

One Handed 16th Note Funk Groove - Part 2 (Adding Ghost Notes)

(SVDL13)

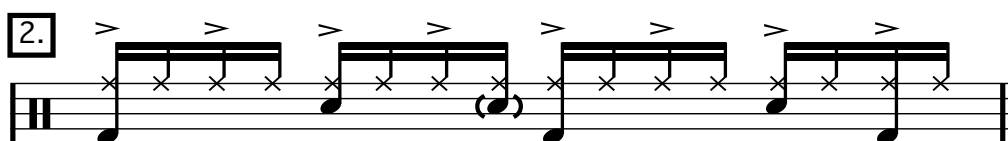
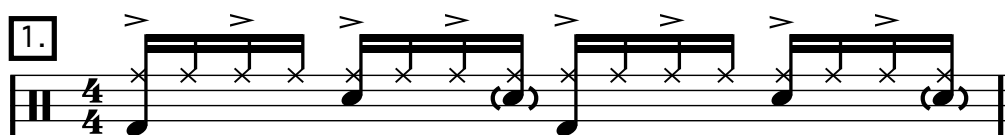
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Welcome to the second in a three-part lesson series on “One Handed 16th Note Funk Grooves”. In this series, I’ll teach you how to play a variety of great sounding grooves using an accented 16th note hi-hat pattern first introduced by studio legends, Bernard Purdie and James Gadson. In this part I’m going to teach you how to add ghost notes to your “One Handed 16th Note Grooves”.

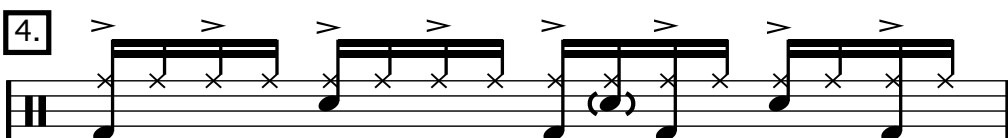
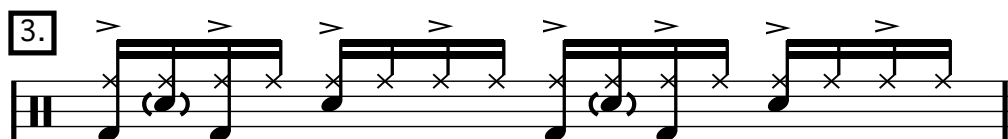
Before you start applying ghost notes to your grooves, be sure you are comfortable playing the accented 16th note hi-hat part. If you haven’t already done so, take a look at part 1 in this series for some tips on how the accents should be played.

To start, we’ll play the ghost notes on the “uh” or last 16th note of beats two and four of the measure. Be sure to play the ghost notes as softly as possible at about 1-2” off of the head. Play the accented snare drum notes with a rim shot or solid hit 6-10” off of the head. Also... remember to keep the accented hi-hat pattern consistent for all of the examples in this series. This is essential to get the correct feel for these grooves.

♩ = 60 - 96 (82)



Now, the ghost notes will be played on the “e” or second 16th note of beats one and three.



Next, we'll play the ghost notes on the "uh" of beat 2 and "e" of beat three.

5.

6.

For this example, we add a ghost note to the "uh" of beat four.

7.

Now, we'll incorporate 16th note bass drum patterns to into our grooves. Be sure to keep your wrist motion consistent throughout. Don't let the bass drum patterns or ghost notes throw off the accented hi-hat pattern.

8.

9.

10.

For the next few examples, we'll add double ghost notes to our groove. In this case, they'll be played on beat one and/or beat three. Remember...Play the ghost notes as softly as possible.

11.

12.

13.

14.

For the last few examples, we'll play a ghost note on the 16th that follows an accented snare drum note. This can be a bit challenging to play at first, but it sounds great and is well worth the time it takes to learn it.

15.

16.

17.