



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

# **DVD TEACHER'S GUIDE: David Garibaldi: Code of Funk**

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

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## HOW TO USE THIS TIP TEACHER'S GUIDE

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

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

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

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

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

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

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

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## KEYWORDS

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

Keyword	Chapter/Song	Chapter/Song
Two-Sound-Level Approach	Techniques and Tips	
Snare Drum Accent	Techniques and Tips	
Rimshot	Techniques and Tips	
Hi-Hat Accent	Techniques and Tips	
Hi-Hat Non-Accent	Techniques and Tips	
Ghost Note	Techniques and Tips	
fff (fortississimo)	Techniques and Tips	
f (forte)	Techniques and Tips	
mf (mezzo forte)	Techniques and Tips	
p (piano)	Techniques and Tips	
ppp (pianississimo)	Techniques and Tips	
Heel Up	Techniques and Tips	
“Chick” Sound	Techniques and Tips	
Ensemble Figure	“Back in the Day”	“Oakland Zone”
James Brown	“Eastside”	“Get What You Want”
Rocco Prestia	“Eastside”	
5/4 Time	“Eastside”	
“Soul Power”	“Get What You Want”	
Clyde Stubblefield	“Get What You Want”	
Jabo Starks	“Get What You Want”	
Melvin Parker	“Get What You Want”	
Nate Jones	“Get What You Want”	
Linear Groove	“Get What You Want”	
Layered Groove	“Get What You Want”	
Gary Chaffee	“Get What You Want”	
Bernard Purdie	“Get What You Want”	
Joseph “Zigaboo” Modeliste	“Get What You Want”	
Tony Williams	“Give Me Your Love”	
Musical Interpretation	“Oakland Zone”	
Section Figures	“Oakland Zone”	
Big Band Drummers	“Oakland Zone”	
“Soul Vaccination”	“Page One”	
Afro-Cuban Drumming	“Pocketful of Soul”	
6/8 Rhythms	“Pocketful of Soul”	
12/8 Time	“Pocketful of Soul”	
Click Track	“This Type of Funk”	
Metronome	“This Type of Funk”	
On Top of the Beat	“This Type of Funk”	

# CHAPTER SUMMARIES

*The Code of Funk* is a revolutionary work that gives drummers a look at many of the nuances that go into David Garibaldi's style. There are wonderful opportunities to hear hi-hat by itself, and then bring in the rest of the kit, then the rest of Tower of Power! Then on top of that, we can record ourselves with the band in place of David! Amazing! There are three discs included: a disc of loops, a disc of multitrack stems without vocals and an audio CD of Tower of Power minus drums. Not to be lost in all of the fun and technological features is a wealth of information in its purest form. This summary is rather brief but will point out some of the important points in the book.

## Technique and Tips:

- Demonstrates David's two-sound-level approach for the hands
- Discusses foot technique on hi-hat

## Songs:

### "Back In The Day"

- Two basic grooves
- Discusses ensemble figure and variations
- Chart

### "Eastside"

- Based on Rocco Prestia's performance on Bass Day '98
- Combination of James Brown and Gary Chaffee concepts
- Discussion of 5/4 during 4/4
- Chart

### "Get What You Want"

- Inspired by Jabo Starks on "Soul Power" by James Brown
- Discussion of layered grooves versus linear grooves
- Discussion of David's performance using both layered and linear grooves
- Chart

### "Give Me Your Love"

- Basic grooves and variations.
- Demonstration of changes that may happen in a live context
- Chart

### "Oakland Zone"

- Discussion of musical interpretation, section figures, and ensemble figures.
- Big Band and its influence on David's playing. Lists some notable Big Band drummers
- Basic grooves for each section
- Chart

### "Page One"

- In the style of T.O.P's "Soul Vaccination"
- Basic grooves
- Chart

### “Pocketful of Soul”

- Inspired by Afro-Cuban 6/8.
- Song is in 12/8
- Demonstrates basic grooves
- Transcription of a live drum part to show evolution of the song
- Chart

### “This Type of Funk”

- Fairly improvised performance
- Not recorded to a click
- Drum part is variations on a theme
- Basic groove and chart

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## CROSS-REFERENCE GUIDE

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

Books	Coordination	Stylistic Study
<i>Future Sounds</i> (David Garibaldi)	•	•
<i>The Commandments of R&amp;B Drumming</i> (Zoro)		•
<i>Advanced Funk Studies</i> (Rick Latham)	•	•
<i>Patterns Time Functioning</i> (Gary Chaffee)	•	
<i>The New Breed</i> (Gary Chester)	•	
<i>The New Breed 2</i> (Gary Chester)	•	
<i>Groove Essentials</i> (Tommy Igoe)		•
<b>DVDs</b>		
<i>Tommy Igoe: Groove Essentials</i>		•
<i>Greg Bissonette: Musical Drumming In Different Styles</i>		•
<i>Rocco Prestia: Rocco Prestia Live at Bass Day</i>		•
<i>Pat Petrillo: Hands, Grooves and Fills</i>	•	
<i>Steve Gadd: Master Series</i>		•

## SUGGESTED MULTIMEDIA LESSONS

Because *The Code Of Funk* is aimed at more advanced students does not mean that it cannot be used with students of different levels of ability. The tracks and stems can be used as musical “beds,” or in place of a metronome to develop grooves and coordination at any level. Here are some suggestions:

- Use the two-bar stems loops in place of a click to play grooves from *Advanced Funk Studies*, *Future Sounds* or any other funk book. Slow down the tempo to a comfortable pace for the student.
- Program the loops to play for three bars then drop out for one. When the student is able to play in time during the space, change to two bars in and two bars out, then four and four. Then change the tempo.
- Record the above exercise and e-mail to the student. Have them listen to their tendencies and try to correct before the next lesson.
- Use the stems to teach the grooves from *The Code of Funk*. Slow the tempos down in your loop software and gradually increase the tempo until the student is able to execute them at the song’s tempo or beyond.
- Using iTunes or other music software, compare the songs from *The Code of Funk* to other Tower of Power songs, and see if the student can identify characteristics in the drumming
- Try some of the grooves from *The Code of Funk* with songs from other play along packages, like *Groove Essentials* by Tommy Igoe.
- Listen to the drum tracks without music. Isolate separate bass drum, snare drum tracks, etc. Note with student the tuning, balance, and other characteristics of the drum set and how it relates to the song.
- Have the student try other approaches to the song. Possibly a straighter approach, maybe an even busier one. Try some sections on different ride surfaces.
- Record the student playing along and discuss the actual sound of the drums from an engineering perspective.

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## RELATED MATERIALS

Here are some materials to check out for further study of this style of drumming:

### Books

*Future Sounds* (David Garibaldi)  
*The Funky Beat* (David Garibaldi)  
*Tiempo* (David Garibaldi)  
*Advanced Funk Studies* (Rick Latham)  
*Patterns Time Functioning* (Gary Chaffee)  
*The New Breed* (Gary Chester)  
*The New Breed 2* (Gary Chester and Chris Adams)  
*Groove Essentials* (Tommy Igoe)

### DVDs

*Tommy Igoe: Groove Essentials*  
*Gregg Bissonette: Musical Drumming In Different Styles*  
*Rocco Prestia: Rocco Prestia Live at Bass Day*  
*Pat Petrillo: Hands, Grooves and Fills*  
*Steve Gadd: Master Series*

# GENERAL SUGGESTIONS FOR INCORPORATING NEW MEDIA

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

## Tools/Technology/Gear

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

- Computer with internet access (Laptop if you are teaching on the road)
- Digital recording software (Macs now come with Garageband standard)
- Microphones
- MP3 player
- Digital Camcorder

## Suggested Applications/Lesson Plans

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

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