996 live video] *No Bull* by AC/DC?" With this big Buddha grin he said, "You should check it out." That night I got it, and I saw the effect they had on a crowd. It was *unbelievable*. I thought Rage was the massive field-bouncing band, but Phil Rudd is the king. It's that whole lessis-more philosophy *really* working. He's got magic going on in his hi-hats too—I don't know what it is.

MD: And compared to him, you're playing a lot of notes.

Brad: [laughs] Exactly. It's crazy!

MD: Like Bonham, you've been singled out for hitting incredibly hard. Your hi-hats sway like nobody else's.

Brad: Yeah, I'm a hi-hat basher. [laughs] But most of my power comes from a very short distance and a crack of the wrist, sort of like the Bruce Lee theory. [Lee could land a devastating punch from an inch away.] The rest of it's just going through the motion.

MD: In conjunction with your muscle, you and Tim are incredibly funky.

Brad: I don't hear that very often, so it means a lot to hear you say that. It's a fine line between hitting hard and still carrying the funk.

I'm so lucky to have found Tim. We came from similar backgrounds. We both love funk and got really into hip-hop. The guy has amazing tone, and he's just *so* solid. I know that when I'm kicking the shit out of my kick drum, those strings are right there with me. That's a real good feeling.

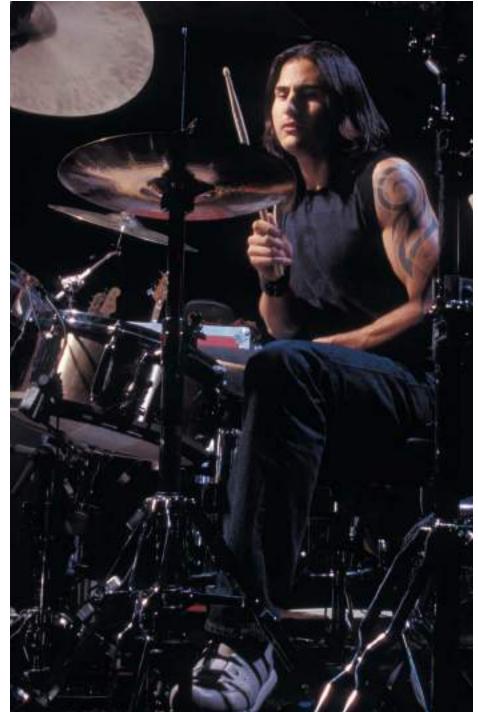
MD: "Like A Stone" has a great groove. It's a straight-ahead tune, but it's got so much bounce because of the way you play. **Brad:** That song to me almost sounds like old boogaloo or something like that. The verse is really reserved, and then you hit the chorus and you're expecting to hear a ride cymbal, but instead I switch to the side of my floor tom, and it opens up even more space and becomes even *more* reserved. I spend a lot of time thinking about stuff like that.

MD: What was the writing process for *Audioslave*? Were the songs written together on the spot?

Brad: It came in different forms. Most songs started out as a small part and grew in the room. We were really excited and it was really flowing. It didn't feel like work. Everyone was supportive and gave each other space when they needed it.

MD: What's your approach to crafting a part for a new song?

Brad: For this record it was more instinctual on all our parts. It's like that saying



about your first thought usually being your best. We'd get something on tape and I would go home and listen to it. I'd have the obvious beat picked out, and then I'd try all that in-between stuff in different places. I'd accent things more or less, or ride on cymbals, or not play cymbals....

Sometimes when you first start playing—especially when you're creating you're really paying attention to what *you're* doing. It's good to be able to sit back afterwards and really hear everybody else. But for the most part, the meat 'n' potatoes of the grooves were there from the first day. That was really cool, and different from what we had done in the past. With Rage it was playing a part, messing around with it, over-thinking it to death, and then coming back to the original idea. [laughs]

MD: One song that's different for you is "Hypnotize," which has a techno vibe.

Brad: I loved doing that. It was one drum take, right when we got in that day. It's kind of a bastardization of a Clyde Stubblefield beat. I knew I didn't want the

beat to change at all throughout the song, but I'll switch on flangers here and there in certain parts.

MD: Did you record it that way, or add effects in the mix?

Brad: For the recording, Rick Rubin told me not to worry about that. But live I've got flangers and delay pedals right there. Delay is fun to get into. I can lose myself for hours playing with a delay that's set up to a kick and snare. You get into weird accents, depending on where you set the delay. There are accents that you're hearing but not playing, and it makes you think about the groove in a whole other way.

MD: Did Chris play any guitar during the writing sessions?

Brad: He was singing mostly, but when we were searching for something he would grab a guitar and help come up with parts. He has such a unique musical sense. Some of my favorite parts are bridges that Chris brought in, because for me it was such a new thing. You know what else? Chris plays the drums really well.

MD: And his lyrics on Audioslave are fantastic.

Brad: When he was done with the record,



BRAD ON RECORD

RECORDINGS

Artist Album

Audioslave Audioslave Rage Against The Machine **Battle Of Los Angeles** Rage Against The Machine Evil Empire Rage Against The Machine Renegades Rage Against The Machine Rage Against The Machine

FAVORITES

Album all The Kids Are Alright Legacy (video) Master Of Reality Paranoid all Best Of 3 Feet High And Rising all Dirty Deeds Done Dirt Cheap	Drummer John Bonham Keith Moon Elvin Jones Bill Ward Bill Ward Clyde Stubblefield Dennis Chambers samples (many) Stewart Copeland Phil Rudd
Highway To Hell	Phil Rudd
	all The Kids Are Alright Legacy (video) Master Of Reality Paranoid all Best Of 3 Feet High And Rising all Dirty Deeds Done Dirt Cheap

he gave us his lyric sheets, which was such an amazing thing for him to do. Two of my favorite writers are J.D. Salinger and Anne Rice, and I thought he surpassed both of them. For me to be connected in some way to these beautiful poems was so deep. MD: Chris's style is utterly different from

Zack's. His words are much more intro-

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spective, and they're apolitical.

Brad: Nothing would horrify me more than if anyone asked Chris to write political lyrics or something like that. Chris is a strong enough personality that he's staying true to himself, and I wouldn't want him to do anything but that.

Rage Against The Machine was on a mission. But while our music was pretty much a hundred percent political, I felt we often fell short on action due to the personal turmoil within the band. Going to do a benefit, for instance, we couldn't even get together to play because we weren't speaking to each other. We got asked to go to Cuba three or four times, which we were really interested in doing, but it never came to fruition. The whole Mexico City show [filmed for 2001's The Battle Of Mexico City DVD] almost didn't happen. I'm not pointing fingers at anybody. I want to make that clear. It's nobody's fault-it's everybody's fault.

MD: Some Rage fans just wanted to rock, including some who agreed with the activist message. Did the band dislike that type of fan?

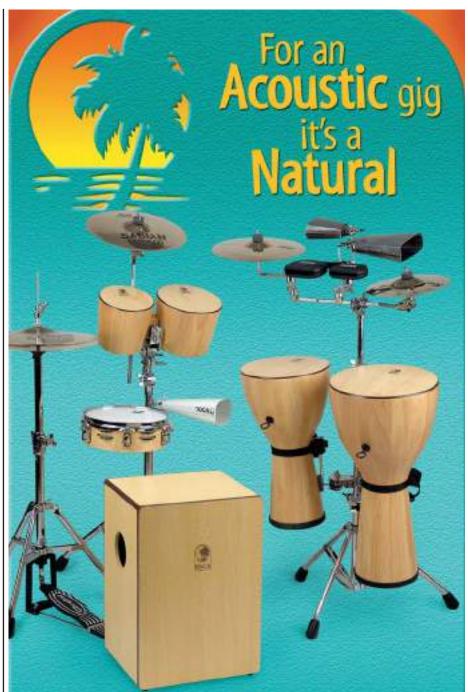
Brad: I will say that everything we did, it was all about politics. That's a big reason why the music didn't get as much recognition as it would have had we not been such a politically influenced band. But it's awe-some because it really challenged the listener. We'd seduce you with this music, and all of a sudden it's, "Whoa, there's a message here. Am I into this message?"

Personally, it didn't bother me if people disagreed with what we were saying. As long as we were provoking people to think for themselves—even if we were pissing them off. Anything but indifference. I think we succeeded on that level.

But what we have now—and Tom has been key in setting this up—is a subsidiary of Audioslave called Axis Of Justice, where anyone in the band can take on any type of political action they choose. We actually have an incredible opportunity to do more on a political-action level than we did in Rage.

MD: How exactly is Axis Of Justice related to the band?

Brad: You can get to it through the Audioslave Web site. And playing shows, for example, we can roll into town and have food drives or get booths out—like Refuse And Resist!—and do it through



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Axis Of Justice rather than through Audioslave, so it doesn't put anyone under any kind of pressure.

MD: Sounds perfect. Back to the album. Did you record live in the studio?

Brad: Absolutely. That works for us. And it was the first time I've ever done a record where I actually had the vocalist there doing his thing. That's important, because what's going on vocally has a lot to do with how you're accenting. On "What You Are," the hi-hat and vocals are attached to each other in a way that's simple but really hypnotic. And "Cochise"—I feel like that's the sluttiest groove I've ever played. [laughs] I don't know how else to describe it. I don't think I could've played those songs like that had Chris not been there.

MD: They were scratch vocals, not final takes, right?

Brad: Yes.

MD: Did your velocity change considerably from song to song?

Brad: I started playing softer on softer songs like "Getaway Car," "Like A Stone," and "The Last Remaining Light." But Rick said, "When you play those harder, they sound better. The dynamics are still gonna be there. Trust me." I did, and he was right. So we have slower songs that are in a more ethereal light, but it's still a solid block of a record.

MD: As always, your kick drum sounds great. Do you have a secret?

Brad: It's not a secret, it's just that I grew up listening to heavy funk and John Bonham, and it was all about laying down on the 1, playing it a little bit late, and making sure that everyone knows where the 1 is. That's the essence of funk to me.

MD: So it's staying slightly behind the beat?

Brad: Yeah, and really laying in. You can't namby-pamby that pedal. [laughs] Actually, on Rage records I did a ton of grace notes on the kick drum just before the 1—that "ga-boom" that adds more of a swing. I scaled that back on this record and used more of the grace note from either my hi-hat or snare drum. So when the 1 actually hits, it has this more intense feel that's slightly behind, and you're not expecting it as much because there's not a kick grace note just before it.

MD: Did you use the same kick from the last few Rage records?

Brad: No, but they're similar. In the studio, I use vintage Gretsch kicks and toms

for the most part, with different snare drums. I've used the Tama Bell Brass quite a bit. I love it because it really takes on the character of your hand and your stick—the soul of whoever's hitting it.

MD: Most of your work has been in the midtempo zone. There's been talk of your punk influence, but it seems more in attitude than musical content.

Brad: I think punk is an abandonment of rules. It's not about being a learned musician—it's about freedom of expression and what's emanating from your heart as much as your mind. So in that regard it did have a big influence.

I remember the first time I heard The Sex Pistols. I was a *huge* rock fan and all my friends were getting into punk. For months I was just like, "Not into it," though I never even listened to it. I finally heard it at a friend's house, and I remember being blown away and almost scared because I knew I liked it. I was like, "Oh, shit, this is gonna change *everything* for me."

I got really into drummer Spit Stix from Fear. I know vocalist Lee Ving was homophobic and his lyrics weren't so PC, but there was something about the music that was honest, and the drumming style was







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really cool.

MD: We haven't heard many punk-rock tempos from you.

Brad: I think the most punk-rock song I've ever recorded is [Minor Threat's] "In My Eyes" on Rage's *Renegades* record. I loved banging that out. But I always preferred to dig in rather than crash and burn.

MD: Indeed. When I saw Rage live, the tempos seemed even slower in some cases than on the recorded versions.

Brad: We were unafraid to do that and make it sound as heavy as possible. There was a serious amount of weight combined with intensity. A lot of bands that were coming up around the same time were really intense, but on a faster level.

On Rage's first record I was thinking it would be cool to play some faster songs. But after shows, bands we were into would give us props on how we were very deliberate and thumping and in this midtempo range that you *really* felt. The more I heard that, the more comfortable I was playing those tempos.

MD: Do you have a practice or warm-up routine when you're on tour?

Brad: Before every show I stretch for a long time. I didn't do that the first four or five years in Rage, and one night at the end of "Bullet In Your Head" I ripped the muscles in my back all the way to my chest. It was freezing out and I would never warm up, and it just got to me. After that I got into a stretching routine. I know it's not very punk rock to say you stretch before shows [laughs], but it's helped me tremendously. And then I'll just hit the practice pad and do rudiments, mostly single-stroke rolls, accenting different notes and getting my wrists as warmed up as I can. I start out really slow and eventually try to do it as fast as I can.

MD: Well, we're excited to see Audioslave get out there and rock audiences.

Brad: I'm so ready. I look forward to being able to do a little bit more and have these songs take on a meaning of their own on a live level. I don't mean by throwing in weird, tricky stuff or anything, just doing things naturally—without messing up the grooves.

MD: So you tend to experiment with your parts onstage?

Brad: Hell, yeah. Otherwise it becomes pretty boring. At the very least we're playing jams every night. One thing that was

my favorite part of the night with Rage was just creating a song on the spot. Nobody would talk about it—we would just start jamming. People in the audience would think we were playing a new song. Some of them were better than others, and it was really challenging. I highly recommend doing that.

For me, the live experience is more than half of why I do what I do. That connection with the audience, that ball of energy and vibration that's felt but not seen, is so real. When you experience that on such a deep level, there's nothing else like it. Which brings me to the name Audioslave.

MD: I wanted to ask about the name.

Brad: A lot of people probably think it means we're slaves to the music. For me, it doesn't mean that at all. After we had named the band, I came across this beautiful book called *Music* by [early twentiethcentury Indian mystic] Sufi Inayat Khan. It describes basically that creation is phases of sound and vibration manifested in different grades in all forms of life. So music, audio, our soul—they're all made up of the same thing: vibration.

That's why people are so touched by music, I believe: It's actually the audio that is enslaved by our bodies. The soul is a free thing—it was never meant to be imprisoned by the body—and it loses its freedom by entering the body. But by doing so, the soul gains the experience of human life. So to me the name is basically saying that it's the audio that's enslaved by *us*.

MD: Did you come up with the name?

Brad: No, Chris did, and while I loved it, about a month later I came across this book, and the hair was standing up on my neck as I was making this connection.

MD: Okay, last question: It's been about ten years since the first Rage record. How do you feel you've developed since then?

Brad: Well, all I can say is I might sometimes foolishly think I know a thing or two about a thing or two, but the reality is that it's still a big mystery to me, every day. I don't even know why I'm here, you know? But I feel like the less I think I know, the better off I am and the more open a person I am. I hope that kind of answers that question. [laughs]

MD: It's a beautiful way to answer the question.

Brad: Great. That's awesome. It's honest.

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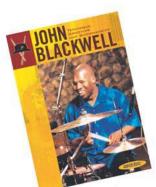


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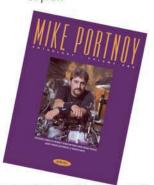


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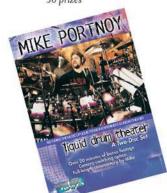


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As a Harlem resident in the late '50s and early '60s, Foster closely studied the drumming of Philly Joe Jones, Art Taylor, and Elvin Jones at such mythologized jazz spots as Minton's Playhouse, Small's Paradise, and the Apollo Theater. Oddly enough, a teenage Al once cried when Miles Davis rebuked him for asking for an autograph. Twenty years later, Al would rebuke *Miles* when he repeated the same offense to fans.

In addition to Miles, Rollins, and Henderson, Foster has played and recorded with such titanic figures as Thelonious Monk, Cannonball Adderley, Freddie Hubbard, Herbie Hancock, Tommy Flanagan, George Benson, McCoy Tyner, and Charlie Haden. But for all his success, talent, and unique history, Foster is one of the most humble musicians you could ever meet.



t a recent gig with French pianist Jacky Terrasson at Manhattan's Smoke, Foster perched his long, lanky frame down low behind a small set of Yamahas, with cymbals placed stratospherically high and at hard ninety-degree angles. A pickup gig without rehearsal, the trio (including bassist Sean Smith) searched for footing. Through careful listening and interaction, Foster and

Terrasson lit up the night with flashes of brilliance. A pianist in the mold of Keith Jarrett, Terrasson played long, melodic phrases, which the drummer answered, but not by the usual means.

One element of Foster's style is his ability to find new ways to say old things. Like a history teacher, Al alludes to many great drummers of the past, yet does so with his signature style intact. Playing cymbal trills with his left hand, rolling on the rims, playing the snare head with his massive and meaty hands, laying down a springboard Philly Joe--ish cymbal beat, Foster works the drumkit like a masseuse kneading a fat man.

Foster's sound is large and lovely. While he executes clever snare and cymbal illustrations over chunky snare/bass propulsions, his pulse is weighty. Drummers often explain their style as bottom-up or top-down, but Al does both at once, giving his drumming an airy sheen and massive feel that is remarkable. His years with Miles may have enhanced his groove, but his time with Joe Henderson brought out his sense of refinement.

"Al is a melodic player," says saxophonist/composer Joe Lovano,

"and he learned how to play by playing great songs. The way he plays within your solos, it's all about composition. He has a very melodic conception as a musician. Plus the similarities with all of his heroes are there: Max Roach, Billy Higgins, Elvin Jones, Philly Joe Jones—you can hear it. Al has also developed ways of playing counterpoint within his four limbs that are all his own. He is clear, clean, and technically beautiful. Al has that magical flow."

Foster is particularly known for his

left-foot hi-hat technique. Using his heel and toe to affect a marked chick/splash effect, Foster creates a counter pulse that aids his timekeeping and solos. Many also cite his influential groove playing on such Miles albums as *Pangea*, *We Want Miles*, and *You're Under Arrest*, which are filled with Foster's mighty snare drum punch, slammin' bass drum, and storming hi-hat punctuations. And even

Gigs Niles Davis Sonny Rollins Joe Henderson Thelonious Monk Cannonball Adderley Freddie Hubbard Herbie Hancock George Benson McCoy Tyner

though Al says he dislikes most of his drumming on those albums, give a listen to *Get Up With It*. It shows his groove at full force—and that's not all. With bassist Marcus Miller, Foster generates interlocking patterns that are stinging and supple, melodic drumming with a hard urban edge matching that music's near manic intensity.

Foster only recorded swing with Miles on his last studio effort, 1989's *Amandla*. But Foster's crafted jazz output shone more brightly *after* he left Miles. Today, his drumming has matured into a style that is recognizable from fifty yards.

Al was recently enlisted for jazz supergroup ScoLoHoFo, which includes John Scofield, Joe Lovano, and Dave Holland. The group's new album, Oh!, has just been released on Blue Note. Foster contributed two songs and plenty of jazz conversation. ("Al writes with a beautiful

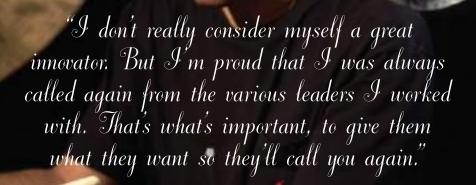
and melodic approach," Lovano says.) And always a first- and repeat-call drummer, Foster has never had to ask for work. His nearly endless recording résumé reads like a paid-off union contract: Blue Mitchell, Steve Kuhn, Illinois Jacquet, Bob Berg, Randy Brecker, Kenny Barron, Donald Byrd, Hank Jones, Roy Hargrove, Bobby Hutcherson, Steve Kahn, Antonio Carlos Jobim, Carmen McRae, Art Pepper, Dave Liebman, Renee Rosnes, Horace Silver.... The list goes on and on, including recording some four hundred fifty albums, not counting Foster's two solo discs, Mixed Roots and Brandyn.

Foster is also renowned among musicians for his distaste of interviews. His last *MD* interview was in 1989, and this writer has been chasing him since 2000 for a follow-up. When this interview finally happened, Al was engaging and warm, divulging as much in personal anecdotes as in drum wisdom.

Al Foster comes from a different era, when life and the music business were simpler, and fellow musicians were friends and compatriots, not just business partners. Foster recalls memories of Harlem and Miles Davis, of '60s sessions, and concert experiences with bittersweet

nostalgia and hard lessons learned.

A link between past masters and present-day titans, Foster holds a rare position in the jazz lexicon. He survived Miles Davis. He developed his own style of jazz drumming. He continues to hold down one of the busiest schedules of any drummer around. But he maintains an old-school charm and sophistication. Foster exemplifies that old axiom: drummer, gentleman, scholar.



MD: The music scene in New York is very different today compared to when you began gigging here in the early 1960s.

Al: My generation was a lot different. We didn't really think about playing with this guy or that guy to boost our career. We just wanted to play with good people. A lot of young musicians today have it mapped out already. If they play with me or such and such a person they think it will further their career. I even hear them talking that way. I

don't know if that's a bad thing. But I'm just from another generation.

I remember Buster Williams telling me that Miles Davis wanted him to join the band after Ron Carter left. Buster was with Nancy Wilson at the time. He regrets not doing it now. He realizes that his name would be bigger and he would be associated with Miles. But he turned it down. My generation didn't think that way. Even Wayne Shorter stayed with Art Blakey when Miles wanted him. But times are different. We came up with Martin Luther King, Malcolm X, and Bobby and John Kennedy.

MD: There was a lot of inspiration for the music then.

Al: Definitely. And there were more innovators around: Monk, Trane, Joe Henderson, Miles, Tony Williams, McCoy Tyner. Every band had its own concept.

MD: Louis Hayes once told me that he

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HEAR Founding Danos, Musician Peter Townshend Roding Stone Magazine July: 1980

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would travel around Michigan to hear drummers outside of Detroit, because in each town every drummer had his own sound.

Al: And there wasn't a lot of recording with small decks in clubs then. Now there is too much information. That's what keeps the younger musicians from having that individual concept. That said, I really like Bill Stewart, Brian Blade, and Billy Drummond.

They're actually finding some new things to say on the instrument. Bill has taken some of Roy Haynes' stuff and made his own language out of it. With Brian, I hear a lot of Tony, but a lot of himself also. He doesn't play a lot of time, but you don't miss it. His time is so good that you can always feel his pulse. And Drummond is a very versatile player who has a great sound. Billy actually collects cymbals that capture the sound of all the great innovators.

MD: Art Taylor was one of *your* big influences.

Al: I liked his time feel and his bebop way of comping with his left hand and bass drum. I wasn't that into his solos, just the

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way he swung. His swing actually came out of Art Blakey and Philly Joe Jones. His left hand was like Max Roach, but it was different. He was from New York, a Harlem guy, and I grew up five blocks away from him. I met him when I was fourteen.



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Al Foster

MD: Who else was an influence? **Al:** Max Roach. He's the reason I play today. I heard "Cherokee" with Max and Clifford Brown, and that was it for me. I didn't know that you could make music on the drums like that. Before that I was into Gene Krupa. He was the only drummer I knew about. I had a set when I was ten, and my solos were all on the tom-toms. But when I heard "Cherokee," it was amazing. It was so fast and the drums were tuned so tight, which I didn't understand.

MD: What did you practice back then? **Al:** Just what I heard, because I didn't have any lessons or training. I would put my ear to the speakers and learn. I would wait until Max Roach came out with a new album so I could learn his new ideas. I still hear Max in my playing, though a lot of people say I have my own thing.

MD: You were able to see Max, Art Blakey, and others play in the city?

Al: At that time the Apollo Theater would



have a jazz show at least once a month. I would play hooky from school and go. The first show was at eleven o'clock. I would pay seventy-five cents and sneak into the bathroom during the intermissions so I could stay. Or I would go backstage to look at all the giants. I saw Miles Davis with Philly Joe Jones and Trane. Gil Evans had an orchestra with Elvin Jones on drums. Donald Byrd, Pepper Adams, Moms Mabley, Redd Foxx, McCoy Tyner—all the big names would perform.

I went down to Gretsch Night at Birdland to see Philly Joe, Elvin, and those



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Al Foster

guys in 1961, and Miles was there. I saw Art Blakey actually pick up Miles and carry him backstage, like a baby. I had brought a Miles record with me, hoping to get Philly's and Miles' autograph. But elbow or foot when he didn't want to sign an autograph. Then he would do it, although he didn't want to. He'd say, "Al, you're too much, man." But that was the '70s. Miles changed and got warmer in the



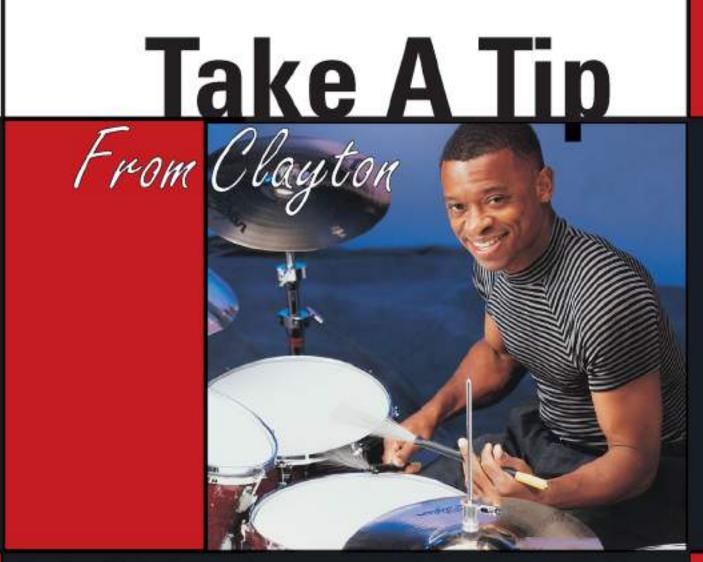
when Miles came out he said, "Get out of here. Leave me alone!" I had tears in my eyes, and my friends were laughing at me. I told Miles about it years later, but he didn't remember. So when I was around him I would always hit Miles with my '80s. Cecily Tyson got him straight. **MD:** What was Harlem like when you were a kid?

Al: There was quite a bit of jazz back then. I lived on 140th and Amsterdam Avenue. Count Basie had a club on 132nd and Seventh Avenue. That's where I first saw Tony Williams with his band Lifetime, with John McLaughlin and Larry Young. Joe Zawinul was in the audience. Before that I saw Miles there with Tony Williams opposite Max's band with Freddie Hubbard. There was also Small's Paradise on 135th Street and Seventh Avenue. Minton's Playhouse was still open. I used to play there a lot in '64 with Blue Mitchell and Chick Corea. In fact, Blue Mitchell's *The Thing To Do* was my first recording session. I was twenty.

MD: Your groove is also very strong on Mitchell's following record, *Down With It.* How did you evolve from practicing to gigging and developing such a strong pulse?

Al: I don't know if I was that strong at the time. I remember on that session I played loose like Tony Williams on a couple of tunes. On the first takes I played it straight like Art Taylor, but then Alfred Lion [Blue Note producer and founder] said it wasn't swinging. Junior Cook told me to loosen up. I was starting to understand Tony, so I began to play more modern. Tony and Elvin were dominating the scene then. I didn't really understand those guys because I was into





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Al Foster

Max, Art Taylor, Philly, and Art Blakey.

During the period from the late '40s up to the time of Tony and Elvin, most drummers would play drum solos based around paradiddles, and the musicians could really hear the four bars. But Tony and Elvin were playing over the bar line, breaking it up, and even playing over the four bars, but they knew where they were. And they didn't play paradiddles. They were phenomenal. And then when Jack DeJohnette hit the scene, he took that freedom and looseness even further. **MD:** How did your technique and approach come together?

Al: As I said, I'm totally self-taught. I don't read music at all. But as a kid I would play for hours and hours, coming up with different ideas. Back when I played with Miles, I was really a bebopper, but I was playing that heavy backbeat for two hours a show. It was cool, but I wasn't doing any jazz gigs at all. I really wanted to get my own sound. No one wants to be a carbon copy of someone else. So I started thinking heavily about finding my own thing.



I practiced a lot at home, for the most part just focusing on time. That did a lot for my playing. Then I drifted into other things. I found myself playing the hi-hat with my left foot with an open heel/toe effect. I started developing the technique, and I thought it was something of my very own. A lot of people told me that. But then I saw an old video of Papa Jo Jones doing it! I thought I came up with something new, but nothing is really new.

MD: I think it's all of the little things that you do that also help to define your style, like rolling on a cowbell, or playing grace notes on the cymbal with your left hand, or your touch. With Jacky Terrasson, I was struck by how light your sound is, but you still have such a big, weighty pulse.

Al: I'm not happy with my sound at all. I wish I sounded like Art Blakey or Elvin Jones. You have to be born with a certain feel or touch. Blakey had that African sound. It was so physical. Art played on my old Slingerland drums once at Minton's Playhouse, and they were tuned tight like Max's. But Art managed to capture his own deep sound on my drums. That's when I realized it's really physical. But maybe playing that heavy rock stuff with Miles helped my groove sound big.

MD: You had a distinct sound with Miles. Your phrasing and conception was strong.

Al: That's the Max Roach influence; I could hear the changes. I tried to make music or tell a story within the rhythmic pattern. Like with eight-bar phrases, the first four bars would state an idea, and in the next four bars I would try to complement that.

MD: Your drumming is always telling a story. I never hear you reacting randomly.

Al: I did that from the beginning. That came from listening to Max Roach and Sonny Rollins. Max always told a story and stuck with the tune. He played the whole chorus, then another chorus. He never changed the tempo so he could play some fast stuff like a lot of drummers do. There's nothing wrong with that. Drummers don't have to play the melody unless you're on a record date and you only have one or two choruses.

MD: But it's great to hear someone play the melody. That's what struck me overall about your drumming, that sense of melody and sound. Are you drawn more to beauty than brawn? **Al:** Probably so, beauty and taste. I think Miles was extremely tasteful. He could put one note in a chord and that one note would wipe out most trumpet players playing 32nd notes.

MD: Do you still like your drumming on Miles' records?

Al: No. I do like *Amandla* and *We Want Miles*. But a lot of what I played in the '70s is not tasteful. And some of the music I don't care for. I thought I was going to play jazz when Miles hired me. I went to his house, and he told me to listen to Sly Stone and Jimi Hendrix. I had to buy all that stuff. But I was very happy when Miles called me to play on *Amandla*. It's just Marcus Miller, Miles, and myself. We got a nice jazz groove going. When he called me for the album I asked him, "What kind of music are we doing?" and he said, "Jazz, motherfucker!" and he hung up on me. He knew I was tired of playing the backbeat with him.

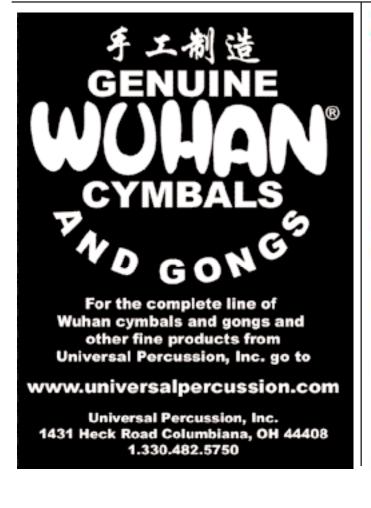
I did push him to play some swing. He had been doing some swing in the '70s. I don't know if I should mention this, but we played "Milestones" at a gig at the Keystone Corner when Dave Liebman was in the band. That was the opening tune, and we played it for maybe fifteen minutes. But I just stopped playing because I thought it sounded so bad. The band couldn't cut it. We had a Motown bass player. To me, we sounded like a high school band trying to play like Miles. That's what I said to Miles. He saw that I wasn't going to play, so he walked off. Then we all left. The club owner had to give people back their money.

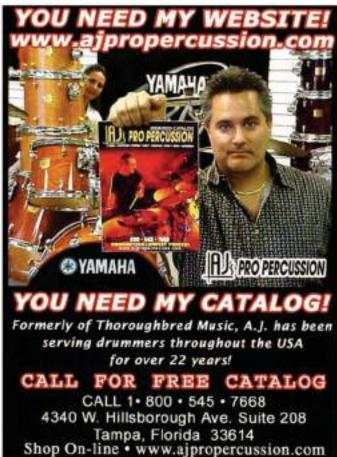
After I told Miles what I thought that night, I thought I'd be fired. But he and I became real tight. I think he wanted people to be honest with him. Everybody really looked up to Miles and loved him. But he knew that I was honest and loyal.

MD: Did you have to audition for Miles? **AI:** No. The first time I played with him was on a record. I think it was *Big Fun*. I walked in the studio after he heard me at The Cellar. He called me to come to the studio. Herbie Hancock, Billy Hart, and a bunch of great people were there. Miles came over and gave me the music, and I thought, "Oh shit." I got up the nerve and said, "Miles, I don't read." He said, "Don't worry about it. I'll show you what to play." **MD:** It seems that you also had a special rapport with Joe Henderson. **Al:** That whole era from the '40s to the '60s produced such great musicians. I don't really consider myself a great innovator. But I am proud that I was always called again from the various leaders I worked with. That's what's important, to give them what they want so they'll call you again. And everybody I've played with has called me again.

Sonny Rollins told Stanley Crouch that I was the last of the great living jazz drummers. What a compliment, especially coming from such an innovator. But I always try to complement everyone I work with, whether I like what I'm playing or not. After a while you know what people want. **MD:** What do you practice to develop touch?

Al: I try to practice lightly. I played so loud and hard with Miles, and even on some of the gigs I did with Sonny. That's what they wanted. But now I'm going back to the '60s, approaching things in a much lighter way. I just don't think you have to bash. You can get the same intensity without bashing. Billy Higgins proved that. You could feel the tune building with each chorus when he played. You could feel the fire





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Al Foster

getting hotter without the volume getting louder. That's what I'm trying to get back to.

MD: Any advice you can give on finding one's own style?

Al: You should be able to find things for yourself without copying somebody else. You can get an *idea* from somebody. That's what Bill Stewart does with Roy Haynes. It's impossible to totally do your own thing. All the things I have come up with, different stickings and such, still sound like Max to me. But the way I play it makes it totally mine.

MD: Why do you sit so low and have your cymbals positioned high?

Al: I've been doing it for many years. I saw Art Taylor at the Apollo with Thelonious Monk and he had his cymbals up high, but I didn't realize that he was also sitting high. So I went home and raised my cymbals but not my seat. I assumed he was sitting low. Now it's such a habit for me that I can't change. It's not a good way to play. I'm actually trying to change.

MD: But doesn't that give you a lot of rebound off the cymbals?

Al: I think you can keep better time when cymbals are positioned lower. Your arms aren't hanging in the air. So I've been working on getting comfortable with a lower position.

MD: On the *State Of The Tenor* records with Joe Henderson, you often play long rhythmic phrases that seem to match his melodic phrases. What did you learn from him?

Al: What I learned from *all* of those guys was how to tell a story. Joe sounded like a drummer to me. He played a lot of rhythmic patterns. I get off when I play with people like that. You can copy some things from them and it will sound like you. I miss Joe a lot. He would always call me when he worked in New York.

MD: Did you have to play differently with Henderson as opposed to Sonny Rollins?

Al: I had to play harder with Sonny. That's what I felt he wanted. If I didn't, if I "tipped" a little bit, sometimes he thought it wasn't happening or wondered where the energy was. My whole thing is to give people what they want. They're paying me, so my job is to make them comfortable and

make them sound good. Joe never said anything to me except that I was his favorite drummer. He really loved the way I played. **MD:** You were gigging around New York before you started recording?

Al: Yes. I did five years at the Playboy Club, then two years at The Cellar, from '70 to '72, which is when I met Miles. We played jazz and a little top-40 at the Playboy Club. The band included pianist Larry Willis, the great trombonist Kai Winding, Earl May on trumpet, and Al Gaffer on guitar. So many great people would sit in—Billy Cobham, George Benson, Stan Getz....

During those times I was raising four daughters by myself. So it was a great thing that I had seven years of solid work in New York City. I believe that God gave me that work because I had the children. And it's funny, but Miles didn't believe that I had the kids. He told me to bring them by to meet him. I did, and he scared the shit out of them. They didn't like him *at all.* But Miles was my friend. I miss him.

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funny being younger than he was, because I was so much more old-fashioned than he was. I just wanted to play straight-ahead jazz from the '60s. He was always reaching for things. His last record was a rap record. **MD:** You recently recorded with the "supergroup" ScoLoHoFo. You wrote a couple of the songs.

Al: I wrote two tunes, a bossa nova called "Bittersweet," and one that I wrote for my son, titled "Brandyn." It's an uptempo tune with an eight-bar vamp after each chorus. I've always been insecure about my writing, so I never push my tunes on anybody. I regret it now, though. I would have loved to hear Joe Henderson play my songs. I have quite a few tunes. Miles even recorded one of them in 1983, although it was never released.

MD: Do you compose on piano?

Al: Yes, by ear. I can play a few chords.

MD: When did ScoLoHoFo come together?

Al: We actually put the band together a couple of years ago and went to Europe. It was a great tour, so we decided to do it again. It's always good playing with such incredible musicians. We went out on tour this past summer, did the record, and we'll be playing again in the spring. I can't wait. I'm practicing very hard for it right now. **MD:** What do you practice now?

Al: I just sit down and play and develop what comes out. When I'm working on soloing, I like to incorporate a lot of doubles into my playing. I'll start them with either hand, and move them all over the drums and cymbals. I also like to break up the doubles between different sound sources, like cymbals and toms, or snare drum and floor tom, that sort of thing. It ends up sounding like I'm playing some very complex patterns.

MD: Finally, why do you think everyone wants to hire Al Foster?

Al: Well, I guess it's because I consciously try to give the leader what he wants. I've been lucky enough to come up with something that would fit what a leader was doing and make them happy. You can almost always tell on the first night how things are going to go by how many compliments you get. If they like the first night you know you're on the right track.



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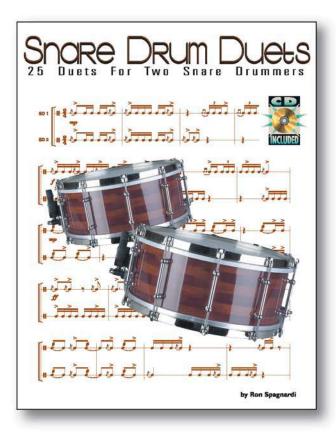
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Disturbed's



Shining Up The Metal

"This is so killer. I'm so nervous, I can't believe this is happening."

Disturbed rhythm great Mike Wengren is saying this in all seriousness about his interview for *Modern Drummer*. Although he's literally minutes away from performing to a sold-out crowd in Long Beach, California as the main support for Korn's Pop Sux Tour, the Chicago native is actually more rattled about the interview that's about to take place backstage.

It's that kind of real-world humility that has kept Wengren grounded throughout the stratospheric ride he and his Disturbed bandmates have undertaken since the release of their debut Reprise disc.

Now it's a couple of years later, and Wengren and company are back with a second round, the album *Believe*. Notably more defined, focused, and fine-tuned than their debut, *Believe* spotlights Wengren as the valedictorian of the Vinnie Paul School Of Drumming. His syncopated kicks and tom accents are unmatched (well, maybe only by that of Mr. Paul himself), and his well-executed minimalistic approach allows for ample breathing room throughout *Believe*'s twelve tracks.

"The first time I heard Pantera's *Cowboys From Hell*, oh my God, it just took it to a whole new level," Wengren recalls of his initial exposure. "Vinnie was a huge, huge influence on me. He's a fan of our band now, and he mentioned that he noticed the syncopation. I was like, 'Dude, listen to the record, you know where it comes from!'"

It's that unique melding of an old-school education and tradition (double kick drums, all heavy cymbals, thick-sounding snares) with a new-school edge that Wengren brings to the table with Disturbed, blending a noticeably fresh concoction of ideas, past and present. Wengren agrees: "We never classified ourselves as nü-metal. Rather, we like to think of it as, we're putting the old metal back into the new."

Story by Waleed Rashidi

Photos by Annamaria DiSanto



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A. $6^{1}/_{2}$ x14 snare

- **B.** 10x12 tom
- **C.** 12x14 tom
- D. 14x16 floor tom
- E. 16x18 floor tom
- **F.** 18x22 kick

Cymbals: Sabian

- 1. 18" AAX Metal Crash
- 2. 14" AAX Metal Hats
- 3. 19" AA Chinese
- 4. 19" AAX Metal Crash
- 5. 19" AA Rock Crash
- 6. 19" AAXtreme Chinese
- 7. 20" AA Rock Ride
- 8. 12" Ice Bell
- 9. 13" AAX Fusion Hats
- 10. 18" AA Rock Crash
- 11. 17" AA Rock Crash

Heads: Evans Rock AF model for snare batter, Glass 500 on snare side, clear Hydraulics on tom batters with clear G1s on bottoms, EQ3 batter on kicks with EQ3 resonant on front (with 5" offset port, AF Patch, and an EQ Pad for muffling) 3

1

2

Sticks: Vater Power 5B model (with nylon tip), Stick And Finger Tape

MD: Are there certain things you did differently with this new disc?

Mike: When we made our first record, we had our whole lives to do this—years and years—so we wrote everything down at the rehearsal space in a live situation, playing full volume and all that stuff. The problem is that you can't hear the intricate things each person is doing. So when we went into the studio to record the first record, my bass player was like, "I didn't know you did that kick pattern," because we could never hear each other.

So I would say, first and foremost, as a band, one thing that we did differently this time was that I went to my guitar player's house and set up a Roland V-Drum kit in his bedroom and just plugged them directly into a ProTools rig. He plugged his guitar into the POD, and we wrote the whole record wearing headphones. We could all hear every single little thing each of us was doing.

MD: It must have bolstered your ability to syncopate and lock in your kicks with the guitar and bass parts.

Mike: It's always been something I've tried to make my own. I was always a big guitar fan. I listen to the chug of the chunky guitar, and I love following it with a kick. And with Dan's [Donegan, guitarist] rhythms, I just love locking with him. Being able to hear all the things he was doing certainly made it easier to do that.

MD: How did you pick up drums?

Mike: The usual cliché—when you're little, you beat on your mom's pots and pans. Did I have it in me? I guess. It was always something I was interested in. When I was in sixth grade, my mom tried to get me to take lessons, and she hired this guy to give me private lessons. It sounds shady, because he used to come to my school once a week, knock on the door of my classroom, take me out of class, and we'd go into the basement of the school. Don't worry, he didn't molest me or anything—I know that's what you're thinking! [laughs]

He was this mean old guy. He would scream at me. He'd open up a drum book, I'd play on a bench, and he would be all over me. I hated it. All I wanted to do was play drums. But after a month, he stopped coming. Later on I found out he had a stroke and died. But he completely took the fun out of playing drums for me.

I got away from drumming for a while.

But a few years later, right before high school, my aunt got married to a man who was a drummer. He had a five-piece Slingerland kit. One day, I went over to their house and I tapped on it when he wasn't looking. I thought he'd be mad at me, but he was like, "Go ahead, sit down." He showed me some things and from that point on I was like, "Okay, this is more like it."

MD: You then started playing in bands in high school?

Mike: Yeah, high school was my first garage band. I went out and got a job and saved all my money. Two years later, I could afford some generic five-piece kit. I'd sit in my room, put in my Mötley Crüe cassettes, and try to emulate Tommy Lee. I went out and jammed with other guys and I was like, "Whoa!" A whole new world opened up to me. That's when I knew this is what I had to do. That was it.

MD: Did you launch your music career in your hometown of Chicago, or did you move elsewhere to seek gigs out?

Mike: My whole career was pretty much based out of Chicago, except for one small period in '94 when I moved out to San Francisco. I got a gig, went out there, the band broke up, and I moved back to Chicago.

MD: Do you think that your locality was a factor in your success, being a metal-influenced rock band from a city that's not known for being metal?

Mike: I definitely think so. In a city like LA or New York especially, the scene is inundated with so many bands. There really wasn't much of a metal or rock scene happening in Chicago at the time. The only bands that were playing shows out there were the alterna-pop groups like Smashing Pumpkins, Local H, and Veruca Salt.

MD: What year are we talking about here? **Mike:** We formed in '96 and got signed in August of '99, so it's the mid to late'90s. That scene was slowly starting to taper off, but they still wouldn't have anything to do with anything that was even remotely heavy. All the cool clubs downtown, which was the only place you'd ever get noticed, didn't want anything to do with us. So for years and years, we'd play every weekend at all these dive bars in the southside suburbs of Chicago. Over the course of time, we'd build a following and we were soon selling out two-hundred-seat bars.

At the same time, we were big-time into



Mike Wengren

self-promotion. The little money we'd make at gigs we'd save up until we could afford some studio time. Then we'd go and track a three-song demo, mass-produce it, and make a cassette. Whenever there was a major show in town, at the small clubs or big arenas, we'd go outside and hit people with hundreds of cassettes. We did that for a year and a half. We made two demos and it just built from there.

MD: Was this your full-time gig at that point, or did you have the typical wretched day job?

Mike: Yeah, in high school I had the usual crummy jobs, working as a bus boy. But actually, for the last few years of struggling, trying to make a career out of our music, we all had good career-oriented day jobs. I was an assistant manager of the auto parts counter at a Cadillac dealership. I was making good money. Two of the other guys in the band were in construction, making big-time money. And our singer ran a nursing facility. Things were going fine. We didn't have to do this. But I wanted it so bad. I only started doing a day job because I had to pay for all the heads, sticks, and cymbals I'd break.

"I've always been a two-kick guy. I just feel more confortable on a symmetrical setup."

We just figured we'd go for it. Once we got the buzz going and the labels started returning our calls, we focused 100% of our time and energy into it. Nine months later, we were signed.

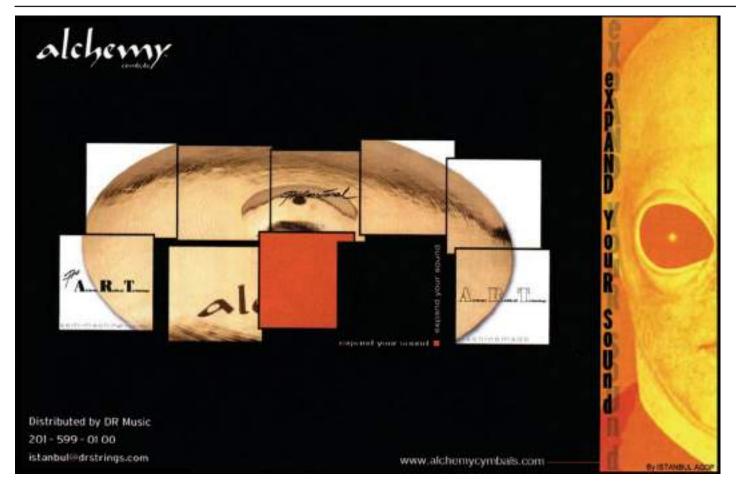
MD: What were rehearsals like back then? **Mike:** They were *rough*. We'd get up super early, go to our day jobs, put in our eight to ten hours. I'd come home, have maybe ten to fifteen minutes to get something to eat and change my clothes, and off to rehearsal I would go. We'd be there 'til one or two o'clock in the morning, every day, just busting our humps.

MD: And with all that rehearsing came years of time to compile material for your debut record. Now, for this second record, you only had a couple years.

Mike: We wrote ten of the songs in a twoand-a-half-month period. We wrote two of the songs, including "Prayer," which is the first single off the record, on the road. I had a V-Drums kit and a Pro Tools rig in the dressing room. It was crazy! Dan is always playing his guitar. He always has a million riffs in his head, so it wasn't like we had to dig for material. It was just a matter of getting off the road, clearing our heads, and then focusing on playing.

MD: How involved are you in the songwriting process? Does Dan present the drum beat to you, or are you left to do whatever you want?

Mike: Since we've played with each other for so long, he usually won't say anything. He'll just start playing and let me do my

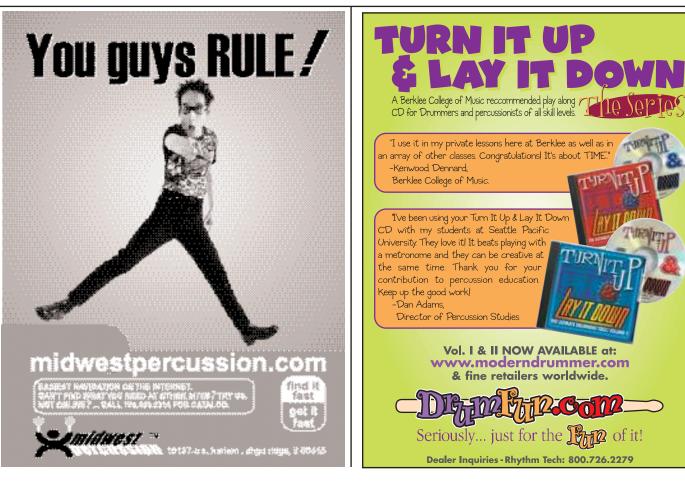




thing. If he has anything that's preconceived, he'll suggest it and we'll hash it out from there. But for the most part, he lets me run with it. **MD:** Do they allow you to be liberal in your performance?

Mike: Actually, they encourage me to set up the overall performance on the record.

There's a song on the record called "Awakening," and at the end there's some really tough double-kick stuff. I remember sitting in the room at the time, and I was





CHATTANOOGA, TN 37421

Mike Wengren

playing a completely different double kick pattern, but it sounded better in another song, so we swapped it. I didn't have anything for the end of this song. And Fuzz, our bass player, said, "Well, why don't you try doing this?" He played a rhythm on his bass that would be really difficult to play with two kicks. But they trusted me to do it. So I practiced and I got it down. Now it sounds cool. The point is, we're always pushing each other.

MD: Tell me about the progression of your playing. What kind of drummer were you earlier on?

Mike: I think I screwed up. What most normal people do is start out on a single kick, master all of the rudiments and fundamentals, and then move on from there. But, I was into a lot of '80s thrash and metal, like Testament and Judas Priest, especially when they had Scott Travis on drums. I was also into that Shrapnel Records stuff like Cacophony and Vinnie Moore, Marty Friedman, and Jason Becker. All those guitar players got the attention, but the drummers in the background all played these crazy parts as well—lots of double kick and intricate stuff.

I only played a single-kick kit for a year. It got boring for me, because I wanted to play what the drummers I was listening to were playing. So I went out and got a double-kick kit and started playing it right away. My problem with that is my right foot suffered. It's not as quick now as it would be if I had mastered it. There are parts I play with two feet that a lot of guys could probably play with one. I've had guys watch me from behind and say, "Wow, that's cool how you throw your left foot in there." I'm like, "Uh, thanks, but that's the only way I know how to do it."

MD: You play a pretty good-sized kit, don't you?

Mike: Yeah, two racks, two floors, two kicks.

MD: Have you always wanted to have a monster kit?

Mike: Yeah, back in the club days, I had a bigger kit than this, with RotoToms and a couple more cymbals, like dual rides on each side. The guys in the band used to call it The Enterprise, and they'd tease me about it. When we started touring and we didn't have any techs, I had to downsize.

MD: So you're now playing the smallest kit anyone's seen you play in Disturbed?

Mike: Actually, when the first record came out, I was playing one kick with a double pedal, just for space and quickness of setup issues, even though I've always been a two-kick guy. At the end of the last tour, I finally got a chance to go back to the two kicks. It's where I came from, and I always wanted to go back but couldn't afford it. Now we've got semis and U-Hauls, so moving the gear is easier.

MD: Is having the two kick drums rather than a double pedal a feel issue?

Mike: Oh, definitely. For me, with two kick drums, I feel more even on the set. In fact, my kit is set up to be even on both sides. A kick here, a kick there, a tom here, a tom there—perfectly symmetrical and equally spaced. I still use a double pedal in the studio for consistency. I've always had trouble with the tuning of two kick drums in the studio, but live I prefer two drums.

MD: So *Believe* was done on a single kick drum with a double pedal?

Mike: Yes.

MD: But with these feel issues, don't you think that might've affected your playing on the record?

Mike: It did bother me this time around to go back to a double pedal. It threw me off for a while. But in pre-production, I nailed it all down and got used to it.

MD: Why not just place triggers on the two kick drums to even out the sound?

Mike: I suppose we could have done that. We did track directly into ProTools. But we wanted to maintain as real a sound as we could. It's easy to trigger stuff, but we wanted to do the best we could to get the best sounds out of the actual, live drums.

MD: I noticed that your kit doesn't sound as processed as many of your contemporaries'. Your snare sound has a lot of beef with just a little crack, which is sort of the antithesis of what most nü metal bands are doing these days. Would you chalk it up to your old-school upbringing?

Mike: Absolutely.

MD: I noticed that the band was credited as a co-producer on the record. Do you always co-produce your own material?

Mike: Yeah, we've been lucky that the label has given us leeway where we have a say. I know there are a lot of people out there who don't get that privilege. But we have a good relationship with our label, so it's worked out. We just feel very passionate about our music and very strongly

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Mike Wengren

about the songs. For someone to tell us that we don't have a say in it, nah, it wouldn't happen.

We went with producer Johnny K, who did the first record. We have a long history with him. He recorded our demos back in the day—those three-song tapes—so we've known him for years. He's also a Chicago guy.

We were a little nervous about the success of the first record. We were feeling the pressure. So we thought, You know, what better way to put all of that aside than to just concentrate on what we do and do it the way we did it the first time. So we went back home to Chicago, where we feel comfortable and can live in our own homes. We worked at the same studio and with the same producer, and we completely blocked out everything so we could do what we do. **MD:** Some people find working in their hometown to be a distraction. Do you agree?

Mike: Yeah, I guess it could be. But when we're in the studio, we're working. We don't invite anyone to come in and party. This time around, no one was allowed in. **MD:** Are you still living in Chicago? **Mike:** Yeah. I recently bought a house just outside the city. I'm still in the area.

MD: So was most of the pre-production for *Believe* taken care of out on the road? **Mike:** That was a lot of it. We toured for twenty-two months almost non-stop. It was nuts, but it was also a great experience. We came home, took about a month off, didn't talk to anybody, didn't talk to each other, just cleared our heads and spent the holidays with our families. At the beginning of 2002, we called each other up and said, "You guys ready? Let's do this."

We spent two and a half months in Dan's house using ProTools and trying to write new songs. We'd just hammer them out and try different arrangements. We're not a band that writes thirty or forty songs and takes the best ten or twelve. We nurture every single part of each song. So when we had fourteen songs, we called the label and said we were ready to go in. They were surprised, because they didn't think we'd even deliver a record in 2002. But in March, we hammered it out. It only took us a month and a half to track. Then the next month after that was mixing and mastering. **MD:** Talk about your approach to your



drums in the studio, as far as the sound goes. What are some key points from your perspective?

Mike: First of all, I hired a studio tech named Tony Adams, who could get my drums really happening. He came highly recommended. I would sit in the control room behind the board, and Tony would sit in the live room and play so I could hear what was happening without burning out.

MD: What are some specific things you try to achieve with your sound?

Mike: I hate it when you hit the snare and you get that "bongy" sound. I like a snare drum to be a little muffled. I wanna hear the crack of the snare with a little beef or bottom end to it.

MD: What about your cymbals?

Mike: They're all Sabian, pretty much all AAs or AAXs. I like heavier cymbals.

MD: Why all heavies?

Mike: That comes from back in the day, when I was a struggling musician who couldn't afford cymbals. So instead of using a thin or medium that might crack in a couple of weeks, I'd get the biggest, thickest cymbal I could find that would last. And now, even though I can afford thinner cymbals, I'm just used to the way thicker cymbals sound and feel.

MD: Let's dissect a few tunes from *Believe*. You're featured on two rather technical tunes, "Remember" and "Breathe." Tell me about the timing issues on those.

Mike: I've never been able to fully grasp or become completely comfortable with odd time signatures. I don't set out to play 5/4 or whatever. It's all about following along with the guitar player. I play whatever happens to feel right.

MD: Conversely, you also have tracks that are rather straight. One of them is "Down," which is very direct. What's your impression of that track?

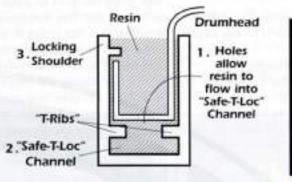
Mike: That's another one that Dan gave me. When he created the initial riff, I wasn't 100% sure where to go with it. He had something in his head, I tried it, and it fit well, so we just went from there.

You know what's weird? Sometimes I can play the most goofy-sounding odd time signatures, and I'll lock in with Dan like it was nothing. But there are times when it comes time to play something that's a little more laid back, and it confuses me. It doesn't make sense. But that can be the nature of drumming sometimes.





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Disturbed's **Mike Wengren** "Prayer"

Transcribed by Joe Bergamini

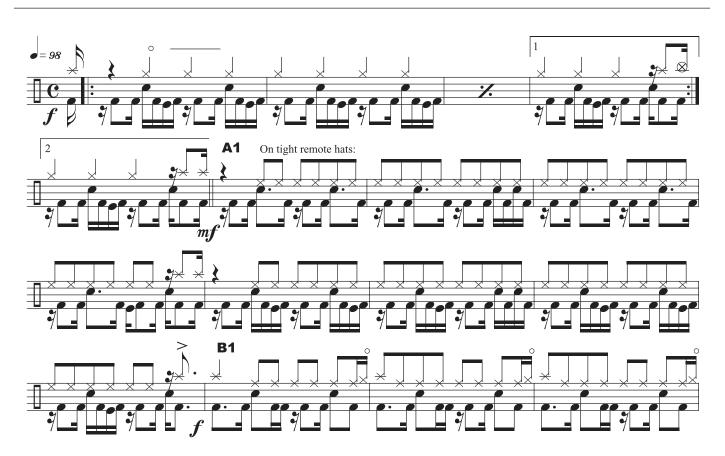
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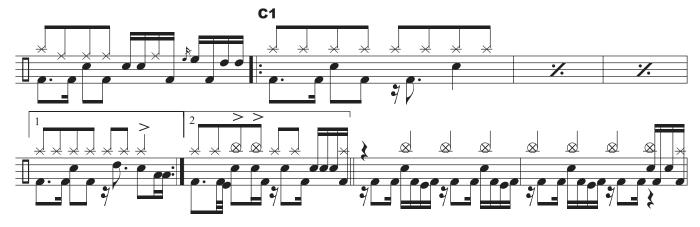
M ike Wengren has a clear, solid, and powerful drum sound and approach. His parts are well tailored to Disturbed's heavy style. He plays an "old school" metal setup: two bass drums, two rack toms, and two floor toms, with a variety of crash and be with two bi bats.

Chinese cymbals along with two hi-hats.

The drum part on the song "Prayer," from Disturbed's latest release, *Believe*, follows the driving main guitar riff of the song. Wengren follows this pattern by using a double bass pattern. The tempo of this song is such that it's possible to pull off the part with one foot, but using two gives a higher level of power and clarity to the rhythm. The way this is accomplished is to keep the right foot playing the "e's" and "a's" of the bar while the left foot drops in the other notes. If you listen with headphones you'll notice that the recording is panned in stereo as if you were seated behind Wengren's kit. This is a key element in hearing which part of the kit he is playing. On a careful listen, you can hear him playing the open hi-hat on quarters during the intro, then switching to the other side of the kit to the remote closed hats for the verse. (The remote hats are notated in the top space of the staff.) Later, when the intro returns, he employs a Chinese cymbal.

Changes in riding texture really add dimension to this part. The sloshy open hats, tight remote hats, ride cymbal, Chinese, and crash all are used in specific sections of the song. This is an excellent songwriting tool for drummers—a way to make your parts fit in with what the other bandmembers are doing. Wengren employs this skill deftly.

















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The Red Hot Chili Peppers' **Chad Smith**

By The Way

by Ed Breckenfeld

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The veteran funk/punk Chili Peppers have reinvented themselves in the new millennium with a melodic soulful sound. On their latest release, *By The Way*, Chad Smith's drumming is lean and tasteful, with an undercurrent of energy that keeps the album mov-

ing. The band may be all about hooks and harmonies these days, but with a world-class rhythm section like Chad and bassist Flea, the groove is ever present here in all its varieties. Let's take a look at a few.

"By The Way"

The title track perfectly exhibits the Chili Peppers' duality by mating a light, tuneful verse with an intense funk/rap chorus. Chad's tom groove contributes to the chaotic chorus feel in this hit single.



"Don't Forget Me"

This slow, hypnotic pattern features flams on the backbeat, the second of which lands on two different toms. The non-accented snares are played almost as quietly as ghost notes.



"The Zephyr Song"

The album's second radio hit cruises along on Chad's 16th-note hi-hat beat. The downbeat accents deepen the groove.



"Throw Away Your Television"

This compelling tom-tom beat virtually shouts: "*Get up and dance!*" The key to pulling it off is in the left-hand movement around the drums: from small tom to floor tom, back to small tom, then snare, and then repeat.







"On Mercury"

Chad explodes out of the breakdown middle section in this tune with this fiery fill.



"Minor Thing"

Here's another great funk groove from the bridge of this song. The kick drum locks to Flea's bass line.



"Warm Tape"

This track's opening beat reflects the influence of Ringo Starr's drum pattern on The Beatles' psychedelic classic "Tomorrow

Never Knows." Chad's use of a second crash cymbal is a nice subtle touch.



"Venice Oueen"

The album's closer begins with a relaxed, moody feel, and then halfway through launches into a higher-energy tempo with this syncopated fill.



If you have any questions or suggestions for Ed Breckenfeld, you can contact him through his Web site, www.edbreckenfeld.com.

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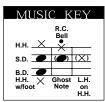




Hi-Hats Are The Best!

Part 2: More Options

by Billy Ward

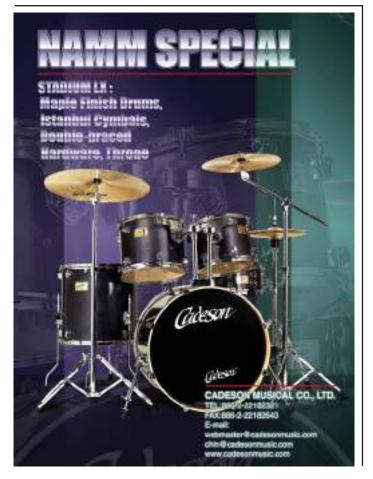


n my last article (March '03 *MD*) I mentioned how many drummers, when they play the ride cymbal, allow their left foot on the hi-hat to blindly follow the snare drum— 2...4...2...4...bor...ing...bor...ing! It ends up sounding like the hi-hat is that little

brother you had when you were nine years old who wanted to follow you everywhere—the one you were trying to ditch! Get the picture?

I like to see each drum and cymbal on my kit as a character in a movie. Each character in my "groove movies" must have a full and interesting life. To make each voice of the kit full and interesting, I need to have control over many different dynamics and sounds for each voice, *including the hi-hat*. We scratched the surface of what you can do with your hi-hat in my last article. But here are a few more ways that I give the hi-hat some life.

Let's stay in 16th-note land, and let's say you're playing a song with your band and are about to go to the ride cymbal for the bridge. But, to me, playing 16th notes on the ride can get too



ringy. Here's an idea that implies the 16th feel with your hi-hat foot without the sound getting too ringy. (I think of this as just a little "skip" on the hat before the snare backbeat.) By the way, the right hand on the ride is alternating between the bell (on downbeats) and the shoulder area of the cymbal.



Now I'll add some "ghost notes" (kind of an acoustic digital delay) on the snare to extend the 16th-note feel even more. This one might take some time for you to accomplish. Start slowly and get comfortable with the hi-hat part with the ride before you add the snare ghost notes.



Any instrument can imply the 16th-note vibe. The following example involves the bass drum and a slight shift in the hi-hat pattern to the "&" of 2 and 4.



In the next example, your left stick moves back and forth between the snare drum and hi-hat, adding even more meat to the groove.



Once these ideas become comfortable for you, the hi-hat will be involved on an equal level on the kit. You'll feel a wonderful flow with your body as you play your grooves. And when this stuff is *truly* comfy for you, you'll be able to groove with the left hand, left foot, and bass drum *alone*. This will free up your right hand for painting colors on the cymbals while the left side is taking care of business, or in my case, picking up that stick I just dropped!



science or fiction?

there is a popular myth about drumheads. it goes something like this: before buying a head, take it out of the box hold it by the rim and tap it to see if it sounds good by itself...if it sounds good off the drum, it's bound to sound good when it's on, right?

well, consider this...

a drumhead's film is much like a guitar string in nature. they're both stretched over a bridge, nut or bearing edge, and when struck or plucked, vibrate at a certain frequency which we perceive as pitch.

most other drumheads have a sharp collar, heat formed into the film which does two things: it pre-tunes the surface of the head indiscriminately... and, it creates a node (or dead spot), more often than not, this collar is not quite centered, and worse, it forms the surface of the head at an angle to the rim.

> then the counter hoop and head sit on the drum crooked. when you try to tighten it down evenly, you pull the node into the playing surface, and pull the playing surface across the edge. a head like that will never tune up, no matter how it sounded off the drum.

think of a guitar string, pre-bent at the bridge and nut. when it's tuned the bend forms a dead spot. neither string nor head will vibrate freely.

attack heads have a subtle rounded collar. this puts no pre-tuned false pitch on the drumhead, no node or dead spot,

and no crooked surface to prevent proper alignment and tuning. they marry perfectly to any shape of bearing edge.

would you check a guitar string off a guitar to see if it sounds good?

attack heads are loose and slack out of the box in order to tune correctly when stretched across a bearing edge.

just like a guitar string!





RUDIMENTAL SYMPOSIUM

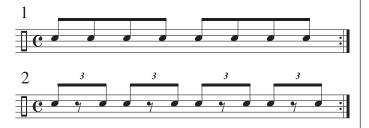
Focus On Fingers

by Pat O'Shea

This article is written to provide some physical exercises to develop finger control. I've had a lot of success with these exercises in teaching private students and drum lines. They're a great way to get beginners to understand how to incorporate the fingers in their playing, and are also great for advanced players trying to build up their speed and endurance.



The first step is to hold your sticks as demonstrated in Photo A1. In this position, play the simple exercises that follow, 1 and 2. Focus on using just your back three fingers (no wrist). Keep the tempo slow and relaxed. This step is designed to get the feel of using your fingers.



Now switch hands. (Traditional-grip players see Photo A2.)



When working on the left hand with traditional grip, isolate the index finger, then the middle finger, and then play both together. When you feel comfortable with these exercises, move onto the next step.



Step two in this process is to hold your sticks as shown in Photo B. (This part is for matched grip or the right hand of your traditional grip.)



Now play the following multi-measure exercise incorporating wrist and finger motion together. Play it steady and relaxed. Once you feel comfortable, try it at faster tempos. But increase your tempos gradually. These exercises take time to develop.



The final step is to hold the sticks in your normal playing position and go back and play the previous exercises. Be as relaxed as possible and try to incorporate the muscles from your forearms, wrist, and fingers. You'll be surprised at how easy it is to play them with your improved technique.

Special thanks to my student Jon McNally for demonstrating the different stick positions.

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Viola Smith High Heels And Hi-Hats

by Beverly Collins

t's well known that during the Second World War, when America's young men were away in the armed services, their places in industry were taken by women. The image of "Rosie The Riveter" is a cherished icon in American history. But what isn't as well known is that when the



Once described as "a female version of Gene Krupa," Viola scorched the stereotypes of "girl drummer" and forged an indelible mark on the drumming community. ranks of the country's popular all-male big bands were reduced by the call to arms, women stepped in to fill that gap, too.

The females of the WWII-era "all-girl" bands were highly accomplished musicians. They were the "Swing Shift Maesies" who rivaled their male counterparts with talent that had previously been cloaked under a veil of "glamour." As such they helped serve as agents for social, racial, and gender-role change that began during the war years.

During the early days of World War II, a heart-heavy nation craved social release, escape, and interpersonal contact—which could be provided by music and dancing. At the same time, America was witnessing a period of unparalleled dichotomies: opportunities and obstacles, restrictions and mobility, unity and separation. Amid the waves of patriotism, perceptions of gender difference were primed to splinter and eventually shatter. Female musicians were poised and ready for the changes. And one veteran drummer with seventeen years of experience set the pace.

Viola Smith was endowed with incredible skill, musical genius, and a fiery soul, and she employed them all to gain unprecedented fame and drawing power during the war years. In 1942 Viola declared to the American music community that "hep" female drummers might just be here to stay. Mere weeks after the attack on Pearl Harbor, she was quoted in Down Beat magazine as saying, "In these times of national emergency, many of the star instrumentalists of the big-name bands are being drafted. Instead of replacing them with what may be mediocre talent, why not let some of the great girl musicians of the country take their places?" It was the rimshot heard round the world, challenging perceptions about the true ability of women musicians that were evident in pub-



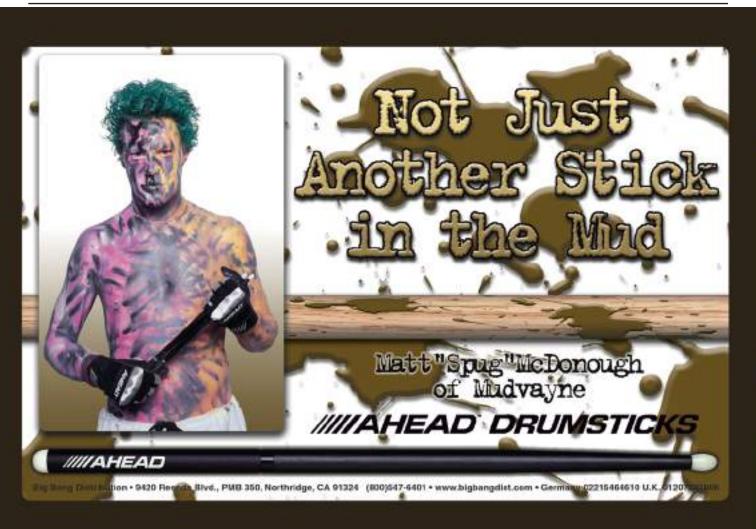
Phil Spitalny's all-girl Hour Of Charm Orchestra, featuring "Viola & Her Seventeen Drums," at the Paramount Theater in New York. The band played five shows a day and did radio broadcasts from the famous room.

lic comments like, "You play good...for a girl."

Viola began drumming with a familybased orchestra in Mt. Calvary, Wisconsin in the 1920s. Summers were spent touring with professional dance orchestras. Beginning in 1925, the Smith Sisters (originally the Schmitz Sisters) toured the famed RKO circuit. Viola also traveled with Jack Fine's Chicago Band Box Review on the Keith-Orpheum circuit. They shared the bill with a little-known singing trio called The Andrews Sisters, who would get *their* big break in 1937.

By 1934 Viola was anchoring an eighteen-piece, all-women big band on Major Bowes' Original Amateur Hour, which debuted on New York radio and was ultimately broadcast on CBS radio. The band would back the amateur entertainers who were offered a shot at fame and fortune on the show. By 1940 Viola had gained enough personal notoriety to be featured on the February 24 issue of Billboard magazine, along with her drumset. Around that time she and her sister Mildred organized a highly successful and acclaimed band called The Coquettes. The band fared exceptionally well, and was frequently hailed as the only rival to Phil Spitalny's hugely popular Hour Of Charm all-girl orchestra. (Viola attributes much of her own personal success in music and life to the contributions of her talented sister.)

The Coquettes disbanded in 1941, and in the spring of 1942 Viola accepted Phil Spitalny's invitation to join his famous orchestra. The promotional emphasis was on both glamorous style *and* keen musical substance. The Spitalny-specific style emphasized a semi-classical repertoire with member composition reflective of the



From The Past

"ladylike, non-threatening" musicians. It brought the band great success. So much success, in fact, that the band was one of the very few all-girl orchestras to record and appear in films. Viola appeared in several of those films, including *Here Come The Co-Eds*, with Abbott & Costello. Smith was intrigued by the world of film sets and high-profile celebrities. Still, she reveals with a chuckle that she had no trouble turning down Frank Sinatra's request for a date—not once, but twice!

Viola was a constant student of the drums. She spent much of her free time

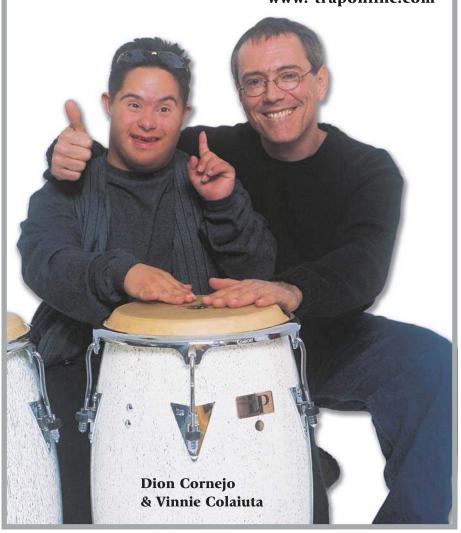
studying with famous music teachers, such as Saul Goodman of New York's Juilliard School, with whom she studied timpani. Karl Glassman of the NBC Symphony Orchestra and renowned swing drummer Cozy Cole were also mentors for Viola. As part of her "studies," she honed her danceband skills to create special showstopping numbers. These included an eight-piece drum rendition of "Mary Had A Little Lamb" that she describes as "a wildly popular crowd-pleaser with stick-tossing and spin action for added punch."

Viola remained with the Hour Of Charm

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orchestra for over thirteen years, until the group disbanded in 1954. She continued her drumming career, at first working as a single act: Viola & Her Seventeen Drums. Later, from 1966 to 1970, she appeared in the Broadway production of Cabaret, playing drums in the Kit Kat Klub's all-girl band. Along the way, she cites two specific performances that she would delight in reliving. One was an evening at the Paramount Theater in the 1950s, which she describes as "a gala event, with the Andrews Sisters and innumerable celebrities present." The second was Harry Truman's presidential inauguration in 1945-the first openly integrated inaugural celebration.

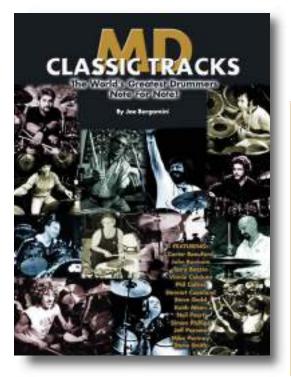
Today, Viola divides her time between New York City and Fon du Lac, Wisconsin. She isn't playing much these days, but her far-reaching inspiration and influence is apparent in the likes of Diva big band leader/drummer Sherrie Maricle, along with written tributes such as *Swing Shift*, by Sherrie Tucker. Once described as "a female version of Gene Krupa," Viola scorched the stereotypes of "girl drummer" and forged an indelible mark on the drumming community.

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The Inside Skinny On Club Dates Part 1: How To Land The Gig

by Steve DeLuca

When I decided to leave my day job behind and make a go of it as a professional musician a couple of years ago, the first thing I did was think about what kind of gigs have the most potential for generating a decent income. I knew the answer quickly: weddings, bar mitzvahs, and corporate events-gigs that are commonly referred to as "club dates." For those of you who are tired of toiling away in a restaurant with your jazz trio or in your local rock club for little or no pay, club dates are the way to go. They offer an opportunity for you to gain the financial rewards due a trained professional. (After all, that's what you are.) So how do you break into this relatively lucrative business?

Networking: The Great Misconception

The first step on the road to success is realizing the importance of selling yourself. You might groove like Gadd and wail like Weckl, but if you do it in your basement and no one knows about it, what's the point? So let's get you out there.

A good promo package makes you look professional. A sloppy or incomplete package makes you look...well, you figure it out.

Networking is a good next step. Going out to jam sessions, meeting other musicians, and letting people hear you play are all crucial. But you can't stop there. I currently do around a hundred club dates a year, and I can tell you what the number would probably be if I relied *just* on networking: *zero*. The problem is that everyone who is networking is doing the same thing you are: *looking* for gigs. They're not bandleaders *offering* gigs in the hottest wedding bands in the area. Don't misunderstand me, networking is still advantageous, and you *can* pick up some gigs from it. But you need to take a more proactive role in marketing yourself.

How Do I Find These Wedding Bands?

You need to identify the entities you wish to approach. This is an area in which networking *can* help. The more musicians you know, the greater your resources for learning the names of club date agencies and/or bandleaders with potential drum chair openings. But an even greater resource is literally at your fingertips: the Internet. Do a simple search for wedding bands or agencies in your area, and dozens of names will probably pop up. You'll have quite a bit of work ahead of you just following up.

There are also Web sites that specialize in wedding services, including music. Chances are, there are a plethora of agencies and/or bands in your area registered with these services. The listings are actually for potential clients—but hey, you can use them too.

Your next step is to place a friendly phone call to offer your services. Typically, the person who answers the phone is not going to pull a lot of weight; so be short and sweet. (I stress sweet.) Your main purpose is to let them know that you'd like to send them a package, and to get the appropriate contact name and address.

The Package

A promotional package, or press kit, is the résumé of a musician. It allows people who don't know you to *get* to know you, at least musically. Obviously, you must include a CD, videotape, and/or cassette tape that showcases your playing. I usually send video, because employers like to see what you look like along with hearing how you sound.

Keep in mind, these are club dates you're trying to land. Think dance music. The head of the agency or the bandleader isn't likely to care that you transcribed and learned Vinnie Colauita's part on Frank Zappa's "Joe's Garage." He will, however, be interested to know whether you can swing and keep the band together on Frank Sinatra's "Summerwind." The point is, if your press pack features playing that's too bombastic, they might think you always play that way. Present yourself playing a variety of styles in a grooving and tasty way. If you want to include a brief example of a drum solo, fine. Just don't make it the main element.

You don't have to send a professionally recorded CD. But do make sure that whatever you send—video, CD, or cassette sounds good, with no excessive crowd noise, tape hiss, or distortion. The quality of the musical example will be taken into account as much as the quality of the playing you do on it. It's just human nature.

The recorded examples of your playing will form the cornerstone of your promo package. But you shouldn't stop there. Include a one- or two-page résumé that concisely outlines your background and experience, any press clippings you might have, and a high-quality photo, if possible. (It's better not to send a photo than to send a Polaroid). In the end, it's the playing that matters, but all this stuff helps.

Remember the old adage that it takes money to make money. It will require a little cash outlay to put together a decent promo pack. And just assembling the packages can be time-consuming. But, simply, a good promo package makes you look *professional*. A sloppy or incomplete package makes you look...well, you figure it out.

Following Up

All your hard work will virtually be for naught if you don't follow up. Agencies are busy places (lucky for us), so you can't realistically expect to be called back on the basis of your promo pack alone. You should follow up with a phone call about a week to ten days after you think they received the package. Ask for the original contact person and verify that that person received the package. Then ask politely if he or she has had a chance to check it out yet.

You might need to do this several times, so it's important to be persistent without being a pest. I can't stress enough the importance of this. You want to stay in the forefront of their minds so that when something *does* come up, your name pops into their heads.

I encourage you to send out as many packages as possible. My rule of thumb is: Send out fifty packages, get one bite. The music business is tough, and if you don't promote yourself aggressively you're liable to end up with a pretty open calendar. However, I would like to encourage you with a story from my own experience that illustrates the upside of this entire scenario.

A while back I called an agency, asking if I could send them my package. I was told, "None of our bands are looking for a drummer right now. But you can send something if you want to." Well, I did. Today, that agency is responsible for practically all of my current club dates. So the system does work!

Next time we'll talk about the ins and outs of actually *playing* club dates, after you've landed the gig. See you then!

Steve DeLuca is a busy drummer in the New Jersey/New York City club date scene. He was featured in the On The Move section of the October 2002 MD.

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It's Almost Nine

A Gigging Drummer Reflects

by Scott Small

'm too old to be a rock star, but the gig starts at nine. Those are my drums up there, taking up more than my share of space on the cramped stage, and nobody else is going to play them. Time to go to work.

My first professional gig was twenty-five years ago, but I still carry a big load of fear

I'm ass to elbow with veteran road warriors who have three hundred combined years of professional experience. I can fool the drunks at the bar, but what chance do I have with these guys? onto the stage. It doesn't matter how many people are in the audience; I play for the band. Office geeks spend one day in a "team-building" exercise where nine other people are depending on them, and it changes their life. I do it night after night, and nothing changes.

I'm ass to elbow with veteran road warriors who have three hundred combined years of professional experience. I can fool the drunks at the bar, but what chance do I have with these guys? Time to do or die. I wonder which it will be.

What if I completely forget how to play? Calm down. Thirty years of practice have etched technique permanently into my neurons. But I *had* to practice that much, just to keep my chops alive. And now I haven't



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VILLARROEL, 142, 2° • 08036 BARCELONA • SPAIN TEL: (+34) 934 539 099 • FAX: (+34) 932 372 842 • (NFD@WBTUALDRUMMERSCHOOL.COM touched a drumstick for three days, and my left arm feels dead. Fear. Guilt. Take a deep breath.

The rhythm section's ready. The trumpet player nods. I count four beats (more for myself than for the band), play the exact fill everyone is expecting, and the show begins.

As the set goes on, the deep cleansing breath is replaced by the deliberate forced breathing of an athlete. Two pieces of advice I got from a Steve Gadd clinic years ago: Don't put the mic's where you'll hit them with sticks, and remember to breathe. Doesn't sound so simplistic now.

The bass player's kneeling beside my hihat, giving me *the look*. I can feel it burning my neck, hotter than a thousand-watt par flood. We're not locked. Damn. Visual input is taxing my brain, so I close my eyes. His speaker cabinet is too far forward, and I'm hearing him late, on the rebound. Or maybe my over-etched neurons are slowing down with age. But the time is floating, and we're chasing each other down a death spiral. Hang on Jimmy, we're going to "open loop." I close my ears.

First, I synchronize my four limbs down to a knife's edge, and it starts to cut. Then I pick up the 16th-note subdivision and stick it right in the band's face. I slam the backbeat into their other end.

Suddenly the foundation is level and plumb, and Jimmy smiles. His job just got a whole lot easier. He still sounds late from where I sit, but that's an acoustic aberration. The sweat stings and I can't open my eyes, but I know the rhythm section will be spoton when I check the tape after the show.

Forget trying to influence or compensate for the other players' time. Funk music is built on a foundation of stone anchored by the drummer's spine. My job is to hold that foundation steady while craftsmen from the guitar, keyboard, horn, and vocal trades build the house. It's a big responsibility.

I'm the type of person who automatically counts telephone poles on a road trip, even when I'm asleep. When I wake up, I'll know the time within two minutes without help from a clock. But on stage, I still count every bar of the show. Out loud. I always wonder if anyone in the audience notices. The show would crumble if I lost a beat or missed a measure, and the concrete would come down hard. That's not going to happen on my watch. We reach the climax of the show. I'm deep into the runner's high, and it's time to dig. Great music can never be played well enough, and I've got to give it more. More than I have. I have to find it somewhere down deep. Right here, right now. Eyes closed...breathe...focus...sweat. Ride the groove, fuel the fire.

That's when it happens. The rare moment of transcendence, where I really do it. I give more than I had inside me when I started. I feel and absorb the pulse that underlies life. The audience applauds, and so do I. This is who I am.

The high lasts for a couple hours—long enough to keep me awake for the drive home. I watch mindless TV until fatigue kicks in and I get the shivers. It's time for sleep. I've earned it.

Scott Small has filled the drum chair in a variety of jazz, rock, and funk groups since 1976. He is currently playing with DoctorFunk, a ten-piece soul band based in Seattle. Information on the band's performance schedule and upcoming album on Strokeland Records is available at www.doctorfunk.com.





Exceeding Yourself

Approaches To Personal Improvement

by Bob Boyd

A s musicians, virtually all of us have (or should have) an inner urge to better ourselves as players. We pursue this desire in many ways, some of which are more effective than others.

Sometimes our progress can be hampered by limitations that we impose upon ourselves. That imposition might not be intentional, but simply a matter of our range of experience. In other words, it's difficult to see past or progress beyond what we know or can comprehend.

We might hear a well-respected drummer fire off a blazing flurry of notes or a wild syncopated pattern. We might be motivated to learn that same pattern. But without understanding what it actually takes to perform it, we can only concoct a vague image of its execution. This can lead to unrealistic expectations and a false image of ourselves. These expectations can become a difficult and discouraging burden if we convince ourselves that the pattern is simply beyond our abilities.

What we gain from hard work cannot be taken away. It's ours. Knowing that brings a confidence that opens us up to even greater learning.

At other times, our expectations or assumptions about that pattern might lead us into self-deception, thinking that it's easier than it is. This may result in our never truly spending the time necessary to really work on it until we have it perfected.

Both of these situations are dangerous, because they can be the foundations on which we build our attitude toward learning and performing. We may find ourselves with preconceived parameters that can be self-defeating. Let's look at some of the elements that are important to musical growth to see if there are any obstacles that could get in the way of progress—and what can be done to eliminate any that might be there.

Natural Talent

Natural talent can take many forms. It may be fast hands and feet. Perhaps it's a great sense of time, or the ability to read music like it's the newspaper. Whatever the case, rest assured all of these "talents" can be achieved by getting in touch with the inner urge that pushes us to exceed. But first we must look for stumbling blocks that may be in the way of our improvement.

Think about aspects of your playing that make you uncomfortable. Have you conditioned yourself to believe that there are limitations to your ability? Having difficulty with something over and over again just keeps reinforcing that pesky "I can't do that" voice. While playing, take note of exactly when a problem occurs. I bring a notepad with me to gigs. During a breakor even between songs-I'll write down what it was that was a problem. I'll bring the note home, recall what I was feeling at that moment, and think of ways to improve on it. Tack your note to the wall or tape it to a drum. Regard it as a goal to be achieved. Next to it, write down what you're practicing to correct the problem. Writing down problems on paper can make them more specific, which makes finding solutions easier.

Chart your progress. I've kept a pretty thorough journal of my practicing through the years. I can look back and see that what worked for one problem can often be applied to something else. For instance, if singing a bass drum part made me more aware of its place in a groove, singing a keyboard part will make me more aware of its place in a song. That's just one example. Be creative, and explore ways to overcome difficulties. There are always many solutions to the same problem.

Practice

In order to work out the kinks in our playing, we must practice. That word alone can bring about feelings of frustration and anxiety. What is it that can inhibit us from practicing? Early on, were there difficult lessons given to us by a teacher that we couldn't finish in a week? Were there band rehearsals where everyone else "got it" and we didn't? Remember, these things happen to everyone. Don't be discouraged by bad experiences from the past. Make it a habit to approach practicing as if you are depositing money in the bank. It adds up, and it comes in handy when we need it.

Despite any apprehensions we may have, progress will happen, no matter how long it may take. Try to keep a light heart about things that stump you. Slow them down to an extreme. Put the pieces together one by one. Layer each part together out of time, getting the feel of which limbs strike their respective drum or cymbal in unison with each other. This is a great starting point. Gradually increase the tempo, using a metronome as a guide. Stay at each tempo for a while. This also has the side benefit of developing the ability to play slow tempos. Once again, keep track of your progress by using a notebook. This can be very useful when referring to tempo markings. Be sure to write down any interesting ideas that could easily get lost to a brief distraction. Log in dates and any other information that may pertain to the day's work. This will also serve as a journal to refer to in the future. It's your musical biography.

It's always wise to seek the advice of a teacher. An objective, qualified professional can observe the progress being made and make sure that what you're practicing is helpful to you. Practicing incorrectly is like a crooked headlight in the night sky. It spreads out in directions that are off the road we want to travel.

A final thought on practicing: Give yourself permission to focus on one thing. We live in the information age. Every month more and more books and videos appear. This is a wonderful thing, but it can be overwhelming. Reading interviews with so many inspiring drummers, one after the other, can make us feel as though we need to rise to their level of achievement in the area of expertise.

I suggest following a system of prioritiz-

ing. Devote 80% of your practice time to what you feel needs the most work. Then break down any other interesting subjects for the other 20%. This can relieve the monotony of doing just one thing *and* earn well-rounded progress at the same time.

Comparisons

It's human nature to compare ourselves to others. This seems especially true in music. Although there's a high level of subjectivity involved, we, as players, are always listening to other players' strengths and weaknesses. From this we learn what works and what doesn't. Certain elements of drumming are imperative to being a valuable member of a musical group. Good time, good ears, knowledge of the material, and an amiable personality are all important factors. Next time you're out listening to a successful drummer, look for all of these traits. Listen to how the time flows. Are your transitions from groove to fill as smooth? Are you as alert to what's happening within the song?

I always enjoy watching great drummers *off* stage. I'll watch how they relate to the other bandmembers and to the audience. Are they friendly when someone approaches to

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give a compliment or ask for an autograph, or do they give them a cold shoulder? Ask yourself how you'd handle that particular situation. It's good business to observe not only what drummers do on the job, but why they *have* the job. If you want to play in a better band, study those who play in better bands.

Reality

An important subject that must be considered is what I call "situation reality." You need to take a clear, objective look at how much time and energy you can put into your music. We all live in our own life situations. Some may have the time, space, and desire to practice eight hours a day. Others may have the desire, but neither the time nor the space. In some cases, an hour a week may be all that's possible. Being realistic about this is important, because it can give us a valid perspective on the pace at which we can expect to progress.

Keep in mind that many of the standards we aspire to were achieved by drummers who, for whatever reasons, may have had the opportunity to totally immerse themselves in music and sacrifice things that are just not practical for everyone else to sacrifice. This can be somewhat frustrating when we're trying to reach that artist's level of playing. Give credit where credit is due, and try not to begrudge someone what he or she has achieved.

Equipment

Much has been written on the value of good equipment. The better your instrument sounds, the better you will sound. Yes, a great player can still sound good on a foul drumset. But that player will sound even better on a well-tuned and maintained one. It's worth the investment to have drums with even bearing edges and sturdy hardware. This will make all your hard work sound up to its full potential.

Treat yourself to a comfortable seat. You'll feel better, and it will help with endurance. While playing, relax and listen to your body. Is there tension anywhere that could be impairing your performance? There have been many fine articles presented in this magazine regarding drumming and health. Look back and become as educated as possible. All these factors add up to better playing.

Conclusion

What we gain from hard work cannot be taken away. It's ours. Knowing that brings a confidence that opens us up to even greater learning. Our instruments are the means by which we show ourselves. In this, we are a lucky bunch.

You've probably heard the saying "Play in the moment." My philosophy is this: Play in the past, the present, and the future. The past is the knowledge of what came before us. It's knowing the work of the artists who brought drumming to where it is now. It is also the work *we* put into it. The present is the music that's happening now. It's where we're at, this song, this quarter note. The future is what we're learning, and how many ways there are to apply it in any situation. It's where we want to go with our music.

Step back and take a look at where you feel you are as a player, and where you'd *like* to be. Think past whatever limitations you think you may have. Be realistic in the amount of time you have to put toward your goals. Then go out and exceed yourself.

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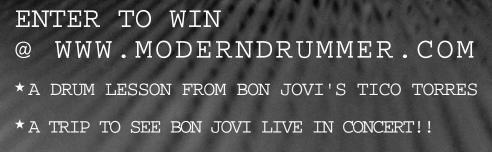


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Kevin Washington

Kevin Washington was born in Detroit, Michigan in 1975, the son of musical parents. Kevin began working at the age of five, starting with local jazz festivals in Detroit and expanding to others in Chicago, Illinois; Mobile, Alabama; and Hartford, Connecticut. After moving to Minneapolis, Minnesota at thirteen, Kevin performed with



bands playing jazz, Latin, funk, and reggae.

In 1996 Kevin moved to New York, where he studied jazz at the New School For Social Research and taught at the Harlem School Of The Arts. He also performed with such artists as Chico Freeman, Arnie Lawrence, and Antonio Hart. Kevin cites Art Blakey, Elvin Jones, Max Roach, Tony Williams, and Philly Joe Jones as drumming influences, but notes that he has also been influenced by Stevie Wonder, Donny Hathaway, Marvin Gaye, James Brown, "and all other types of music, including rock."

Since returning to Minneapolis, Kevin has been active in several jazz groups. One is Moveable Feast, whose recent CD, *Directions* (www.moveable-feast.com.), displays Kevin's considerable talents. He's been described as "a hybrid of Elvin, Brian Blade, Jeff 'Tain' Watts, and Harvey Mason." The band has a significant following in the Midwest, and has garnered airplay on several jazz radio stations. Kevin also leads his own trio, teaches privately, and composes.

Paul DeCirce

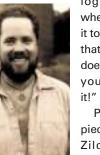
Thirty-year-old Paul DeCirce of Asheville, North Carolina is a busy guy. From his upcoming solo hip-hop debut *Straight Out The Bomshelta* (on which he plays all instruments) to his live work with bands like Dig and Suntribe, Paul is working hard to make a name for himself.

Born in Syracuse, New York, Paul cut his musi-

cal teeth on the bar circuit, where exposure to hiphop and reggae flavors influenced his playing. In his work with Dig, Paul incorporates those elements into his rocksteady style to cre-

ate a jumpy yet in-the-pocket feel. The band plays the Southeast club circuit regularly, with Paul contributing as drummer, songwriter, vocalist, and multi-instrumentalist. He cites Phil Collins, Elvin Jones, and Bill Bruford as influences, explaining his genre-mixing styles.

"The foundation of my style is blues-based rock," says Paul, "with different feels in and out of the song. One bridge may swing, another may hop like reggae. I love to swing where it doesn't seem



logical, and rock where you'd expect it to swing. If you do that and the soloist doesn't look back at you, then you got it!"

Paul plays a fourpiece Pearl kit with Zildjian cymbals and DW pedals. In

addition to all his live playing, he's currently working on Dig's first full-length CD, while recording tracks for his own solo effort.

Scott Tucker

Fort Scott, Kansas isn't what you'd call a hub of musical activity. Still, twentyseven-year-old Scott Tucker found enough inspiration there to begin drumming at the age of ten. By twelve he had a kit, and for the next four years he studied with Bob Laushman at Pittsburgh (Kansas) State University.

At sixteen Scott started playing "Branson-style" country music shows throughout Kansas, Missouri, and Oklahoma, sharpening his skills by backing top country artists like Kenny Chesney and Patty Loveless. Later he toured with regional recording artists such as Ron Wallace and Joe Don Rooney.

Currently, Scott is drummer, band

director, and backup vocalist for Nashville recording artist Doug Davis, who is soon to release his debut CD (www.dougdaviscountry.com). Doug's live show has had particular success on the US and Canadian rodeo circuit. When not touring with Doug, Scott plays and sings in a Top-40 country band called Four Wheel Drive. They've found a niche in country musicoriented casinos in Kansas, Missouri, lowa, and South Dakota, and have their own CD in production.

Scott lauds John Dittrich (Restless Heart) and Cactus Moser (Highway 101) "for showing me that drummers in country music could take a leading role and didn't have to be faceless sidemen." Following their examples, Scott's goal is "to make a successful living for myself and my family, doing what I love and making music with like-minded professionals." He plays Spaun drums, Zildjian cymbals, and Yamaha hardware and elec-

If you'd like to appear in *On The Move*, send us an audio or video cassette of your best work (preferably both solo and with a band) on three or four songs, along with a brief bio sketch and a high-quality color or black & white close-up photo. (Polaroids are not acceptable. Photos will not be paid for or credited.) The bio sketch should include your full name and age, along with your playing style(s), influences, current playing situation (band, recording project, freelance

artist, etc.), how often and where you are playing, and what your goals are (recording artist, session player, local career player, etc.). Include any special items of interest pertaining to what you do and how you do it, and a list of the equipment you use regularly. Send your material to On The Move, Modern Drummer Publications, 12 Old Bridge Road, Cedar Grove, NJ 07009. Material **cannot** be returned, so please **do not** send original tapes or photos.

Take it from Creed's Scott Phillips "It's the rack that will rock your world"

Scott Phillips' day planner typically looks something like this: January-March, play to over a million fans at arenas throughout North America. April & May, over to Australia, New Zealand and Europe. Next, back to the U.S. for a Summer/Fall stadium tour.

That's a lot of gigging. That's a lot of wear and tear on gear. And that's why Scott insists on a Gibraltar rack.

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MD Visits Sonor Germany

High-Tech Meets High Art

by Rick Van Horn

The last time *Modern Drummer* covered Sonor—Germany's most prestigious drum manufacturer—the story actually



Sonor general managers Karl-Heinz Menzel (left) and Stefan Althoff direct company operations in Germany.



lan Croft's title is international artist relations director. But he's also heavily involved in marketing and product development.

involved China. To be specific, it involved Sonor's then-new manufacturing operation in mainland China, where the company's Jungle and Force 1001, 2001, and 3001 kits are made. This time, we travel to Bad Berleburg, Germany, to visit the home factory, where Sonor manufactures S-Class Pro, Delite, and top-of-the-line Designer Series drums. Our primary guide is Karl-Heinz Menzel, who shares the title of Sonor general manager with Stefan Althoff. Also offering input to our story is international artist relations director Ian Croft.

A Little History

Sonor has been manufacturing drums and percussion instruments for over 125 years. The company was founded by Johannes Link, and was a family-owned business until Horst Link sold it to Hohner in the mid-1990s. The transition was a little bumpy at first.

"The Hohner company was very strong, but very traditional," says Karl-Heinz Menzel, "with a huge market in harmonicas and accordions. Sonor, on the other hand, was a very progressive company, serving a market full of long-haired heavy metal drummers. So for us it was a very different direction. The transition also took place during a serious recession, and by the end of 1996 we were at the evershrinking top of a market pyramid. Highpriced products were losing share to entry-level products in a big way. If we wanted to stay with our high-end drums alone, we'd have to cut the company down drastically. If we wanted to get into the 'full-range' game with the big players, we'd have to find a way to manufacture Sonor drums for lower prices."

Sonor chose the second option. They decided to retain all product R&D in Germany, along with the manufacture of

Sonor Selection

Though Sonor is known in the US primarily as a drumset maker, the company is a full-line percussion manufacturer. Their products run the gamut from glockenspiels for kindergarten kids to drumkits that rank among the finest in the world. Here's a quick overview of Sonor's offerings.

Designer Series Drumkits



Sonor's top-of-the-line drums are available in a choice of select birch or maple. Shells are made according to Sonor's Cross-Laminated, Tension-Free (CLTF) molding process. Shells are available in a wide variety of diameters, each in three different depths to expand individual selection possibilities. All bearing edges are beveled 45° for perfect head-to-shell-contact and maximum projection. Drums are available in over forty "stock" lacquered finishes, including specialty wood-grain looks, sparkles, and high-gloss colors.

Hardware features include Sonor's APS Advanced Projection (suspension) System, TAR Total Acoustic Resonance tom-holder system, AX Ball Clamp tom holders, and Prism Clamp bass-drum spurs.

Delite Series Drumkits

Delite Series drums are essentially Designer models that feature Sonor's extremely thin, lightweight Vintage Maple Shells (VMS) for "outstanding resonance across all frequency levels, and maximum sound output." Because the shells are so thin, Dynamic Edges (reinforcing hoops) are added for strength and acoustic performance. Kits are available in Birdseye Amber, Birdseye Azure, Birdseye Cherry, Brilliant Black, Metallic Marine, and Brilliant Champagne. Delite Snare



Drums feature 9-ply VMS maple shells with Dynamic Edges, die-cast hoops, 20 tension rods, metal fittings mounted with Finish Protectors, and Sonor Power Skin drumheads made by Remo.



The S Class Pro Series features thin 5mm (8-mm bass drum) maple shells made according to the CLTF system "for a distinctive maple sound." The drums come standard with Sonor Power Skin heads. They're available in natural, cherry, and emerald green wood finishes and high-gloss piano black lacquer. Snare drums are available in brass, steel, and maple shells.

Force 3001 And 2001 Drumkits



Force 3001 and 2001 kits feature 9-ply maple-and-basswood shells made according to the CLTF process. Force 3001 kits are available in two Fusion configurations, and are finished in highgloss lacquer colors, including Honey Maple, Red Maple, Piano Black, Caribic, and Purple. The kits come with matching wood snare drums and Sonor's 400 Series hardware.

Force 2001 kits also come with a matching wood snare drum, along with a five-piece 200 series double-braced hardware package. Available finishes include Wax Cherry and Wax Midnight Black, along with Diamond Blue and Stain Amber. The wax finish is said to provide "a warm, natural appearance."

The Jungle Set

The Jungle Set is a compact mini-kit that carries all the design elements from the Force 3001 Series, with high-gloss lacquer shells, Force Ball Clamp tom mounts, and lugs with Sonor's Tune Safe feature. The Jungle Snare Drum features a full throw-off and snareadjustment mechanism, and is available separately as a supplementary drum.

Force 1001 Drumkits



Force 1001 drums feature 9-ply basswood shells available in Black, Emerald Green, and Reflex Silver covered finishes. Five-piece sets are available in "Stage" or "Studio" configurations, and include steel-shell snare drums. Hardware includes the DTH 213N double tom holder and Force Series bass drum spurs. The bass drum features wood hoops with color-matched inlays. Each kit comes with a four-piece hardware pack from Sonor's 200 Series.

Artist Series Snare Drums



Top Sonor drummers have been involved in the development of the new Artist Snare Drum range. The seven current Artist models offer a variety of technical features. A range of wood, steel, brass, and bronze shells is available in diameters of 12", 13", and 14". Wood snares feature special select finishes.

Hardware

Sonor is noted for innovative stands, mounts, and pedals. The latest such design is the Giant Step pedal series, which offers single and double models, along with the Twin Effect, which allows multiple beats to be played with one foot. Also in the line is the Triple Pedal (a combination of the Twin Effect and a double pedal) and the Middle Pedal, a double pedal with slave pedals on either

side of the bass drum. (See the review in this issue.) The Giant Step series features a Rotation Pendulum linkage, a Docking Station that attaches to the bass drum hoop, and a Smart Connect System that allows quick and easy mounting and removal of the pedal.

continued on next page

Sonor

high-end drums. But they also entered into a cooperative venture with a manufacturer in mainland China to create affordable drumkits with which to expand their line. Says Karl-Heinz, "Some people wondered if Sonor would move high-end drum production to China as well, offering Designer drumsets 'for cheap.' That was never the plan. But in a way, the China operation did affect the high-end lines. The visibility of the lower-priced kits helped boost sales of the higher-end drums, and vice versa. Since then, the more we've increased production out of China, the more our German production and sales have gone up as well."

Karl-Heinz is quick to emphasize that all Sonor products have their genesis in Germany. "A lot of other major brands have OEM contracts with Oriental manufacturers," he says. "They use the same sort of shells, tom holders, and bass drum spurs, so the kits have no identity. The drum companies never invest into the R&D like we do. All the difficult die-cast molds for the manufacturing processes in China are made here. Then we send our technicians to supervise the quality management."

The Production Team

To see Sonor's German production facility in operation is to view artistry at work. Sure, it's a factory, and industrial tools and processes are utilized. But there's a sense of craft and pride that's noticeable at every step, from the point at which raw materials are brought in, to the shipping of finished instruments. In addition, most of the staff is multi-skilled. They do a given job for four weeks at a time, and then are rotated to anotherthus preventing burnout. Many employees have been with the company for decades. Others are second-generation workers whose families have been associated with Sonor for fifty years or more.

Woodworking

Sonor brings in standard and exotic

woods from all over the world to create shells for drums, as well as shells and bars for wooden educational instruments. And while other manufacturers also utilize exotic veneers, Sonor may be the only one that actually creates them. Their Tulip and Earth finishes are examples of this creative process, which Karl-Heinz explains.

"A lot of people think that our Tulip, Earth, and other veneers use a lacquered treatment over the wood. But their unique look has to do with the way the veneer is cut. One way to cut veneers is to set a log on a lathe, and peel layers off as it goes around. Those layers then become plies in drumshells. But another way to prepare veneers is called 'block cutting.' The mill takes sheets of highly grained veneers, stains them with different colors, and presses them together into a block one meter high by one meter wide. Then they cut into the block at different angles to create new veneers, which are very dramatic but also absolutely consistent. That's important when drummers want to

continued from previous page

Sound Wires snarewire sets are available in stainless steel, brass, and bronze for a variety of individual sound adjustments. A total of twenty-four different sets are available, including the newly developed split Parallel Wires.



Sonor is extremely active in educational percussion and the music-therapy field. As a result, they offer an extensive line of Orff wooden and metal percussion instruments, along with their Primary Series for use by young children. Included in the various series are xylophones, metallophones, tambourines, chime bars, and glockenspiels.



Ethnic Percussion

The new Latino percussion series features congas, bongos, and a djembe. The Percussão Samba range of Brazilian instruments includes a surdo, a repinique, a tarol, a tamborim, a cuica, a malacaheta, a pandeiro, a ganza, and many of the smaller accessories that players require for a good Batacuda. These lines are currently targeted at the educational market.





Latino Series

Percussão Samba Series

Marching And Concert Percussion

Sonor offers a variety of high-end and budget marching percussion for the domestic German and European markets. Pipe drums are also available, as are timpani and concert percussion.

Sonor Symphony snare drums are equipped with "single flange" hoops and Sonor Classic (Remo Renaissance) heads. Interchangeable snare wires provide an additional variety of sound adjustments.

Sound Wires

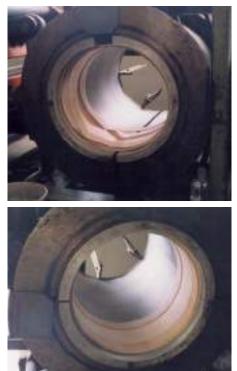
add on to existing kits."

Cut veneers are glued, then fitted into heat-compression molds in an offset manner, staggering the seams for extra strength. If reinforcing hoops (Sonor calls them "dynamic hoops") are to be used, they're included now as well, rather than being glued in later. The molds apply 70 kilograms per square centimeter of pressure, at a temperature of 160° Celsius. The heat, the pressure, and the many layers of cross-laminated plies inside combine to create a shell with no tension in it. "If you cut a molded shell in half," says Karl-Heinz, "it will remain in a half-circle; it won't try to 'open up.' This is important, because a body that is under tension can't resonate freely."

Shells are molded oversized, then cut to exact depth and given their bearing edges before being sanded. The special wood veneers on the surface of the drums are so thin, there's a danger of sanding right through them. So all such sanding is done by hand, where the technician can carefully monitor the operation.

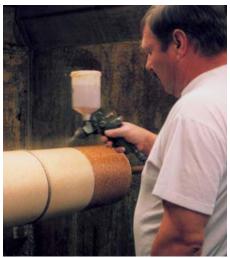
Shell Finishing

Shell finishing is an area in which Sonor takes particular pride—and into



These before-and-after shots illustrate Sonor's Cross-Laminated, Tension-Free (CLTF) shell-molding process. The company feels that this construction method creates shells capable of greater sound projection than shells made according to other procedures.

which it puts a great deal of effort. The process begins by giving the insides of the shells two layers of sealing lacquer, with sanding in between. From there they undergo an extensive series of spray coatings and sanding steps. Some drums receive their final polyester clear-coat on a



Sonor drums are noted for their deep, rich finishes. These are created by a multiple-step spraying and sanding process, all done by hand by highly skilled technicians.



Another hallmark of Sonor drums is their selection of unique wood-grain patterns.

computer-controlled spraying machine. But color lacquering is hand-done by skilled painters working in a spray room whose floor is flooded with water and in which added air pressure forces dust particles and overspray from the air. Final finishing involves five steps of clear-coat





High-tech versus hand-crafted: Top, robotic drilling and shaping machine drills all shell holes and cuts snare beds. Meanwhile, the many components of the intricate Giant Step pedals are carefully assembled by hand.

Sonor

spraying, with a sanding step between each one. The result is a mirror-smooth ultra-deep glossy appearance.

Sonor's Designer series offers 4,500 color options, based on an international standard for auto-painting colors. Ian Croft points out, "Sometimes we have to buy the paints from vendors who can be slow in supplying that paint. So we're always careful to quote a delivery time on custom Designer kits that we know is realistic."

Shell Drilling

Finished shells are placed on a computerized drilling machine that rotates the shells, selects the appropriate drill bits, and drills all necessary holes for lugs, snare throw-offs, and logo badges. Sonor's high-end drum lines all feature tommounting systems that attach to the lugs, so holes for tom mounts are unnecessary. A router bit also cuts the snare beds on snare drums, creating the same 45° bearing edge as on the rest of the drum.

The Sum Of Its Parts

The sheer variety of parts required to create Sonor's pedals, stands, and drum hardware is staggering. Nuts, bolts, and similar items are purchased "over the counter," but over 26,000 plastic and metal pieces are unique to Sonor. The company designs each part in-house, and the die-casting builds molds. Manufacturing, polishing, and plating is done by outside contractors, saving Sonor money and environmental problems. The same contractors create metal snare drum shells, which are then finished and assembled in the Sonor plant.

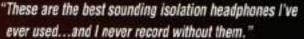
In Sonor's own metal fabrication department, technicians operate machines involved in the creation of hardware parts. In addition, certain parts that come in from the die-caster require some finishing steps. There is also a small machining department for the creation of in-house tooling and product prototypes. It was in this department that the ten Giant Step pedals introduced at the

Frankfurt trade show two years ago were literally hand-made.

Truly "Custom"

Karl-Heinz Menzel maintains that Sonor's Designer series is the only really custom-made drumset on the market. based on choices available nowhere else. "A lot of other drum lines have 'custom' in their name," he says. "But that's really just a marketing device. To our way of thinking, being truly 'custom' requires choices in every area. We offer a choice of three wood types, virtually unlimited shell diameters with three depths in each size, different shell thicknesses, long or short lugs, tom mounting system or not, bass drum mounting system or not, 4,500 colors.... It's almost endless."

Even with all these choices, customers still ask for more. So Sonor is considering changing their approach to such requests. "For 2003 and beyond," says Karl-Heinz, "we want to change the name 'Designer Series' to 'Drum Design.' Let me explain



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our thinking. Right now, we offer our Delite series in seven finishes, and we make perhaps fifty kits per year in any given finish. That isn't a large number, but it still results in much lower production costs than for fifty Designer kits, each one of which is in a different finish. But then we'll get a request from a buyer who wants a Delite kit in a Designer finish. Now we can say, 'Yes, you can have that. But it's no longer a Delite kit. It falls into the Drum Design category, because you are designing your own options.' Whenever you choose something that is not an existing model in a catalog, then we're talking about Drum Design. That way we can offer virtually anything we have in our entire program, tailored to the customer's desire."

But how many drummers are knowledgeable enough to have a list of specific shell configurations, wood types, and ply thickness that they want on their custom kit? Might they not be more likely to purchase a Designer kit that's already on the showroom floor? Ian Croft responds, "It's often true that if a dealer has a Designer kit in stock, a drummer will walk in and buy that kit. But five other drummers will say, "I love that, but I want it in a bubinga finish, with long lugs." We actually sell more custom kits as a result of people seeing a display kit and wanting other options."

Karl-Heinz Menzel adds, "All the choices may be a bit of 'fishing in the dark' for some drummers. But the Designer series has been on the market offering three different shell types since 1994. A lot of drummers have been listening to Steve Smith or Jack DeJohnette or JoJo Mayer play these choices for years, so they *do* have an idea of what they want."

Ian Croft concludes, "It can be as simple as a drummer's knowing that he or she wants more attack from the rack toms and more warmth from the kick and floors. The dealer can then suggest a kit with birch rack toms, maple floor toms, and a maple bass drum. And now there are even more opportunities with the Artist snare drums, which can be combined with anything."

Educational Percussion

Educational percussion-primarily Orff instruments for elementary-school children-is a huge market for Sonor. So production quality is an important issue, as Karl-Heinz Menzel explains. "We cannot educate children if we deliver the wrong sound. That's why even our small toy glockenspiels are tuned properly. Otherwise, children don't get an understanding of how sounds and notes fit together to make music. We make 750,000 glockenspiels per year, with an average of eighteen bars each. We make about 28,000 wood xylophones, 5,800 bass xylophones, and 11,000 metallophones. It works out to nearly ten million bars that have to be tuned-by hand-by a worker sitting in a sound booth. It takes time and effort, but we believe it must be done."

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Sonor

The expanding needs of the educational market has also led Sonor to the development of a full line of hand and ethnic drums. "We'll start in the education market, through direct orders to schools," says Karl-Heinz. "The pro and semi-pro percussion market is saturated with fine products from many companies at the moment. Still, we have some Africanstyle drums in our new line that aren't duplicated by other brands. They aren't being sold in the pro shops at the moment, but if professional players learn about them and show an interest, we certainly will want to serve that interest."

R&D To The Max

Sonor's resident designer, Werner Sassmanshausen, works with 3-D computer programs to design and develop new products—primarily in the area of hardware. Werner can be credited with the development of the Giant Step pedal series, of which Sonor is extremely proud.

"Innovation is a major ingredient of the Sonor image," says Karl-Heinz. "And I think the Giant Step series is the most innovative approach to pedal design in the past forty years. And the beauty of it is that the innovation won't be restricted to the Giant Step series. The footboard design will be incorporated in the future into *all* our pedal lines, while our new 600 series will include the Docking Station, Smart Connect, and other features."

When speaking to a designer, the first question is always: Where do the ideas come from? Some come from product managers from various countries around the world, who come to the factory to meet and discuss ideas with Werner Sassmanshausen, focusing on future product development. Others come from endorsing artists, who are the first to work with new prototypes, helping to evaluate what does or doesn't work well. "And," says Karl-Heinz, "a lot of ideas come from drummers 'in the field.' For example, the basic idea for the Giant Step Twin Effect pedal came from outside drummers, who had the concept of the split footboard. We took that idea and



developed many additional features in order to create the pedal line. Engineering elements come mainly from Werner and his staff. Their ideas resulted in the Giant Step's Docking Station, the pendulum, and Smart Connect."

Although noted for their engineering advances, Sonor's designers also must take issues like practicality and production costs into account. Then the sales & marketing folks need to evaluate the idea's potential in the marketplace. It's a delicate balancing act between innovation and marketability.

Innovation gets down to details. For example, the new top-line 600 series hardware features a three-segment clamp for height adjustment, rather than the two-segment design that's standard on many existing stands. Explains Karl-Heinz, "A one- or two-section clamp has a tendency to press the tube inside it sort of flat. The three-section design exerts its pressure in a totally concentric squeeze. And the tightening bolt has a nice, ergonomic design as well. One side had a dished-out section for the fingertip; the other has a slightly slotted section where the side of the thumb would rest. That's a little thing, but it's important. Drummers need to feel comfortable with the equipment they work with all the time."

To aid on the marketability side, Sonor has taken great pains to design a unified visual theme into their products. The familiar "mallet shape" symbol that graces the logo badges of many Sonor drums has become associated with every Sonor product in some way. For example, that shape is integral to the footboard of the Giant Step pedals-and even to several component parts. The round leg-holder on a Designer floor tom, combined with the leg, creates that mallet shape. The single Designer lug is a mallet shape. The goal of this calculated effort is to subliminally reinforce the Sonor image to make it more memorable.

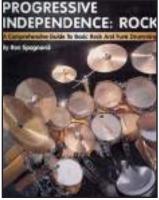
And the efforts don't stop there. Soon, dealers and consumers will be able to call up an animated tutorial (on the Web and also on CD) that explains how to retro-fit the suspension mounting system from Sonor's high-end lines to Force series kits for upgrade purposes. The company is also developing a digital "catalog" for the net, on which every Sonor product will be explained and presented visually. No narration or printed language will be necessary. Set-up instructions will be given on a "follow the pictures" basis, making the program applicable for drummers and dealers anywhere in the world.

"We don't want to create only a product," Karl-Heinz continues. "We would like to create an image, *based* on products that don't compare to anyone else's. In the long run, if everybody is *just* looking for cheaper prices, everything will become the same. We don't want to be involved in that. Sonor has always been the quality and innovation leader in drums, and that is the line we still follow. As we look ahead for the long-term, we want to make Sonor the drum *and* percussion specialist in the world market. It's a long way to go, but that's our plan."

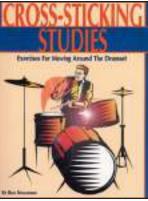
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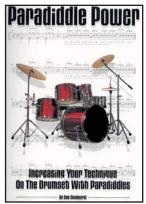
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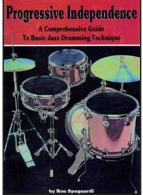
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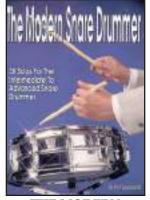
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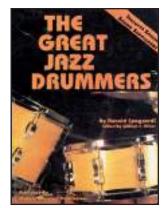
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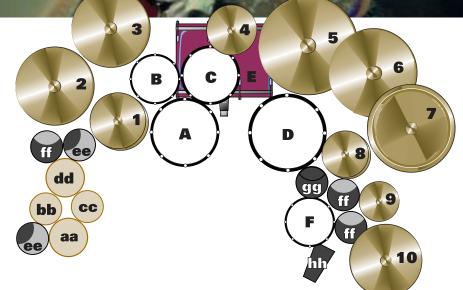
guess you could shat things are looking up in the caree mer/percussionist Ged (pronounced Jed) Lynch. While recording with the band Black Grape at Peter Gabriel's Real World Studios, Ged was introduced to Gabriel's engineer/programmer Richard Chappell. This meeting led to a call for Ged for an informal tryout for possible work with Peter. Things went well, and Lynch was hired to work on the music Gabriel composed for London's *Millennium Dome Show*.

As fate would have it, Lynch was eventually called to work on Gabriel's new release, *UP*, alongside many other drummers and percussionists, including luminaries Steve Gadd and Manu Katché. Ged is now on tour with Gabriel. Not bad for the new kid on the block.

Lynch started his career as a drumkit player, and later studied percussion in Manchester. So he started bringing percussion to gigs to enhance the sonic palette of his kit. Ged's work with Manchester bands Black Grape and Electronic was geographically inspired. Electronic, featuring The Smiths' Johnny Marr and New Order's Bernard Sumner, was a hybrid of sounds from the '80s Manchester scene, which centered around those two bands. This was a transitional time, when live rock and electronic dance music were starting to come together to create a new cohesive sound.

Ged was already "machine friendly" at that point, working with essential gear like the Akai S900 and S1000 samplers. Black Grape was a loose, funkbased party band led by Shaun Ryder, the front man of another Manchester touchstone, Happy Mondays. Ged has also worked on several movie soundtracks, as well as with top British producers Steve Lironi, Steven Osbourne, and Tommy D. Also on his résumé are David Sylvian, The Charlatans, Natalie Imbruglia, and late INXS frontman Michael Hutchence. *MD* caught up with Ged in the midst of the US leg of Peter Gabriel's *UP* tour.

Story by Mike Haid • Photos by Paul La Raia



MD: How did you meet Peter Gabriel, and what was your working relationship with him like?

Ged: Black Grape was recording at Real World, which was interesting in itself because they weren't really your typical Real World client. They're quite a bunch of wild dudes. But after a few visits, I got to know a couple of the house engineers, and some nice things were said. So when Peter was looking for some percussion for *OVO* [the album featuring music for the *Millennium Dome Show*], I was invited to come down and play. I think it was more of a "Let's see what this kid can do" kind of thing. Luckily for me, he obviously liked what I did.

It was an interesting situation in that Peter was not there for the tracking. He wanted some things added to some tracks, so I had to figure out what to play from what Peter's engineer, Richard



Drums: Premier Genista

- A. 6x14 snare
- B. 8x10 tom
- **C.** 10x12 tom
- D. 16x16 floor tom
- E. 16x22 kick
- F. 4x10 Soprano snare

Cymbals: all Zildjian Ks

- 1. 13" Mastersound hi-hats
- 2. 18" thin crash
- 3. 18" medium crash
- **4.** 10" splash
- 5. 22" heavy ride
- 6. 20" crash
- 7. 20" China
- 8. 10" Studio Hats
- 9. 6" splash
- 10.16" thin crash

Percussion: various

- aa. LP tumba
- **bb.** LP conga
- cc. LP quinto
- dd. Meinl bata

Electronics: ddrum,

- including a ddrum 4 brain
- ee. ddrum cymbal pad
- ff. ddrum tom pad
- gg. ddrum snare pad hh. ddrum kick pad
- mil aurum kick pau

Heads: Remo Ambassadors

Sticks: Zildjian 5B

Chappell, was describing. So it could have gone either way as far as Peter liking it or not, and looking for someone else. Thankfully it was well received.

MD: With so many drummers, percussionists, and programmers on Peter Gabriel's *UP* release, how were the rhythm tracks pieced together to create the final product?

Ged: Richard Chappell probably knows Peter better than anyone. My experience was that Richard would collate/distill my work, offering different flavors for Peter to choose from, or Peter would be specific about what he needed. So when Peter says he wants things a certain way, Richard will take that information to the players and say, "Okay, let's try this." Then we'll try several other options until there's enough variation for Richard to choose from. At that point he'll start piecing things together that he feels will be close to what Peter would be looking for. But even then things can change.

Peter would call me up to come down and play a tambourine part, and I'd be there two days later with a bucket-full of leaves and a piece of chain. [laughs] What's interesting about today's technology is that you can chop things up, move them around, speed them up, or slow them down. So once a track is recorded, it may end up sounding totally different and end up being used on a completely different track or tracks. So what Peter ended up with was a coloring box of Ged tracks to be used wherever they might fit.

MD: Did you work directly with Peter much, or was most of the work done with Richard?

Ged: The first two sessions were only with Richard. After that, Peter was there for every session. Richard and I would work for several hours creating the tracks, and then Peter would come in and listen to what we had done and try things by pushing them in different directions.

MD: This is an interesting new way of recording rhythm tracks—mixing, matching, and combining various drummers and percussionists on a single track.

Ged: Yes, that's why the record has taken so long to produce. There was one track where Richard said we needed to

add something to the middle section of the song. As he was putting the track up I saw him push the fader up that was labeled "Steve." My blood ran cold because I knew it was Steve Gadd. So at that point it wasn't a matter of trying to play something that Steve would play, because I wouldn't get near that anyway. He wanted something with a different flavor. He may have liked what Steve played in the chorus, but he wanted something else after that. That's why you see so many different drummers and percussionists listed on each track.

So when you listen to each track, it might be Steve Gadd's fills with my groove or Manu Katché's groove with me just playing ghost notes. There were times when I felt that what they had was already working fine and that having me add anything else would just be nonsense. But they were always kind enough to ask me what my take on the track was before we began certain things. Peter was very open, and I always felt it was a team effort.

MD: Did you work with any of the other



Ged Lynch

drummers and percussionists, or was everything done separately?

Ged: Sadly, no, all my stuff was done separately. But I did get to work with some amazing drum tracks from a percussionist's perspective, and the reverse.

MD: How much of what you played was acoustic and how much was electronic?

Ged: It was mostly acoustic, but then some wonderful processing took place. We got into using anything as sound sources, from leaves to bubble wrap. There were bits of programming done when there wasn't time to set up eighty Tibetan gongs and things of that nature. But most of what I played was on acoustic instruments. When I listened back, they may not have sounded the same as when they were recorded, because of the processing. But I could tell by the patterns that they were my tracks.

MD: What "tricks of the trade" can you offer about doing sessions and playing with machines?

Ged: Unfortunately...or not...the only trick that I know is to practice.

MD: What was it about your playing that you feel attracted Richard Chappell and

the others at Real World Studios to call you and bring you into Peter Gabriel's world?

Ged: I think it's because I'm machine-friendly.

MD: What do you feel were some of the coolest sounds and ideas that you created for *UP*?

Ged: I think the drum track on "Growing Up" was groovy.

MD: What type of a drummer/percussionist would you categorize yourself as? **Ged:** Ten years ago I would have said I was a rock drummer, but now, hopefully, I would be described as someone who

plays for the song.

MD: Any interesting stories about past recording sessions with various artists?

Ged: An artist who will remain nameless asked me to make it sound like horses...tough one, that!

MD: How did you end up getting the call to do the Gabriel tour?

Ged: Peter was getting ready to do the WOMAD show in Seattle, and Manu Katché was unavailable. So Peter rang me up and asked if I'd like to do the show. We did that show, and it went well. Then

there was nothing for six months or so, and I was praying that there might be a chance that I'd get the call to do the *UP* tour. Fortunately I did, and it's been great.

MD: How are you handling re-creating such massive layers of rhythmic ideas and sounds on the Gabriel tour?

Ged: When we started pre-production rehearsals, we sat down and decided what was possible and what was impossible. It's logistics. I'm trying to be the engine for the band, playing with the loops but providing dynamics and energy. There's a lot going on, as you say, so the core groove has to be concise.

We decided to use the acoustic, wideopen kit as the engine. I've also got a set of congas, and I'm triggering a set of pads with my hands. I've got the ddrum set up as well. So during a verse I may be playing the congas and then switch to kit, and then on the next verse I'll play the ddrum kit to try to stay faithful to the recording without letting the machines take over. I'm using a Premier Genista kit, a ddrum 4 system, Zildjian cymbals, and LP congas; it's a mix of traditional



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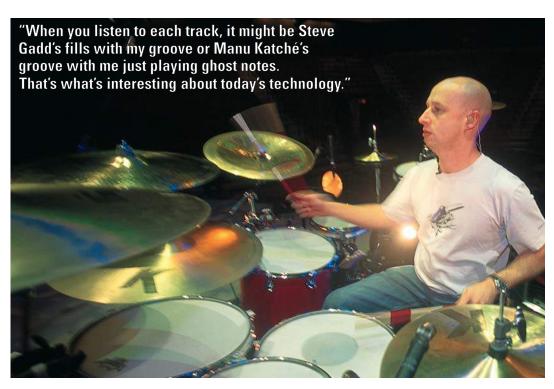
and modern. I've got an acoustic snare set up with the ddrum kick and tom pads. I'm triggering samples from the kit and also triggering samples from the acoustic snare for a bigger sound on certain tunes. Midsong I'm changing between dry, compressed sounds and wide-open, end-of-theworld drum sounds. It's fun. **MD:** What variety of material are you performing from Peter's illustrious career?

Ged: We're actually playing a song from Peter's next record, which hasn't been recorded yet, along with the material from *UP*, plus various tunes from his back catalog.

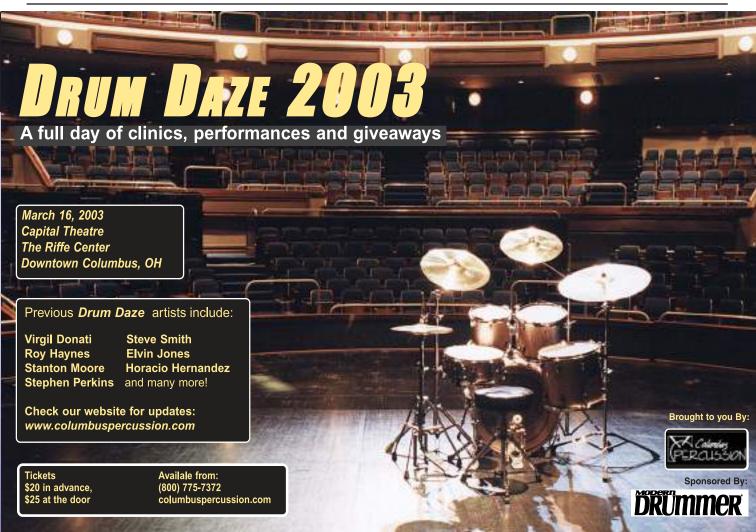
MD: Are you doing any Genesis material?

Ged: No. I don't think Peter has ever done any Genesis material on his solo tours.

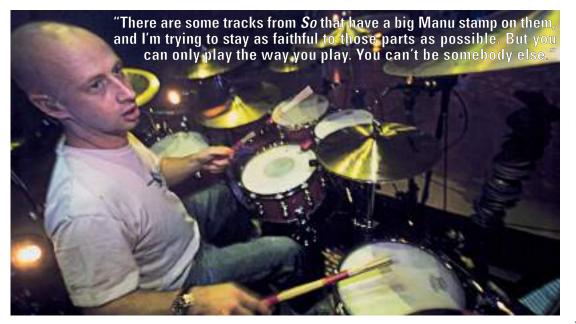
MD: What's been the most challenging



material for you to perform with Peter? **Ged:** I was very aware of the tunes that were Manu showcases, because he is such an incredible drummer. But I think our styles are about as far apart as they can be. So I had to play whatever I would play, instead of trying to re-create something that wasn't my style. I would look across to Peter and get a positive response, so I figured I was obviously



Ged Lynch



doing something right.

There are some tracks from *So* that have a big Manu stamp on them, and I'm trying to stay as faithful to those parts as possible. But you can only play the way you play. You can't be somebody else. It's been a challenge to not just play along to what's on the record, but play what I think is appropriate. It's been a tough job not simply playing what somebody else played—especially considering the drummers Peter has used. The drummer before Manu was Jerry Marotta! **MD:** Are there any songs in particular

that you've really been enjoying playing on the tour? **Ged:** I really enjoy playing "Growing Up." Not many drummers get to play drums while a three-meter-high hamster ball careens around a circular stage. You really have to see it to believe it!

MD: Have you run into any technical snags so far on the tour?

Ged: The production is huge, so there are technical snags along the way. But so far the wheels haven't fallen off. I think with a production this size, it's just the nature of the

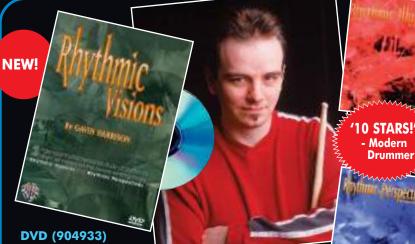
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beast that things are bound to go wrong from time to time. There's a steep learning curve, but you have to roll with it. You've got things falling down and flying around, and somehow through all of it you've got to play drums.



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'Jim is The Godfather of Independence and this book is truly a classic and a must for every drum set player to experience.' - Dom Famularo

ROM CHAD SMITH:



Chad Smith Video (VH0180) US \$39.95

Red Hot Rhythm Chad plays along with nine Chili Peppers CD tracks which have been remixed without drums. Chad and Flea describe and demonstrate grooves and perform an amazing ten-minute jam. Chad also provides invaluable information on ghost notes, drum tuning, playing in the pocket and more. (72 min)



ethod By Chad Smith Book and CD (MMBK0047CD) US \$24.95

Red Hot Rhythm A play-along transcription book of Chad's very popular video. Nine tracks are presented without drums so you can play along with some of the Red Hot Chili Peppers' most popular tunes, such as "Give It Away," "Suck My Kiss," "Breaking the Girl" and more. Includes an incredible ten-minute jam with Flea.

> Red Hot Rhythm Method is also coming soon on DVD! Extras include:

- Blooper reel
- Red Hot Chili Peppers concert footage
 An exclusive Chad and Flea jam session on
- Red Hot Chili Peppers Discography Plus much more!

WARNER BROS. PUBLICATIONS Varner Music Group • An AOL Time Warner Company



These and other Warner Bros. Percussion titles are available at your favorite music store. Call (800) 327-7643 or (305) 620-1500, ext. 7399 for more information.

BEASTARMAKER! VOTE FOR YOUR FAVORITES IN MODERN DRUMMER'S 25TH ANNUAL READERS POLL

That's right folks: The *MD* Readers Poll has hit the quarter-century mark. For the twenty-fifth straight year, you, the *MD* reader, can voice *your* opinions about the leading lights of drumming. In recognition of this milestone—and of the diverse nature of music today—we've added some new categories to help you express your opinions more specifically.

Of course, the intention of the poll has never been to suggest that one drummer is "better" than another. Music is an art form, not a competition. But there's nothing wrong with acknowledging those drummers, percussionists, authors, and educators whose efforts have been particularly outstanding in the past year.

All it takes is a stroke of your pen (or a click of your mouse) to show support for your personal faves. So get out there and vote!

INSTRUC-

TIONS

1. You may use the official *MD* ballot from the magazine, or a photocopy. You may also vote by email. (See separate instructions.)

2. All ballots must include your name, address, and signature.

3. Please print or type your selection in the corresponding box.

4. Make only one selection in each category. Leave blank any category for which you do not have a firm opinion.

5. Place the ballot in an envelope, affix appropriate postage, and mail to *Modern Drummer*'s offices at 12 Old Bridge Road, Cedar Grove, NJ 07009.

6. Ballots must be postmarked no later than **March 15**, **2003.** Results will be announced in the July 2003 issue of *MD*.

7. PRIZE DRAWING: Providing your name, address, and signature automatically makes you eligible for *MD*'s voter-appreciation drawing. Three ballots will be drawn at random; each winner will receive a free one-year subscription to *Modern Drummer*.

TO CAST YOUR VOTE ONLINE:

1. Go to: www.moderndrummer.com.

2. Click on the ballot button located on the home page.

3. Fill in your selections in the appropriate fields on the ballot.

4. You must complete the fields for your name and mailing address. Anonymous email entries will be disqualified.

5. After you have entered your selections, press the "Cast Vote" button.

(Note: Your browser must accept cookies in order for

CATEGORY DESCRIPTIONS

Hall Of Fame

Vote for the artist, living or dead, who you feel has made a historic contribution to the art of drumming. Current members of the Hall of Fame are not eligible for this category. They are: Gene Krupa, Buddy Rich, John Bonham, Keith Moon, Neil Peart, Steve Gadd, Louie Bellson, Tony Williams, Billy Cobham, Joe Morello, Carl Palmer, Bill Bruford, Art Blakey, Max Roach, Jeff Porcaro, Larrie Londin, Elvin Jones, Vinnie Colaiuta, Terry Bozzio, Ringo Starr, Roy Haynes, Dave Weckl, Dennis Chambers, and Steve Smith.

All-Around

Not intended to indicate the "overall best" drummer, but to recognize drummers noted for performing in a variety of musical styles and applications.

Studio

Drummers who record with many different artists and/or on jingles, TV, and film scores.

Mainstream Jazz

Drummers performing in small acoustic jazz groups, in styles such as bop, avant-garde, etc.

Contemporary Jazz

Drummers performing fusion, jazz-rock, new age, etc.

Big Band

Drummers performing regularly in traditional big bands, stage bands, etc.

Up & Coming

The most promising drummer brought to the public's attention within the past twelve months.

Rock

Drummers performing mainstream, modern, and "college" rock music.

Metal

Drummers performing in all metal styles, including speed, thrash, death, etc.

Punk

Drummers performing in punk or primarily punk-influenced styles.

Hand Percussionist

Hand and specialty percussionists (as opposed to drumset players). Includes TV and touring percussionists, and performers of Latin, Afro-Cuban, Brazilian, and other world percussion.

Classical/Mallet Percussionist

Includes mallet percussionists (of all styles), timpanists, and symphonic percussionists.

Нір-Нор

Drummers performing hip-hop, rap, dance, and other contemporary urban music styles.

R&B

Drummers performing funk, blues, and gospel styles.

Clinician

Name the drummer or percussionist you found most inspiring and educational in a live clinic presentation.

Educational Book

Your favorite educational drum book released within the past twelve months. Please name the book and author.

Educational Video/DVD

Your favorite educational video or DVD released within the past twelve months. Please name the video/DVD and artist.

Recorded Performance

Your favorite recording released within the past twelve months. Please name the artist, the drummer, the song, and the album.

Signature:

Modern Drummer's 25th Annual READERS POLL OFFICIAL BALLOT

Hall Of Fame
All-Around
Studio
Mainstream Jazz
Contemporary Jazz
Big Band
Up & Coming
Рор
Rock
Metal
Punk
Prog
Hand Percussionist
Mallet/Classical Percussionist
Нір-Нор
R&B
Country
<u>Clinician</u>
Book
Video/DVD
Recorded Performance
Name:
Street Address:
City, State, Zip:
Phone:

NEW AND NOTABLE

What A Way To Celebrate

Gretsch 120th Anniversary Limited Edition Drumkits



Kaman Music Corporation, exclusive distributor of Gretsch drums, is celebrating one hundred twenty years of Gretsch history by issuing 120th Anniversary Round Badge sets. Production on these kits, which are available in Champagne Sparkle Nitron (covered) and Dark Walnut (lacquer) finishes, will be limited to one hundred twenty sets. Each set will be sequentially numbered and include a Certificate of Authenticity.

The four-piece BeBop commemorative kits will feature 18" bass drums, the original Gretsch Round Badge logo design, die-cast hoops, vintage T-rods, and an updated version of the classic rail-mount tom holders. Retail price will be \$5,350.

🐲 (860) 509-8888, 🕆 www.kamanmusic.com.

Loud But Light Sabian AA Metal-X Cymbals

Sabian's new AA Metal-X line offers "aggressive, high-powered cymbals designed specifically for today's hardest-hitting, loudest, and heaviest drummers." Handcrafted from Sabian's proprietary B20 bronze, the cymbals focus on performance efficiency rather than weight to create the volume required to cut through high-intensity playing situations. The new line features a design that allows the cymbals to "open up faster, project louder and farther, and have an extended sustain with a smooth decay curve."

Each cymbal is lathed, polished to a brilliant finish, then line-lathed a second time. The amount of pressure applied in that second lathing is said to tune the structure of the cymbal's sound and increase its effectiveness. Unlathed bells not only increase volume and explosiveness, but are pitch-compatible with the rest of the cymbal for increased brightness and tonal consistency.

The new series includes 10" and 12" splashes; 14" and 15" hihats; 16", 17", 18", 19", and 20" crashes; 18" and 20" Chinese; and 20", 21", 22", and 24" rides. Splashes are thin but loud. Hats consist of a medium-heavy top and a heavy bottom. Crashes feature large bells for increased power and projection. Chinese models are medium thin, with a raised pitch and loud, aggressive attack. Rides are heavy, with solid definition and a large, penetrating bell. All AA Metal-X cymbals are covered by Sabian's one-year warranty program. (506) 272-2019. 🕆 www.sabian.com.



Let It Be On Your Head Evans Min-EMAD Damping System, J1 Jazz Head, and New Catalog

Evans' Min-EMAD lets drummers remove unwanted frequencies from toms and snare drums while retaining the desired attack, resonance, and feel of the head. It consists of a fabric

"bridge" that links the resonant head with the relatively inert metal counterhoop, removing overtones by controlling the vibration of the head. The result, says Evans, is "a focused, unchoked tone." The amount of overtone reduction is adjustable by means of where the

Min-EMAD is attached to the head. When not in use, the Min-EMAD attaches to the counterhoop, out of the way. Min-EMADs are available in packages of six, consisting of two of each size (small, medium, and large). Retail price is \$9.99.

Also new from Evans is the J1 head, which features a special etched finish said to provide "a superb surface for brush sweeps, affording velvety feel and consistent, long, unimpeded tones." It





also offers a new dimension in open tones for snares and toms. With an ambient tone and noticeably attenuated attack, the J1 is "the perfect middle ground between clear and coated heads for jazz or rock." Retail prices range from \$21.50 for a 6" head to \$30 for a 16" head.

Finally, the 2003 catalog from Evans features products and accessories from all lines, including EMAD heads, snare/tom heads, orchestral/timpani heads, world percussion heads, an expanded marching series, and muffling devices such as the RGS pad. Other new pages include a Player's Points merchandise section that explains how points can be accumulated and applied towards merchandise like hats, T-shirts, travel mugs, and other Evans branded items.

🐲 (800) 323-2746, 🗥 www.evansdrumheads.com.

Boosting The Bottom Sonor Sound Wires And 400 Series Double Pedal

When it's time to consider upgrading what's on the underside of your snare drum, Sonor's Sound Wires might be an option. They're custom-created snare wires manufactured by hand

> in brass, bronze, and steel, in sizes to fit 12", 13", and 14" snare drums. The brass set is said to produce a brilliant, crisp response favored by studio drummers. The bronze "provokes softer and warmer tones, for concert or jazz playing." Traditional steel wires are durable, have a wide dynamic range, and produce a quick attack. Each wire set is sold in a protective wooden box.

And for getting twice the low end into a drumkit (at a moderate price), there's Sonor's mid-range 400 Series double pedal. It features footboards based on the Giant Step design, along with spring-tension adjustment and cam action that can be set to suit any style of playing. Twoway beaters offer a hard felt face and a high-impact plastic one for different musical situations. Retail price is \$275. **(304)** 515-1900,

How www.hohnerusa.com or www.sonor.de.



New Turkish Connection Masterwork Cymbals

Masterwork Cymbals are now available in North America. Handcrafted in Turkey "by artisans with a passion for their craft," the Masterwork line has been designed to give percussionists "new and traditional sounds, without straying from classic cymbal form."

The current North American Masterwork lineup consists of series cA, vK, L, M, N, S, and T. Series cA

cymbals represent the renaissance of cymbal production from the 1950s to the 1960s. The vK series are said to be "the epitome of the traditional, vintage jazz cymbal:



dark and rich, with clear, decisive tone and full body." Series L (Legend), M (Meritamon), N (Natural), S (Smyrna) andT (Thalles) cymbals feature unique hammering and lathing techniques to create sounds that cover a broad spectrum of applications. Each series is available in the most popular weights and diameters. The cymbals will be distributed in North America by Dunnett Classic Drums and Nickel Drumworks.

(206) 284-3369,

O www.masterworkcymbals.net.

Trippin' With Tommy Vic Firth Presents Tommy Igoe's Groove Essentials

Vic Firth has teamed with Tommy Igoe to create *Groove Essentials*—a guide to forty-seven rock, funk, R&B, world, and jazz grooves that every serious drumset player should know. Igoe is known for his work on the Broadway smash *The Lion King*, as well as performances with Lauryn Hill, Art Garfunkel, Stanley Jordan, and NewYork Voices.

The project was ini-

tially conceived as a poster to hang in private studios and band rooms, but the scope was expanded when Tommy was filmed performing each groove and giving his unique insight into its application. As a result, quicktime video and audio clips of Tommv's "minilessons" are available on the Vic Firth Web site, as are downloadable handbooks of each style for the practice room and private-lesson studio. The poster is also available in the Vic Firth Webstore. (781) 326-3455. 𝑘 www.vicfirth.com.



The Reference Shelf

Peter Erskine: Drumset Essentials, Volume 2 (Alfred Publishing) Performer and educator Peter Erskine takes the reader step by step through fundamental concepts of technique and musicality, discussed and illustrated in detail. Volume 2 builds on the basic techniques presented in volume 1, focusing on moderately complex rhythms and beats, large and small ensemble playing, drumset reading, brush technique, and conceptualizing, hearing, and executing fills and solos. The CD contains playalong tracks without drums, as well as complete band tracks that feature Peter's drumming approach and style. Retail price is \$19.95. ■ (818) 891-5999, ~ www.alfredpub.com.



Alfred's Rudimental Drum Pack (Alfred Publishing) This pack contains the *Drum Rudiment Dictionary* by Jay Wanamaker, along with RD1 Rudiment Sticks and a practice pad, both from Vic Firth. The *Dictionary* features all forty of the Percussive Arts Society's International Drum Rudiments, and also incorporates useful practice patterns and snare-drum solos. Author Wanamaker has written over fifty percussion publications, and chaired the PAS International Drum Rudiments.

The RD1 Rudiment Sticks are computer-matched for optimum balance of weight and



Drum Backbeats Encyclopedia (Alfred Publishing) This book/CD package provides hundreds of useful backbeats for the drumset, focusing on grooves, solid time, and good feel. Rock, blues, pop, funk, soul, and many other styles are included, and beats are shown with essential variations and embellishment. Lessons cover muscle memory, practice, ghost notes, open hi-hat, and hi-hat with foot. The CD demonstrates the examples found in the book. Retail price is \$19.95. **(818)** 891-5999, ⁻ www.alfredpub.com.

Russ Miller: The Drum Set Crash Course, Tuning Edition (Warner Bros.) This "how-to" tutorial video covers basic and stylistic tuning, drumhead selection, mic' placement, muffling, equipment choices, and feel-vs.-sound decisions, all in a step-by-step approach. List price is \$19.95. **(800)** 327-7643, "[⊕] www.warnerbrospublications.com.



Do-It-Yourself Sound Aviom A-16 Personal Monitor Mixing System

Aviom's A-16 Personal Monitor Mixing System allows performers to create custom monitor mixes tailored to their individual needs. Live or in the studio, the A-16 provides control over channel volume, grouping, pan, stereo spread, and master volume. Each A-16 in the system can create a unique monitor mix, and up to sixteen custom mixes can be saved as presets. The stereo output from the A-16 can be used to drive floor wedge monitors, in-ear monitors, headphones, or spot monitors.

The system consists of the rack-mountable A-16T Transmitter and the tabletop- or mic' stand-mounted A-16 Personal Mixer. Proprietary LAN technology called A-Net allows the system to transmit sixteen channels of high-quality 24-bit audio over a single Category 5 cable (the same as is used in computer networks). Any number of A-16s can be used in one system. Cable length between components in the system can be as long as 330' each.

Aviom also offers the A-16D A-Net Distributor, which can distribute the signal from the A-16T Transmitter to multiple A-16 mixers in parallel. The design allows each connected A-16 to draw DC power directly from a central location via the Cat-5 cable, eliminating

Visual Punch

Marrell Drums Bass Drum Beaters

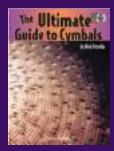
UK-based Marrell Drums is offering a new line of distinctive and colorful bass drum beaters that combine visual appeal with acoustic performance. The beaters, which feature such shapes as a skull and an eight-ball, are made of cast epoxy that is spun in a centrifuge to eliminate air bubbles during the casting process. Surgical stainless-steel shafts are inserted into precisely drilled holes and secured using a liquid thread lock. The small but dense beaters are fairly heavy, and are designed "for the heavier player." A drumhead patch is recommended. The company does not yet have US distribution. 1 sales@marrelldrums.com.



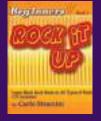




the need for a separate power supply. The A-16 is priced at \$439.95; the A-16T retails for \$749.95. (610) 738-9005, "^(f) www.aviominc.com.



Nick Petrella: The Ultimate Guide To Cymbals (Carl Fischer) This book/DVD package is designed to tell players and students everything they've always wanted to know about the history, manufacture, maintenance, and use of all varieties and types of cymbals. Included are exercises and commentary addressing the concerns of concert players, marching players, and drumset performers, as well as cymbal-making processes and the use of cymbals in all kinds of ensemble performances. The DVD also includes interviews with celebrated percussionists, who answer questions on a variety of topics. List price is \$24.95. **⇒** (800) 762-2328, v www.carlfischer.com.



Sonic Gold SPL Nugget Microphone

Processing specialist SPL has added the Nugget large-diaphragm condenser microphone to their line of audio gear. Built to SPL's specs by Audio-Technica, the Nugget is based on A-T's 40 Series. Inside the SPL gold finish, the mic' houses a 1" diaphragm and transformerless circuitry for accurate musical reproduction and high sound-pressure level capacity, and features a switchable 50-Hz high-pass and -10 dB pad. SPL recommends the Nugget for all demanding vocal and instrumental recording applications. Retail price is \$428.

🐲 (805) 241-5140, 🗥 www.spl-usa.com.

Comin' Out Of The Woodwork Head Drums

Head Drums specializes in stave-construction shells made of unique woods—some of which have not previously been used for drum construction. These include hardwoods like bird's-eye maple, wenge, hickory, purpleheart, African rosewood, red African padouk, zebrawood, and Gabon ebony (said to be the darkest, densest wood on the planet). The ebony drum has a low fundamental due to the shell size, but has very complex overtones due to the unique voice of the wood. It is finished only in paste wax with black chrome hardware.

Head also makes drums in

softwoods, including Colorado spruce, heart birch, Philippine mahogany, and douglas fir. These drums are said to be extraordinarily sensitive, with warm, woody fundamentals. Australian lacewood is also used, creating shells with little "sequin-like" flakes that almost resemble snakeskin. The wood is very low-density and produces a warm sound and an extremely low fundamental tone. Prices fall into the \$450-\$650 range, except for specific models requiring more expensive woods (like the ebony drum, at \$900). (303) 986-5207, (*) www.headdrums.com.



Gabon Ebony



Douglas Fir



Australian Lacewood



African Padouk

Back To Basics Vaughncraft S.A.T.B.

Professional Log Drums



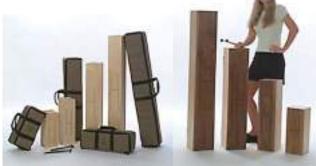
The OZdrumpad is fitted with a 100% natural gum rubber playing surface (5" in diameter) for a "true feel" rebound. A fine microtexture imitates the texture of a coated drumhead for added realism. An extrawide leg rest and an adjustable strap with a side-release buckle ensure safe and comfortable positioning on the player's leg, while an 8-mm threaded

insert allows for mounting on most common cymbal stands. Special non-slip rubber webbing prevents the pad from sliding when it's positioned (tabletop fashion) on smooth surfaces. The wedged shape of the base allows the pad to be angled towards or away from the player depending on individual preference.

The OZdrumpad is being manufactured in Australia. US distribution is being arranged at the moment. In the meantime, the pad can be ordered directly from the manufacturer. Suggested retail price is between \$30 and \$35; direct price should be lower.

 (818) 508-0849 (US) or
 (011) 61 3 9370 1774 (Australia),
 [∞]0 ozdrumpad@aol.com.





Vaughncraft's new S.A.T.B. Professional Log Drums feature solid walnut sounding boards, with instrument bodies made of high-density Russian birch. According to the manufacturer, "The drums produce a rich, full resonance. The higher drums sing, the lower drums roar." The drums can be played with Vaughncraft log drum mallets or with the hands, like congas.

Each drum is two-tongued, with each note delivering a clear, full sound. Sizes include soprano (approximately $7x7^{1}/_2x18$), alto (about $7x7^{1}/_2x28$), tenor (about $8x8^{1}/_2x40$), and bass (about $8x8^{1}/_2x54$). Drums come with cushioned feet for playability on percussion tables and other flat surfaces. Red Oak racks can also be purchased from Vaughncraft to hold each drum or all four. Fully padded drum bags are also available. Bags are black with a blue embroidered Vaughncraft logo. Each bag has double zippers, a shoulder strap, and a red velvet inner lining. (785) 255-4500, $^{\circ}$ www.vaughncraft.com.

And What's More

SLUG PERCUSSION PRODUCTS' BB-STR-S Batter Badge Vented Impact Pad features a new silver logo graphic. This Batter Badge is designed to protect the "sweet spot" and enhance strike articulation on a snare drum head. The Badge's "vents" and "arms" allow the drumhead to resonate "for powerful projection without excessive ring." Retail price is \$8.95. **(312)** 432-0553, " www.slugdrums.com.





ZILDJIAN has released their all-new 2003 Artist Calendar. Each month includes pictures and the complete cymbal setup for that month's artist. Featured drummers are Travis Barker (Blink-182), Mike Bordin (Ozzy Osbourne), Rob Bourdon (Linkin Park), Tré Cool (Green Day), Mike Cosgrove (Alien Ant Farm), Josh Freese (A Perfect Circle/The Vandals), Chris Hesse (Hoobastank), Fabrizio Moretti (The Strokes), John Otto (Limp Bizkit), Scott Phillips (Creed), Chad Sexton (311), Wuv (P.O.D.), and Adrian Young (No Doubt). The 2003 Zildjian Artist Calendar is available through local dealers, as well as online through the "Z Store" under accessories at '[®] www.Zildjian.com.

CAPPELLA has reintroduced their Aluminum Practice Sticks "to meet the requests of teachers and students nationwide." The heavy, precision-balanced aluminum sticks "allow for increased benefit from drumpad practice methods." Although the metal is denser than wood, a special black shrink-wrap and Capella's trademark red Swingmaster Handle are said to absorb vibration. Retail price is \$35. **(609)** 448-1153, " www.cappelladrumsticks.com.

PAISTE has a complete new line of Paiste Gear apparel developed in conjunction with Washington-based Maxgraphix. The line features designs based on a mixture of modern and classic Paiste logos, and also highlights the Swiss origin of the company. T-shirts, long-sleeved shirts, sweatshirts, ball caps, polo shirts, and shorts are included. Products will be available from Paiste via the Internet, but the company has "provided for a pricing structure that will also make them attractive for retailers." (800) 472-4783, 🕫 www.paiste.com.







More Than Styx is a drum loop/drum groove sample CD created by Styx drummer **TODD SUCHERMAN** and a crack production team. The two-CD set contains over 150 grooves recorded at 24 bit for brilliant sound. The CD set sells for \$129.95 plus shipping. **(305) 945-1230**, *A* www.morethanstyx.com.



TRICK PERCUSSION is in a joint promotional venture with Nitro Fish Ultimate Gear (from the racing industry) to market their image to the music business. The Nitro Fish snare drum combines Trick's unique aluminum shell design with Nitro Fish graphics. **(847) 519-9911**, H www.trickdrums.com.

The Corpsmaster Lee Beddis Signature Marching Snare Stick from VIC FIRTH is designed with a medium teardrop tip and short taper for clarity and projection. Beddis, who is percussion caption head and arranger for The Crossmen Drum & Bugle Corps, created the stick for players who want to really "bite" into the head and get a great quality of sound. The hickory stick is 17" long and .700" in diameter, and is finished in black. Suggested list price is \$14.50 per pair. **(781) 326-3455**, "It www.vicfirth.com.

H3 DRUM SCIENCE offers H3 DrumStick Wax, which is designed to leave a drummer with a good grip on drumsticks without a sticky residue or tacky sensation. The wax is rubbed directly on the butt end of the sticks from the handy carrying tin, and can be applied at any time before or during the playing session. There is no drying time. DrumStick Wax is colored indigo blue, has a clean tropical fragrance, and won't stain hands or clothes. It's heatactivated, and can remain on the sticks overnight without the need for a re-application. List price is \$5.99 per tin. (401) 619-0258, ~ tww.h3drumscience.com.



RITTER's new RitterClassic carrying bags are fashioned from water-repellent, luggage-grade, two-tone polyester, and are available in a choice of three colors. All bags feature reflective strips for increased road safety, and incorporate a nylon lining, a heavy-duty zipper with molded RitterClassic zipper pulls, and heavy-duty stitching throughout. The new models join Ritter's cost-conscious RitterJunior series, along with the top-of-the-line RitterRevolution range. Ritter's 2003 collection includes bags for drums, cymbals, percussion, microphones, and accessories. **(866) 747-3043,** tww.ritter-bags.com.



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RECORDINGS

😰 Bobby Sanabria ¡Quarteto Aché! (Khaeon)

A true master of modern Afro-Cuban drumming, **Bobby Sanabria** injects his lithe quartet with endless explosions, rhythmic right hooks, and impressive earthquakes. Sanabria acknowledges Dizzy Gillespie's contributions with high-octane versions of "Shaw 'Nuff" and "Be-Bop"; he and his band's com-

positions are also potent and illustrious vehicles. Throughout, Sanabria's drumming is ablaze, full of forward motion and serious history. Even when handling a ballad, Sanabria uses the full kit for effect: squashing hi-hats, gently playing a cowbell pattern, and buzzing the snare drum with brushes. Sanabria is passionate, and it shows; *¡Quarteto, Aché!* is a lesson in fire and grace. Ken Micallef

🔀 The Snitches Star Witness (Oh! Tonito)

With garage rock's new-found fame, it won't be long until the radio dial is infiltrated by inferior sound-alikes. Luckily, that point hasn't been reached yet, and quality indie pop can still be had without scraping too deep. The unglued, slightly imperfect grit of The Snitches has an air of authenticity that makes the band convincing. And though

PATRICK NAUD isn't overwhelming the listener with anything technical, his exaggerated accents and flimsy rolls inject a healthy dose of undiluted character into *Star Witness*. The Pixies-ish "Willie" and sing-along "Right Before My Eyes" are firstclass pop gems. Waleed Rashidi

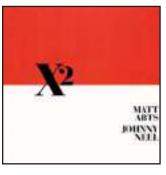


IrRonl



MATT ABTS has received a lot of exposure with Gov't Mule. But drumming-wise, this funky duo jam is perhaps his riskiest and most rewarding release yet. "X-1" and "Devil's Soiree" sound like epic tales from the Rudess-Morgenstein playbook, full of adventurous arranging and musical

drum snippets. "Pearl" features some big Bonham-ish stickwork from Abts, while the fusion-istic whirlwinds "Inside Outside" and "Over The Wall" approach musical chaos, but never fall in. Keyboardist **Johnny Neel** is excellent on organ, piano, and clavinet. Like Matt, he is intense, melodic, and soulful, filling and allowing space. (www.johnnyneel.com, www.mule.net) **Robin Tolleson**



Wolf Shallow Breath (Occupancy 1)

KEITH CARLOCK's name has been buzzing about the MD offices lately. And on NYC singer-songwriter Marcus Wolf's Shallow Breath, you can clearly hear why. The first notes of album opener "Uncover Me" clue you to the tasty, solid drumming that appears throughout. Kudos to Keith and engineer/coproducer Robert Murphy on the excellent drum sound. Keith elicits brilliant ideas and playing on the Zeppelin-ish "Timeless," playing with the rhythm, weaving in and out of time. Back to the pocket, he shuffles along to some very nice guitar work from Wolf on "Blue." Nicely done by all involved. **Billy Amendola** (www.occupancy1.com)

James Carney Thread (Jacaranda)

It's criminal that jazz pianist Carney hasn't cracked the major labels. But he forges on with snowballing media praise. This third release

features a looser, bare-boned acoustic trio. Carney's intriguing compositions are less structured than previously, allowing the players to stretch out in "live" studio takes. Ten-year collaborator **DAN MORRIS** wields his "extended drumset" augmented by exotic percussion. His inventive kit work manages a deep groove even when implying patterns in darting snippets. Along with bassists **Dan Lutz** and **Todd Sickafoose**, Morris wraps Carney's mysterious, angular lines in supportive embrace. A breakthrough is imminent. **Jeff Potter**

US GRADE-A PUNK

Ramones Loud, Fast Ramones: Their Toughest Hits (Sire/Rhino) Articles Of Faith Complete Vol. 1: 1981-1983,

Complete Vol. 2: 1983-1985 (Alternative Tentacles)

None of their drummers performed any sort of brain surgery. But brain surgery wouldn't have worked for the Ramones' fierce and furiously catchy punk rock. The two-disc *Loud, Fast*

Ramones compiles many of the New York band's most blistering tunes, and the drumming on all of them is lean, mean, and tasteful. On razor-sharp cuts like "Blitzkrieg Bop," "Commando," and "Rockaway Beach," drummer **TOMMY RAMONE** gels perfectly with late bassist **Dee Dee Ramone**, while



subsequent drummers **MARKY RAMONE** and **RICHIE RAMONE** do a terrific job as well. And don't miss the second disc's gnarly concert performance, *Ramones: Smash You! Live '85.*

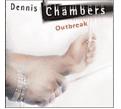
By the early '80s, US punk had mutated into hardcore—a faster, nastier style. Chicago's Articles Of Faith, a socio-politically charged unit fronted by vocalist/guitarist **Vic Bondi**, was one of the greatest hardcore bands, and



their drummer, **VIRUS X**, was a marvel to behold. On *Complete Vol. 1* and *Vol. 2*, his dynamic chops are crucial to snarling numbers like "False Security," "My Father's Dreams," and "I've Got Mine" (which features a cool ska-like rhythm), as well as cuts from the band's two stirring, Bob Mould–produced full-length albums. Essential material. Jeff Perlah

Dennis Chambers Outbreak (ESC)

After the dullness of Niacin, one wouldn't have expected **DENNIS CHAMBERS** to record an exceptional solo effort. But *Outbreak* succeeds on almost every level. Chambers explores the songs of **Jim Beard**, **John Herrington**, **Dean Brown**, and **John Scofield**, and it sounds like serious thought went into making the music *and* the drumming hot-blooded. Sco and Chambers lock horns for the backwards funk of "Otay," while "Groove Interruptus" is P-Funk

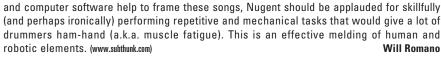


lite. (Dennis's groove ain't, though). The Steely Dan–ish "Paris On Mine" is a slo-mo groove buster, "In Time" is old-school fatback, and "Outbreak" recalls Elektric Band terrain with a ferocious Chambers assault. **Ken Micallef**

🔀 Subthunk

Just A Few Notes Before You Go (Ureneely Recordings)

On this jazzy drum 'n' bass outing, ballet dancer turned drummer JOE NUGENT plays dizzyingly dense and fast beats. Some of Nugent's performances were recorded live (notably the funky "Beach Buggy"), while "Wobble" was edited to feature a looped eight-bar pattern throughout its verses. While drum programming



😰 The LP Rumba Ensemble Montvale Rumba 🕪

An ecstatic session spawned from the friendly house jams hosted by percussion maker LP, *Montvale Rumba* features master percussionists and LP endorsers LITTLE JOHNNY RIVERO, LUISITO QUINTERO, and **PEDRO "PEDRITO" MARTINEZ**, joined by guest vocalists, other percussionists, and bedrock bassist John Benitez. Traditional Cuban rumba is met with South American and New York influences, and the

interplay is a thriller. More than a flat-out free-for-all, the disc features wonderful rhythmic arrangements and inspired vocals along with the essential turbo-grooving. And did I mention *ruuummbaaa!!?* Jeff Potter



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DOIN' THE DUET

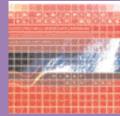
🔀 Kim Plainfield & Lincoln Goines

Night And Day (Metalimbo)

🔀 Bruce Howland & Tris Imboden

The Howland/Imboden Project (independent)

KIM PLAINFIELD and bassist Lincoln Goines are a first-call NYC rhythm riot, their uniform mastery of funk, Latin, and jazz rhythms kicking many a Manhattan recording session. Navigating



Elektric Band- and Return To Forever-styled terrain, his drumming is agile and propulsive, equal parts fleet-footed groove and intricate sticking dexterity. The duo never revel in the past, only pushing the envelope of the future.

Meanwhile, Chicago's **TRIS IMBODEN** teams with guitarist **Bruce Howland** for some traveling rock. *The Howland/Imboden Project*

recalls Tribal Tech and the big grooves of Jeff Beck's *Blow By Blow*. Imboden plays it cool and supportive throughout, occasionally blazing an off-kilter reggae groove or executing some flashy



stickings. Imboden has chops to spare, but his good taste overrules any need for ego gratification. (cdbaby.com) Ken Micallef

VIDEOS

🔀 Supernatural Rhythm & Grooves

With Raul Rekow And Karl Perazzo (Warner Bros.) level: all, \$39.95 (with CD)

Raul Rekow and Karl Perazzo show the secrets to their grooves on Santana's acclaimed *Supernatural* album in this excellent video/CD set. Hosted by Horacio "El Negro" Hernandez and featuring a studio band to demonstrate things along the way, the duo covers the grooves to "Smooth," "Maria, Maria," "Gypsy," "Love Of My Life," and "Day Of Celebration." The duo demonstrate how they modify a traditional groove

by displacing notes, and how they approach a heavy drumset funk groove and lock up the percussion with the bass line. As a bonus, a play-along CD with practice loops is included. While not necessary, some prior knowledge of Afro-Cuban grooves and playing techniques may be helpful for grasping this content. Overall this is an informative and thought-provoking demonstration. Martin Patmos



🔀 The Quick Guide To Djembe Drumming

with Steve Leicach (Carl Fischer) level: all, \$24.95

Steve Leicach has produced a solid onehour video guide to djembe drumming, breaking down traditional rhythms such as kakilambe, lendjien, and econcon into separate parts, vocalization exercises, and solo, trio, and quartet performances, including djun-djun (bass drum) accompaniment. The sound here is good, camera angles are sympathetic, and the lessons are clearly laid out. To experience the real fire and intensity of authentic djembe drumming, though, be sure to check out some live drum & dance performances. David Licht



DVDs

🔀 Hayashi Eitetsu The Quiet Ages 2000, Berlin Live (Prime Direction) level: all, see Web sites for price

The Quiet Ages 2000 presents a solo concert by Japanese percussionist Hayashi Eitetsu. For those unfamiliar with him, Hayashi is a master of wadaiko (traditional Japanese drums) and was a founding member in both the Sado-Ondekaza and Kodo drum groups. In this concert, he opens in a meditative manner on a small hand-held frame drum, slowly

walking to the stage, where he expands his ideas on a series of similarly pitched frame drums. Gradually he transfers the rhythms to larger barrel-shaped taiko drums. Traditional Japanese percussion is prominent throughout, with one piece featuring pitched gongs, temple blocks, and bamboo tubes, which



produce a wonderful "clack." And no show would be complete without a workout on a mighty O-daiko. On pieces filled with meditative space as well as furious rhythmic vitality, Hayashi is mesmerizing to watch. (Hayashi Eitetsu's recordings and videos can be found on www.taiko.org, www.taiko.com, and www.taiko.org/store.html.) Martin Patmos

🔀 Blue Öyster Cult A Long Day's Night

(Sanctuary) level: all, \$24.98

This two-hour concert, filmed this past June in Chicago, testifies that the hard-rocking band from Long Island, New York, formed in 1969, is still kicking butt. In their thirty-three years of rocking, only a couple of players have changed. One newcomer is current drummer Bobby Rondinelli. Rondinelli's solid, powerhouse drumming is perfect for the BÖC material, which includes classic hits "Godzilla," "Don't

Fear The Reaper," and "Burning For You." A well-filmed show from

🔀 Kansas Device-Voice-Drum (Compendia Music) level: all, \$24.98

This 120-minute concert, filmed in Atlanta last June, highlights the first million-selling American prog rock band (formed in 1970) in top form.

Even though Kansas's main songwriter, Kerry Livgren, has been gone from the band for years, Kansas continues to carry on and maintain a strong fan base. Drummer and co-founder Phil Ehart drives this technically challenging material with commanding precision. The career-spanning set list covers the best of Kansas's material, which includes a sixtyvoice choir on "The Preacher" and a string section on "Dust In The Wind." Also featured is some very cool computer animation that must be seen to be appreciated. This is a must-have for Kansas fans. (www.compendiamusic.com) Mike Haid

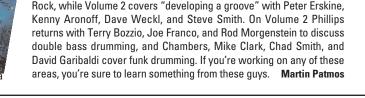


🔀 Drum Tips: Vol. 1 and 2 (Warner Bros.) . level: all, \$29.95 (each)

The Drum Tips series reissues four videotapes on two DVDs, and contains inspiring playing and insightful pointers from some great drummers. The approach here is to focus on a specific topic with each disc. Volume 1 contains "power



solos" by Omar Hakim, Simon Phillips, Dennis Chambers, and Bobby Rock, while Volume 2 covers "developing a groove" with Peter Erskine,







Statin Concepts For The Creative Drummer by Glenn Meyer (Mellaw) level: intermediate to advanced, \$12.95

With his new book, Latin Concepts For The Creative Drummer, Glen Meyer has once again hit a home run. (Meyer's previous books include Funk And Fusion Concepts and Creative Drum Systems.) Here he directs Brazilian and Afro-Cuban rhythms for hands and feet with rudimentary patterns, then provides extensive variations. Samba in 6/4 and 7/4 and bossa nova grooves, as well as surdo grooves, highlight the Brazilian chapter. Afro-Cuban 6/8, Afro-jazz 3/4, and funk guaguanco are fea-



tured in the Afro-Cuban chapter, where mambo, songo, cha-cha-cha, merengue, and mozambigue rhythms are expanded and applied to the drumset. Though there's no accompanying CD with this book, Meyer's references to specific related recordings should point you in the right direction. David Licht

183 Instant Guide To Drum Grooves by Maria Martinez (Hal Leonard) level: intermediate to advanced, \$9.95 (with CD)

Like the tiny phrase books stuffed into globe trekkers' pockets, Grooves won't teach you to converse fluently, but it does offer a handy reference for quick understanding. This slim, bargain-priced volume compiles 99 one- or

two-bar snippets defining various styles. Martinez' CD clearly demonstrates the feels, accompanied by bass. While some will debate over what constitutes the classic "basic" grooves of certain styles, everything here is, nevertheless, practical and vastly useable. The Latin sections are especially clarifying. You can acquire the correct accents later, but for now, go ahead and make coherent groove statements with this smart book. Jeff Potter



CD-ROM

Drum-Rom by Jason Bowld level: intermediate to advanced, \$24 (2 CDs)

I have seen the future of instructional allowing you to read the drum part that

comprehensive of any instructional package l've experienced.

Drum-Rom consists of two CDs. Disc 1 is an audio CD of six original "playalong" (rock, drum 'n' bass,

nü-metal) songs recorded with and drags, and double bass drumming. This "slider" glides over the notation, www.hudsonmusic.com)

media, and it dwells within the frame- is being performed, all in the same work of this innovative interactive CD- window. You can also move the "slid-Rom. British drummer Jason Bowld er" with your mouse to any point in the has developed a multifaceted revolu- notation for instant replay. The songs tion in computer-based drum instruc- are broken down into beats and section that is the most compact and tions so that you can focus directly on



a particular section of the song. Drum parts can also be muted and/or slowed down. What's more, there are seven short lessons covering topics including technique, ghost notes,

without drums. Disc 2 is a CD-ROM is cool stuff! Anyone who can make containing video instruction and drum education fun, convenient, and affordnotation of disc 1's play-along tracks. able is doing something right. By the The coolest part is that you can watch way, Jason is a killer player, and the Jason performing the tracks, while a music is cutting-edge. (www.drumrom.com, **Mike Haid**

To order any of the books or videos reviewed in this month's Critique, 24 hours a day, 7 days a week, call Burks Nam at (800) BOOKS-NOW (266-5766) or surf to www.clicksmart.com/moderndrummer. (A handling charge may be added, according to product availability.)

*

"The Amazing "Short-Cut" Speed Secrets Of A Tall, Frustrated, Geeky Drummer From Ohio, Who Was Forced To Triple His Double Bass Skills Overnight"

 ${f S}$ truggling with my bass drum playing really sucks – I should know, because for years I had horrible feet. My dream was to generate machine gun like speed & precision with my feet like Virgil Donati, but

I'm 6'2" And Uncoordinated

After 11 years of playing I really didn't know if it was me or just my kickpedals BUT as luck would have it, I saw an ad in Modern Drummer that was giving away a FREE 45-minute audio cassette that would supposedly reveal the pro's inside secrets to playing your feet exactly like your hands at any speed you desire. At first I thought it was a scam, but I was desperate. So I called, and a few days later the tape was in my mailbox.

I Was Blown Away

This audiotape actually showed me a "legitimate," simple way to finally dominate my bass drum playing, along with ...

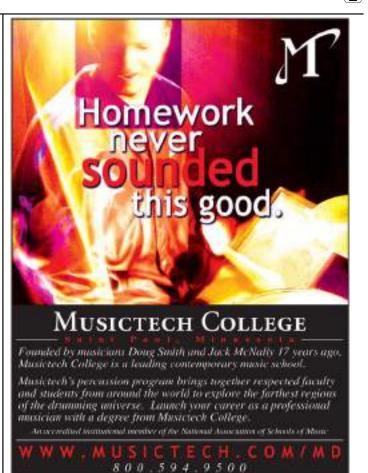
• 4 Exercises to jack up your speed AND the 3 "key" adjustments to a pedal that are crucial, but ignored by nearly every drummer.

- · How a 3-week beginner drummer from Boston set the world's fastest feet record
- The real inside secrets to speed & coordination that pros keep hidden from you
- · An amazing Russian breakthough that will double your speed the easy way

• How one guy "broke the code" on double bass drumming. Just learning this will make you a nightmare among other drummers... AND more.

Overall, this tape reveals wicked double bass drumming secrets that will quickly turn you into the kind of mega-skilled drummer that gigging bands compete to hire and crowds scream for ... How do I know? I'm now getting paid to play 4 nights a week with a band here in Cleveland, that hired me because I tripled my double bass skills. I love the attention that I get from the fans.

Free 45-Minute Tape Can Change Your Double Bass Playing Forever! Call for this FREE audiocassette while it's fresh in your mind. It's normally \$10, but free for a very limited time to the first 300 Modern Drummer readers who call and listen to this free recorded message 24hours/7days. So call now 1-888-272-8467 and ask for package M03.





The Percussive Arts Society International Convention

There's sort of a strange delayed reaction that PASIC attendees sometimes get. You'll be walking down a corridor between clinics, when it dawns on you just how many phenomenal drummers there are in the same building as you. Not only that, by the time the weekend is over, you'll likely have literally bumped into one or two of them while huddling into a clinic or passing by the manufacturers' displays. A PASIC show is truly one of the great drummer gatherings on the planet, largely because egos and résumés are mostly left at home, and the sharing of drum wisdom reigns supreme.

PASIC 2002, held this past November at the Columbus, Ohio convention center, featured a mix of all-time greats, hot upstarts, and top players at all points between. Among them all, for this writer, Alanis Morissette drummer **Gary Novak**'s clinic stands out most clearly. Tall, cheerful, and confident, Novak simply possesses an awesome balance of unswerving control, gargantuan chops, and *human* feel. Opening up with a solo brimming with cool dynamics, Gary announced his arrival, and his method: groove with soul and brains, and remember that transitions are at least as important as the things they connect. Novak moves from idea to idea with the grace of a puma. Wonderful. Oh, and Gary did a lot of educating, too, on topics such as playing along to loops, extending fills by odd numbers of notes, adding to your vocabulary by breaking up licks, and using space while improvising.

Another memorable clinic was by the always inspired and *inspiring*—**Adam Nussbaum**. *MD* was lucky enough to share a ride from the airport with the jazz giant, who's played with John Scofield, Stan Getz, John Abercrombie, Sonny Rollins...the list goes on. Running into Adam is always fun; he's so *into* music, and art, and life, it's really contagious. That enthusiasm came across clearly in his clinic. Playing a blues with a bassist, Adam seemed to dance, not drum, at some point a few inches above the drums, challenging gravity and inertia like Fred Astaire. Never forceful, but always strong, he is the epitome of effortlessness. Nussbaum later spoke of the bandstand as "holy terrain," of attaining balance in all aspects of our playing, and



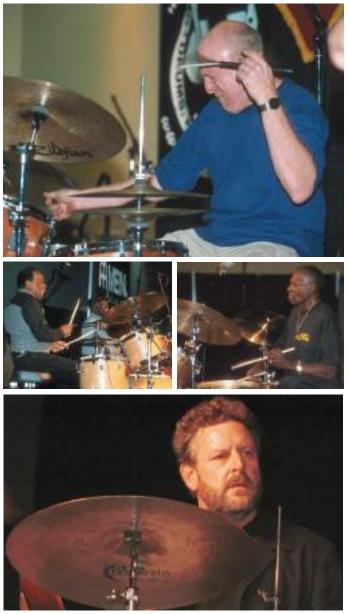
of the nature of silence: "Silence frames the notes, notes frame the silence." A very informational hour.

Literally dozens of other drummers and percussionists filled us with more ideas than we'll be able to digest before the next PASIC. **Chris McHugh** (Jewel's "Standing Still") convincingly hammered home the less-is-more approach to Nashville rhythm. **Gene Lake** (Me'shell NdegeOcello, Steve Coleman) played tremendous flammy tribal odd times and talked about centering the body. Drummers Collective co-chair **Kim Plainfield**'s electric trio roared through funk, baiao, and songo, and the veteran drummer advised, "Don't become attached to a set way to construct a groove." And James Brown legends **Jabo Starks** and **Clyde Stubblefield** played the beats found on page 1 of The Holy Bible Of Funk.

Later, busy LA drummer **Julio Figueroa** (Celia Cruz, Enrique Eglesias) enlightened us on incorporating percussion into kit work and playing with a percussionist. **Lil' John Roberts** and his Musiq Soulchild bandmate DJ Active treated a 9:00 A.M. crowd to some heavy urban grooves and splendid musical sparring. **Paul Wertico**, who's made some of the most blistering music of his life since leaving Pat Metheny's band, demonstrated some exercises—muscles, not drums—that he says have helped him immeasurably at the kit. (He played some pretty cool drum stuff as well.) And jazz great and *MD* contributor **John Riley** was typically profound as he talked about the difficulties of extreme tempos, and about supporting subdivisions.

The perennially informative **Ed Soph** (Stan Kenton, Bill Evans) shared some important tips and examples of playing various styles. The superhuman **Virgil Donati** left charred marks on the bandstand after blazing through some Planet X tracks. Top educator and studio heavy **Russ Miller** covered pulse, feel, and playing ahead of or behind the beat. **Billy Ward**'s offbeat and appealing personality comes through loud and clear in his clinics, and in his drumming. "Art lies in the details," Billy postulated, and he certainly left us with plenty of details to study later. And **Jeff Hamilton** (Monty Alexander, Ella Fitzgerald, George Shearing, his own band) is a godsend to those he shares a stage with. Eminently sensitive, totally supportive, Jeff left us promising to consider this request: "Simplify."

As the weekend continued, **Dave Weckl** discussed expressing yourself on the kit, and demonstrated his recently reworked flowing motion. Steve Houghton and Gary Chaffee talked about the importance of playing with other drummers, which they demonstrated on some very clever and surprising duets. Joe La Barbera (Bill Evans, Tony Bennett, Chuck Mangione) conducted a fascinating masterclass on the history of jazz drumming. Slayer's Dave Lombardo ... well ... he showed his gargantuan kit who was boss. Hilary Jones (Robben Ford, Tribal Tech) overcame some initial nervousness and slayed the audience during the time-displacement section of her masterclass. Thomas Lang, on the other hand, seems perpetually in control. Earlier in the day, he met his in-laws for the first time. Now he was navigating the Starship Enterprise of drumkits through rhythmic universes previously undiscovered by Earthlings.



Clockwise, from top: Adam Nussbaum defies gravity, Elvin plays history, Jeff Hamilton swings the Woody Herman big band, and Clyde Stubblefield and Jabo Starks re-create JB's greatest grooves.

For many, the most anticipated events were the Elvin Jones clinic and the Drummers Of Woody Herman concert. At the Woody Herman gala, throngs reveled in the original swing of the Woody Herman orchestra, as guest drummers Jake Hanna, Ed Soph, Joe La Barbera, Steve Houghton, Jeff Hamilton, and John Riley each steered the big band to heights of sonic joy.

And, of course, Elvin didn't disappoint. No, he didn't play a whole lot. But hey, when God's in the room, you take what you get. What *we* got was an opportunity to witness history, as Elvin reminisced about his salad days with John Coltrane, shared timeless wisdom, and *then* tore it up on the drums. Ultimately, that's the beauty of PASIC: experiencing living drum history, often from a very short distance away. Wonder what's in store for us next year.

> Story by Adam Budofsky Photos by Lissa Wales

Drummer's Collective 25th Anniversary Show

John Castellano (current director of The Collective), along with Rob Wallis and Paul Siegel (original Collective founders) threw one helluva party at New York City's Manhattan Center this past November 24. Combining a celebration of Drummers Collective's twenty-fifth anniversary with the sixth annual Bass Collective Bass Day, the show featured a stellar lineup of musicians. The event started with a showcase of the Drummers Collective/Bass Collective Faculty Ensemble (drummers/teachers Kenwood Dennard, Michael Lauren, Kim Plainfield, Memo Acevedo and Vince Cherico) and special guests.

The concert then kicked into high gear with Dave Weckl and his band, Horacio "El Negro" Hernandez (with John Patitucci), and Steve Smith (solo and with Victor Wooten). Climaxing the starstudded night was a performance by Steve Gadd & The Gadd Gang.

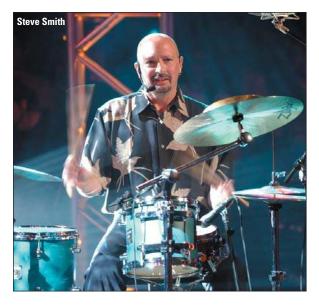
Among the drummers who came by to offer congratulations and enjoy the show with past and present Collective teachers were Horacee Arnold, Sandy Gennaro, Will Calhoun, Anton Fig, Tommy Igoe, Jonathan Mover, Robby Ameen, Charlie Benante, Joel Rosenblatt, John Riley, Billy Ward, and Joe Franco.

Co-sponsors for this special event included Ampeg, *Bassics* magazine, J. D'Addario, Evans Drumheads, EMP Pickups, Vic Firth, Fodera Guitars, Hudson Music, Latin Percussion, *Modern Drummer* magazine, Pearl Drums, Regal Tip, Remo, Sabian, Sonor Drums, Vic Firth, Yamaha Drums, and Zildjian.

> Story by Billy Amendola Photos by Heinz Kronberger

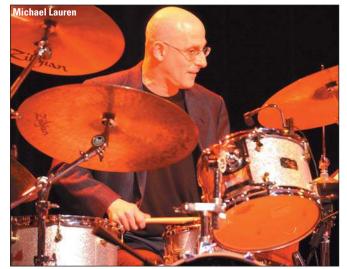


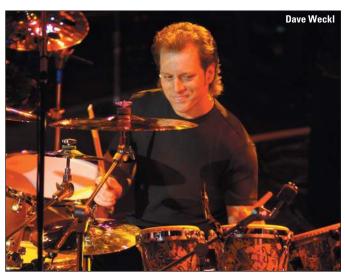






The inimitable Steve Gadd (second from left) was presented with a lifetime achievement award from Collective founders Rob Wallis (left) and Paul Siegel (second from right) and Collective director John Castellano.









DRUM KICKS

QUICK BEATS

BILLY COBHAM (DRUMMING LEGEND)

What's one of your favorite grooves? Stevie Wonder on "Superstition."

If you could put an imaginary super band together, who would be in it? Eddie Van Halen on guitar, Stanley Clarke on electric bass, and me on drums.

What records and or books did you study or play along to when you first started drumming?

Podemski, Gardner 1, 2, 3, etc., and Stone's *Stick Control*, pages 1 to 5. And I listened to every big band record that I could get my hands on plus everything else.



Name a song you would like to have played on. Steely Dan's "Aja."

What's your favorite TV theme music? *The Flintstones.*





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Wm. F. Ludwig II autobiography just released! Rogers book, Slingerland book, and other drum history publications. Rebeats Vintage Drum Products, PO Box 6, Alma, MI 48801. Tel: (989) 463-4757, www.rebeats.com.

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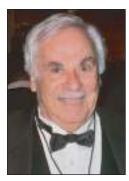
Www.vintagelogos.com. Vintage-style logos for kick drums.





Armand Zildjian Cymbal Patriarch

by Rick Van Horn



Armand Zildjian, chairman of Athe Avedis Zildjian Company and scion of the world's most wellknown cymbalmaking family, passed away at his home in Scottsdale, Arizona on December 26, 2002. He was eighty-one.

Armand was born in Quincy, Massachusetts. His father, Avedis, had relocated there from Turkey a few years earlier. Although Avedis Zildjian

started his career as a candy vendor, he eventually brought his family's centuries-old cymbalmaking operation to America.

Armand Zildjian attended Thayer Academy and Colgate University until called to serve in the Philippines in 1942. Upon his return, he entered the family business. An amateur musician himself, Armand always said that he felt privileged to have been born into a musical dynasty that dates back to 1623. He was

appointed president of the Zildjian company two years before his father's death, and took over the role of family patriarch in 1977. Under Armand's leadership the Zildjian company modernized the manufacture of cymbals with computerization and high-tech machinery, while maintaining the quality and mystique of old-world craftsmanship. He remained deeply involved in the operation of the company until his death.

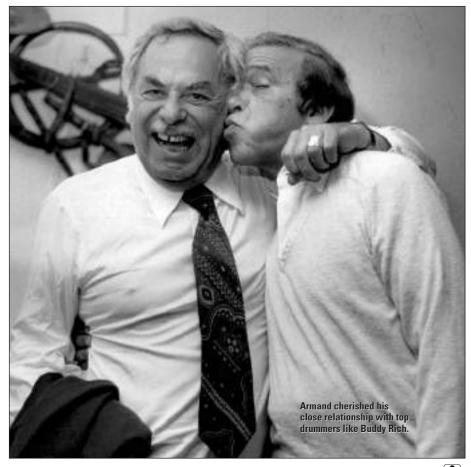
Armand was known for his charismatic personality and warm personal relationship with drummers, from Buddy Rich, Papa Jo Jones, and Louie Bellson to Steve Smith, Vinnie Colaiuta, and Neil Peart. Under his guidance, the Zildjian company utilized these relationships as resources to bring new and exciting cymbal sounds to drummers around the world. Considered one of the world's foremost authorities on cymbal sound, Armand also matched cymbals for the Boston Symphony and other major orchestras around the world.

Over his twenty-five-year tenure at the helm of the Zildjian company, Armand was frequently recognized by the industry for his contributions. He received an honorary doctorate from Berklee College of Music, was inducted into the Percussive Arts Society Hall of Fame, was given a star on Guitar Center's Rock Walk in Hollywood, and most recently received *Modern Drummer*'s 2002 Editors Achievement Award.

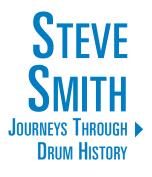
Upon learning of Armand's passing, *MD* editor/publisher Ron Spagnardi said, "It's a great loss to the industry at large, and to me personally. The Zildjian company was a supporter of *MD* at the very beginning, when it was little more than a crazy idea. I'll always be grateful to Armand for that expression of confidence."

In a personal tribute, Zildjian's John DeChristopher stated, "Armand loved all of our artists, and he reached out to many of them just prior to his passing. He was like a father to many of us. Just knowing him enriched my life."

Donations in Armand Zildjian's memory may be made to the Armand Zildjian Percussion Scholarship, c/o Berklee College of Music, 1140 Boylston Street, Boston, MA 02215, and to the Zildjian Family Opportunity Fund, c/o Percussive Arts Society, 701 NW Ferris Ave., Lawton, OK 73507.



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DRUMKIT OF THE MONTH



A Tribute To Ringo

J im Fraser of North Easton, Massachusetts is an admitted Beatles fanatic. As he puts it, "When I saw Ringo and The Beatles on the Ed Sullivan show on February 9, 1964, my life was changed forever." That experience inspired Jim to play the drums, which he did throughout his youth. Unfortunately, he eventually had to give them up in favor of job and family. Recently, though, a friend asked him to drum in a Beatles tribute band. "I began practicing again," says Jim, "and I realized that I'd forgotten how much fun drumming is. However, I'd also forgotten how avvful it is to lug drums around. So I decided to create a very small, portable set. And at the same time, I determined to make that set a tribute to Ringo."

Jim's mini Ringo kit consists of an 18" Ludwig bass drum, a 10x14 Ludwig parade snare converted to a tom, and an 8x10 Tama rack tom. Jim obtained Oyster Black wrap material and Ludwig parts on the Internet. He stripped the drums, filled in the extra holes, and then re-covered the shells. Vintage Ludwig lugs and Modular tom mounts, along with Gibraltar bass drum spurs and other hardware, completed the assembly. The crowning touch was a Ludwig 3¹/₂x14 piccolo snare in Oyster Black that Jim's fiancé gave him for his birthday. The bass drum head logo was custom-made by a company that does old-fashioned shields with initials for drumheads. The kit is completed with an 18" K

Sudaig

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EATLES

Zildjian crash-ride with rivets, a 16" A Zildjian thin crash, and a pair of A Zildjian 14" New Beat hi-hats. Jim sits on a Roc-N-Soc throne.

Wanting the kit to have as little hardware as possible, Jim eliminated a traditional snare stand. "The Tama tom came with a Starcast tom mount that attaches to the rim of the drum," he says. "I put it in a vise and bent it until it fit the 14" snare. I then attached a swivel-ball tom mount to my hi-hat stand with a multi-clamp. *Voila*! No stands except for the hi-hat. Three drum bags, one hardware bag, and a cymbal bag, and I'm in. Setting up takes about ten minutes, and the drums sound great!"

*

PHOTO REQUIREMENTS

1. Photos must be high-quality and in color. 35mm slides are preferred; color prints will be considered; Polaroids not accepted. 2. You may send more than one view of the kit. 3. Only show drums, no people. 4. Shoot drums against a neutral background. Avoid "busy" backgrounds. 5. Clearly highlight special attributes of your kit. Send photo(s) to: Drumkit Of The Month, Modern Drummer, 12 Old Bridge Road, Cedar Grove, NJ 07009-1288. Photos cannot be returned.

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