

TDOC ABILITY GUIDANCE

This page is to give some insight and guidance on drumming abilities and what would be needed to benefit from a full weekend drum camp. Due to the intensity and volume of lessons over the weekend, it isn't suitable for complete beginners, as a basic level of understanding of key drumming terms will be needed. This also ensures no one books on, parts with a good chunk of money, and then feels so out of their depth that they feel they have wasted their time. So to give some help, here are some general skills and knowledge that would set you up nicely for a TDOC camp

EXPERIENCE

The joy of a drum camp is the differing levels of age, experience and progression on all our drumming journeys! It's why it can be so fun to gather so many drummers together in one place. For this sort of event to be of benefit, it is advisable that you have experience of playing live and also have had some sort of previous education. Live playing could consist of Jam Nights, Live gigs, function bands, full tours, or organised performances. Education can range from private lessons, online courses, or music college/degree. Playing in front of drummers can be surprisingly intimidating (in a really good way) so experience of playing live, and some form of previous education will set you up nicely.

BASIC SUBDIVISIONS / READING

To benefit from the wealth of knowledge that will be coming at TDOC, a basic understanding of subdivisions / note values, as well as some basic reading skill is advisable. Subdivisions such as 1/4, 8ths, 16th, triplets, Sextuplets are *essential*. Septuplets, Quintuplets and 32nd notes also really help. And regarding reading, knowing how these notes look when they are written down will help with understanding what will be in the handbook quicker. It is not a 'reading heavy' camp, but some basic "I know how 16th notes look" and how to read stickings can save a lot of time and energy.

RUDIMENTS

Rudiments are the foundation of drumming, so to really gain as much as you can from this camp you should have a basic knowledge of the fundamental rudiments. These would include Singles, Doubles, Paradiddles (and the extensions of this, such as a Paradiddle-Diddle), Flams and Drags. These are the foundations of our drumming. Check out the [*Vic Firth Essential 40 rudiments*](#) to get some context (You don't need to be able to play all 40, but understanding the basic categories is essential).

GROOVE KNOWLEDGE

This one is harder to give guidance as it is a broad topic... However! Knowing the elements of a groove construction is essential. Kick, HiHat and Snare placements are the core ideas, but having an understanding of Ghost Notes, HiHat Barks, Bell of the Ride accents, etc, are all helpful for being able to experience as much as you can from your sessions.

DRUM NERDERY (Not essential, but certainly fun to get stuck into conversations)

Drummers love talking about drum gear! It can be a good gauge of ability if you have an understanding of different drum brands, cymbals that you like, why you like using the stick you do, what gear you are hoping to get hold of soon, what drummers you love watching/hearing, etc. Not essential, but drum-nerd conversations are always a lot of fun, and it would be a shame if you can't get stuck in due to now playing that long.

That all being said... TDOC aims to be as inclusive as possible! Passion for the instrument comes first, so any questions please get in touch on the contact page of the website.