

# Comp Example 1

Practice the following comping ideas with a steady, swinging ride cymbal beat. Play the hi-hat softly with some "snap" in perfect unison with the ride cymbal on beats 2 and 4. Play quarter-notes on the bass drum softly, don't mash the beater into the head.



A series of ten musical staves, each containing a different rhythmic pattern for comping. The notation includes various note values (quarter, eighth, and sixteenth notes), rests, and repeat signs. The patterns are designed to be played over a steady, swinging ride cymbal beat. Each staff begins with a small square icon, likely representing a hi-hat or cymbal.