



ONE

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**BEN TODD**  
“playTIME series ONE”  
PLAY-ALONG PACKAGE

CUPPA JO

2

63 C 3

Dr. *mp*

69 *FILL*

Dr. *CONT. SIMILE*

73

Dr. *CONT. SIMILE*

76 (4) *FILL*

Dr. *CONT. SIMILE*

81 D (4) *CONT. SIMILE*

Dr. *CONT. SIMILE*

87 *FILL* SOLO'S 1ST TIME RIDE 2ND TIME RIDE BELL *GROOVE CONT. SIMILE*

Dr. *GROOVE CONT. SIMILE*

92 (4) (8)

Dr. *CONT. SIMILE*

99 (12)

Dr. *CONT. SIMILE*

103 1. (8) 2. (16)

Dr. *CONT. SIMILE*

106 DRUM SOLO *SOLO AD. LIB OVER HITS*

Dr. *SOLO AD. LIB OVER HITS*

111 1. (8) 2. 3 115-117 *mp*

Dr. *CONT. SIMILE*

119 *FILL* *CONT. SIMILE*

Dr. *CONT. SIMILE*

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## **AIRSTREAM**

“Airstream” is full of dynamic and textural contrast. You can have a lot of fun playing with the dynamics in the different sections of this tune. Also, texturally, try and build the density and intensity of your groove throughout, especially the three times through the A and D sections.

The groove itself is quite open and you can experiment with your own snare accents and hi-hat phrasings, just aim to keep the initial backbeat on beat 3. Treat the Guitar Solo section like any other solo where you are accompanying. Try to build through it into the horn hit's at 88 before coming down again to build into and throughout the Drum Solo.

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# DOUBLE THE FUN

BEN TODD

DRUM SET  $\text{♩} = 90$  **INTRO** 7 *FILL* *>* *0 ++ 0 ++* *0 ++ 0 ++*

11 *HATS AND SNARE CONT. SIMILE*

DR. *CONT. SIMILE*

17 (4)

DR.

21 *LIGHT CYM. FILLS*

DR.

25 **A1** (4)

DR. *GROOVE*

29 *FILL*

DR.

33 **A2** (4)

DR.

37 *FILL* (8)

DR.

41 **B** *RIDE* *mp*

DR.

46 *LIGHT CYM. FX* *DRUM FILL*

DR.

50

DR.

**C** 3 *STICK ON X-STICK*

DR. 54-56