

Song Deconstruct

Jump Guitar Solo

by

Van Halen

Lesson Written by David Edwards

Drumroll Music Workshop

Our intention with this lesson is to delve into the very famous guitar break / solo which starts at 2:16 in the song. Yes this is a drum lesson. However, if you've listened to it, you'll realise the drum pattern is not so simple to deconstruct. Until Now!

Prerequisite

To master this lesson, you need to have a basic understanding on note values using quarters and eighth notes on the Kick, Snare, Hi Hat and Ride.

Tempo

- Practice Tempo 90 – 120 bpm
- Final Song Tempo 120 bpm

Steps

The steps we take to build this lesson will be broken down into these parts:

1. Revise the Finished Product
2. Review Kick and Snare on a Single Surface
3. Break Snare & Kick Parts Into 2 Bar Segments
4. Play Along With Final Beat In Full

Step 1. Revise the Finished Product

Firstly let's review the 8 bar pattern as played at a similar tempo of 120 bpm.

The musical notation for Step 1 consists of four staves in 4/4 time. The first two staves show a pattern of eighth notes and quarter notes with stems pointing up and down, and 'x' marks above the notes. The third and fourth staves show a more complex pattern with eighth notes, quarter notes, and quarter rests, with stems pointing up and down, and 'x' marks above the notes.

2. Review Kick & Snare on a Single Surface

We simplify the beat by bringing the kick and snare parts to one surface, the snare. Use a metronome with a tempo of 90 bpm, adjust as required.

The musical notation for Step 2 consists of four staves in 4/4 time. The first two staves show a pattern of eighth notes and quarter notes with stems pointing up and down, and 'x' marks above the notes. The third and fourth staves show a more complex pattern with eighth notes, quarter notes, and quarter rests, with stems pointing up and down, and 'x' marks above the notes.

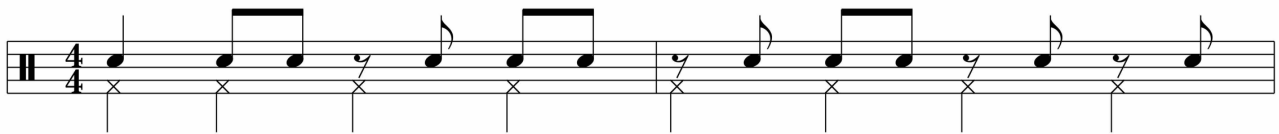
3. Break Snare Parts Down Into 2 Bar Segments

Steps:

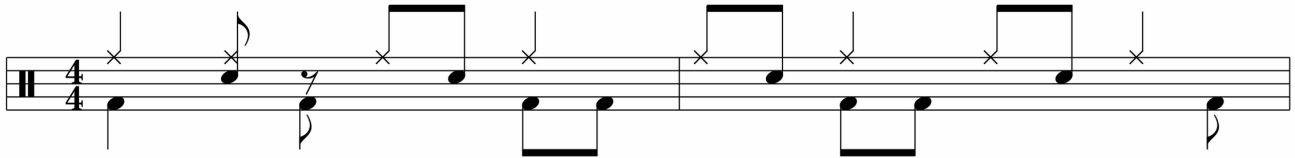
- a. Play drum pattern using both hands
- a. If required, play bars individually
- b. Add Hi Hat using left foot counting 1 – 4.
- c. Add Kick Drum using Right Foot counting 1 – 4.

Bars 1 + 2

Snare Pattern



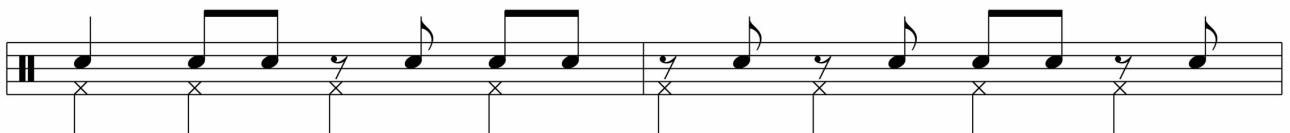
Kick & Snare Pattern



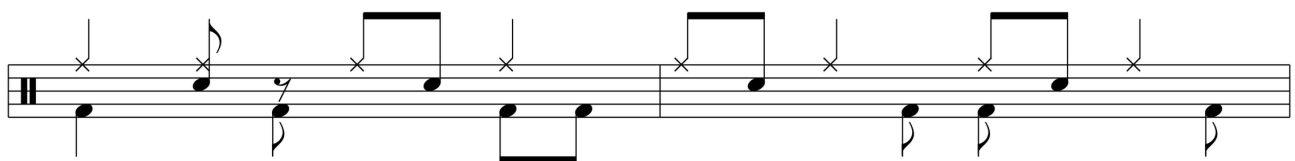
Bar 3 + 4

This section is similar to Bars 1 + 2.

Snare Pattern

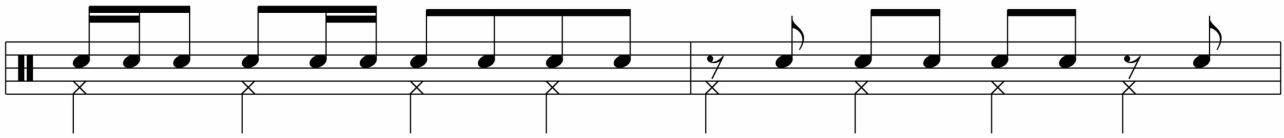


Kick & Snare Pattern

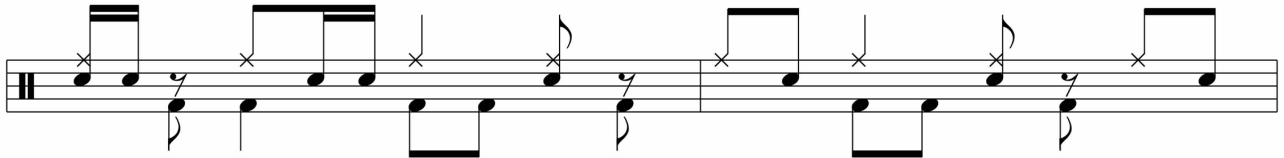


Bars 5 + 6

Snare Pattern



Kick & Snare Pattern

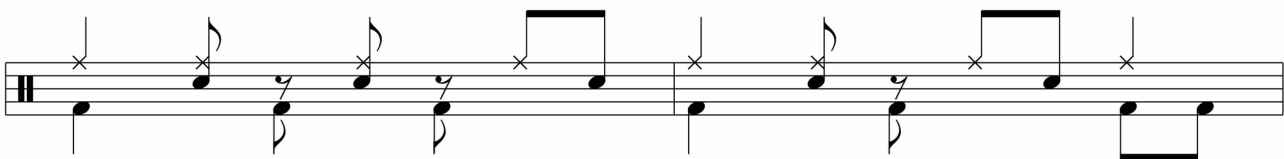


Bars 7 + 8

Snare Pattern



Kick & Snare Pattern



REPEAT ALL EXERCISES 20 TIMES

Conclusion

Once you are comfortable playing Bar Combinations Individually, put them together as required to complete the 8 Bar Pattern in Full.

Refer to our website For Audio on Finished Product
<https://drumroll.com.au/sd-jump/>