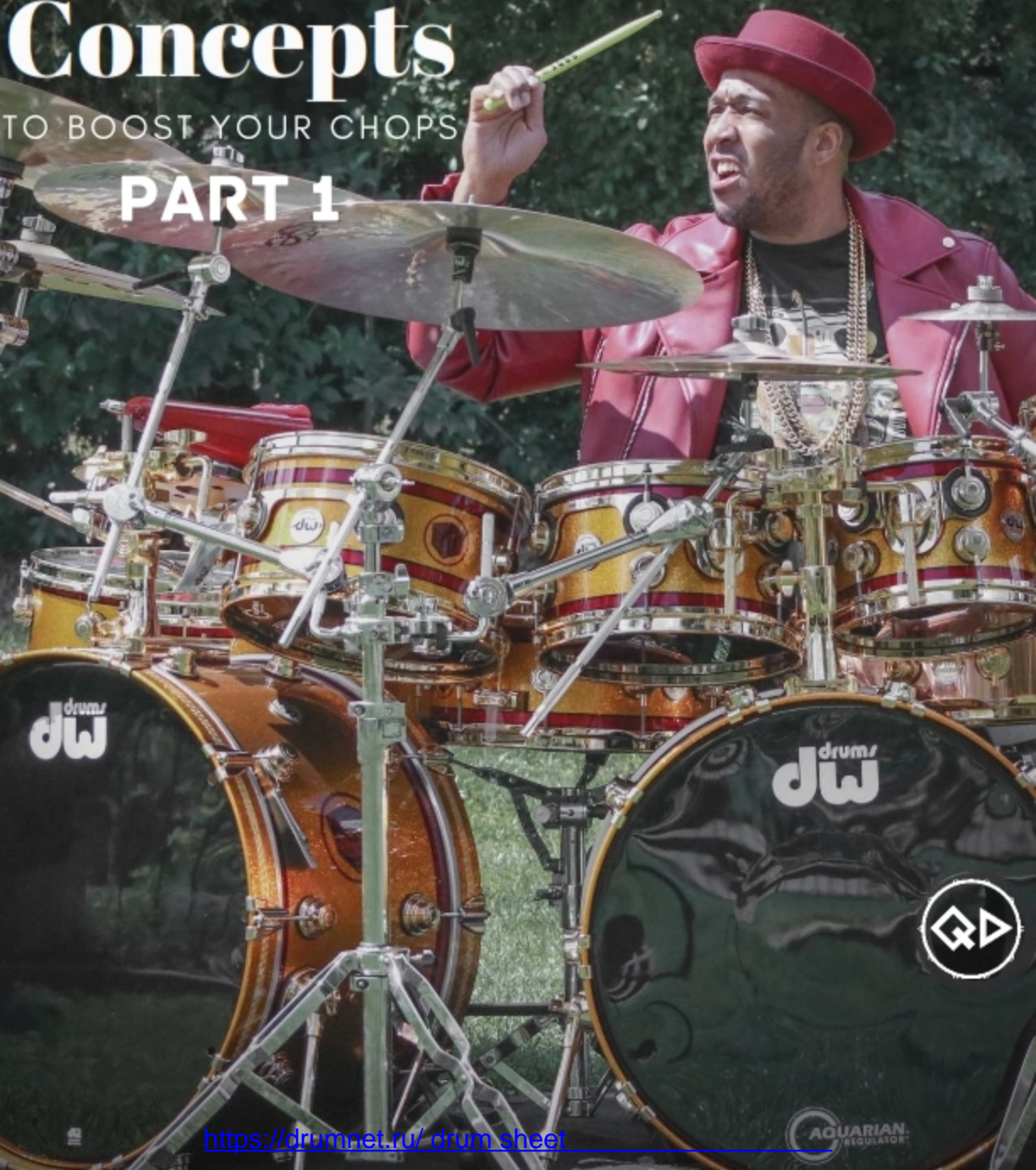


# 100 Eric Moore Concepts

TO BOOST YOUR CHOPS

## PART 1



<https://drumnet.ru/drum-sheet>

AQUARIAN  
REGULATOR

# INTRODUCTION

"100 Eric Moore Concepts" is about exploring different musical ideas, chops, and stickings.

Each Idea is transcribed and explained. **Pay attention to the accents, as they are important to the sound of the idea!** The goal is to learn each concept *slow*. Once you can play it perfectly, move up in speed.

After you have the speed down, apply the concept in your own playing. Change the orchestration, permuate over a partial, experiment with them!

Practice with songs, loops, and a metronome. **Craft these patterns into phrases. So that they are not dry of musical statement.**

Most importantly, have fun!

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# Sixteenth Note Concepts

1

R L L R L R R

CONCEPT #1 BEGINS WITH A INVERTED PARADIDDLE (RLLR) (SNARE) (SNARE) (SNARE) AND (LRRK) (SNARE) (SNARE) (SNARE) (KICK)

2

R L R L R L

CONCEPT #2 STARTS WITH 4 SINGLES (RLRL) (SNARE) (1ST) (FLOOR FLOOR) AND (KKRL) (KICK KICK) (FLOOR FLOOR)

3

R L R L R L

CONCEPT #3 BEGINS WITH 4 SINGLES (RLRL) (SNARE) (1ST) (FLOOR) (HIHAT) AND (KRLK) PLAYED (KICK) (FLOOR) (HIHAT) (KICK)

4

R L R L R L L

CONCEPT #4 STARTS WITH 4 SINGLES (RLRL) (SNARE) (1ST) (SNARE) (SNARE) AND (RLLK) (2NT) (SNARE) (SNARE) (KICK)

5

R L R L R L

CONCEPT #5 BEGINS WITH 4 SINGLES (RLRL) (SNARE) (1ST) (FLOOR) (FLOOR) AND (KRLK) (KICK) (HIHAT) (FLOOR) (KICK) WATCH THE CROSSOVER!

6

R L R L R L

CONCEPT #6 STARTS WITH 4 SINGLES (RLRL) (SNARE) (H) (H) (H) AND (KRLK) (KICK) (1ST) (SNARE) (KICK)

7

R L R L R L L L

CONCEPT #7 BEGINS WITH 4  
SINGLES (RLRL)  
(SNARE) (1ST) (SNARE) (SNARE)  
AND (RLLK) PLAYED  
(2NT) (SNARE) (SNARE) (KICK)

8

L R L L R L L L

CONCEPT #8 SOUNDS THE SAME, JUST A  
DIFFERENT STICKING. LEFT PARADDIDDLE  
(LRL L)  
(SNARE) (1ST) (SNARE) (SNARE) AND  
(RLLK)  
(2NT) (SNARE) (SNARE) (KICK)

9

R R L L

CONCEPT #9 BEGINS WITH THE  
HIHAT AND FLOOR PLAYING IN  
UNISON AND TWO KICKS  
(F/H) (F/H) (KICK) (KICK)  
AND THE SAME IDEA, JUST A  
CROSSOVER VERSION

10

R L R

CONCEPT #10 STARTS WITH  
ONE UNISON, TWO KICKS, AND A  
CROSSOVER UNISON  
(F/H) (KICK) (KICK) (F/H)  
AND TWO KICKS, A UNISON AND A  
KICK  
(KICK) (KICK) (F/H) (KICK)

11

R L L R L R L L

CONCEPT #11 BEGINS WITH A  
INVERTED PARADDIDDLE (RLLR)  
(1ST) (SNARE) (SNARE) (2NT)  
AND A LEFT PARADDIDDLE  
(LRL L) PLAYED  
(SNARE) (FLOOR) (SNARE) (SNARE)

12

R L L R L L L

CONCEPT #12 STARTS WITH (RLLK)  
(1ST) (SNARE) (SNARE) (KICK)  
AND ANOTHER (RLLK)  
(FLOOR) (SNARE) (SNARE) (KICK)

13



CONCEPT #13 BEGINS WITH THE RIDE AND SNARE PLAYING IN UNISON AND TWO KICKS (R/S) (R/S) (KICK) (KICK) CAN BE CROSSED OVER

14



CONCEPT #14 STARTS WITH THE SAME UNISON, 3 TIMES AND A KICK (RIDE/SNARE) (RIDE/SNARE) (RIDE/SNARE) (KICK)

15



CONCEPT #15 BEGINS WITH (RRKK) (2NT) (FLOOR) (KICK) (KICK) AND THE OPPOSITE (LLK) (1ST) (SNARE) (KICK) (KICK)

16



CONCEPT #16 STARTS WITH AN INVERTED PARADIDDLE (RLLR) (LRLR) PLAYED (RIDE/KICK) (SNARE) (SNARE) (RIDE/KICK) AND (LRLR) ON THE SNARE

17



CONCEPT #17 BEGINS WITH (KRLK) PLAYED (KICK) (FLOOR) (HIHAT) (KICK) AND (LRLK) (FLOOR) (HIHAT) (KICK) (FLOOR) WATCH THE CROSSOVER!

18



CONCEPT #18 STARTS WITH (LRLK) (SNARE) (HIHAT) (SNARE) (KICK) REPEATING ITSELF. WATCH THE ACCENTS

19



CONCEPT #19 STARTS WITH THE FLOOR AND SNARE IN UNISON, PLAYED (F/S) (KICK) (F/S) (F/S) AND (KICK) (F/S) (F/S) (KICK) THEY CAN ALSO BE FLAMMED

20



CONCEPT #20 BEGINS WITH TWO UNISONS. (1ST/2NT) (SNARE/FLOOR) (KICK) (KICK) AND A CROSSOVER VERSION RIGHT OVER LEFT

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21



CONCEPT #21 STARTS WITH (RRLK) (HIHAT) (HIHAT) (HIHAT) (KICK) (RRL) CAN ALSO BE PLAYED ON THE RIDE

22



CONCEPT #22 BEGINS WITH (RLRL) (HIHAT) (HIHAT) (FLOOR) (FLOOR) AND (KKRK) (KICK) (KICK) (FLOOR) (KICK)

23



CONCEPT #23 STARTS WITH (RLRL) ALL ON THE SNARE, AND (LKRL) (SNARE) (KICK) (1ST) (1ST) WATCH THE ACCENTS

24



CONCEPT #24 BEGINS WITH (KKRR) (KICK) (KICK) (HIHAT) (HIHAT), AND (LKRL) (FLOOR) (KICK) (FLOOR) (HIHAT) WATCH THE CROSSOVER

# Triplet Concepts

25



CONCEPT #25 BEGINS WITH (RLL)  
(SNARE) (SNARE) (SNARE)  
AND ANOTHER (RLL)  
(1ST) (SNARE) (SNARE)  
MOVE THE RIGHT HAND AROUND  
THE KIT

26



CONCEPT #26 STARTS WITH  
(LRL)  
(SNARE) (HIHAT) (SNARE)  
AND (KRL)  
(KICK) (HIHAT) (SNARE)

27



CONCEPT #27 BEGINS WITH  
(RLR)  
(SNARE) (1ST) (FLOOR)  
AND (LKR)  
(HIHAT) (KICK) (FLOOR)

28



CONCEPT #28 STARTS WITH  
(LRL)  
(SNARE) (1ST) (SNARE) AND  
(RL)  
(FLOOR) (SNARE) (SNARE)

29



CONCEPT #29 BEGINS WITH  
(RLL)  
(SNARE) (SNARE) (SNARE)  
AND (KLR)  
(KICK) (SNARE) (1ST)

30



CONCEPT #30 STARTS WITH  
(R/K,LR)  
(RIDE/KICK) (SNARE) (1ST) AND  
(LLK)  
(SNARE) (SNARE) (KICK)

31



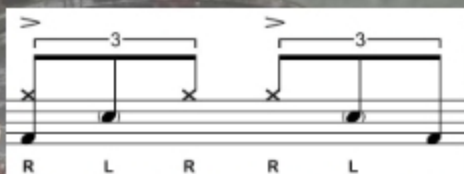
CONCEPT #31 BEGINS WITH  
(KRL)  
(KICK) (FLOOR) (SNARE) AND  
(RRL)  
(SNARE) (SNARE) (HIHAT)

32



CONCEPT #32 STARTS WITH (L\_R)  
(SNARE) (REST) (1ST) AND (LLK)  
(SNARE) (SNARE) (KICK)  
WATCH THE REST

33



CONCEPT #33 BEGINS WITH  
(R/K, L, R)  
(RIDE/KICK) (SNARE) (RIDE) AND  
(RLK)  
(RIDE) (SNARE) (KICK)

34



CONCEPT #34 STARTS WITH  
(RLR)  
(SNARE) (SNARE) (SNARE) AND  
(LKR)  
(SNARE) (KICK) (FLOOR)

35



CONCEPT #35 BEGINS WITH  
(LKR)  
(1ST) (KICK) (FLOOR) AND  
(LKR)  
(2NT) (KICK) (FLOOR)

36



CONCEPT #36 STARTS WITH  
(R/L, K, R)  
(OPENHIHAT/SNARE) (KICK)  
(SNARE)  
AND (LK,R/L)  
(SNARE) (KICK)  
(OPENHIHAT/SNARE)

37



CONCEPT #37 BEGINS WITH  
(KRL)  
(KICK) (SNARE) (SNARE) AND  
(KRL)  
(KICK) (1ST) (1ST)

38



CONCEPT #38 IS PHRASED AS A  
HERTA (RLR, L)  
ALL ON THE SNARE  
AND (KRL)  
(KICK) (1ST) (1ST)

39



CONCEPT #39 STARTS WITH  
(L/R, K, L)  
(CRASH/SNARE) (KICK) (SNARE)  
AND (R/K, LK)  
(CRASH/KICK) (SNARE) (KICK)

40



CONCEPT #40 IS PHRASED AS A  
TAP HERTA (R, LRL)  
ALL ON THE SNARE  
REPEATING ON THE 1ST TOM  
(R, LRL)

41



CONCEPT #41 BEGINS WITH  
(R/L, L/R, K), CROSSOVER ON 1  
(FLOOR/HI) (HI/FLOOR) (KICK)  
AND (L/R, R/L, K)  
(HI/FLOOR) (FLOOR/HI) (KICK)  
CROSSOVER THE THE 2NT  
PARTIAL

42



CONCEPT #42 STARTS WITH  
(RLR)  
ALL ON THE SNARE  
AND (LRL)  
(SNARE) (HIHAT) (HIHAT)

43



CONCEPT #43 BEGINS WITH  
(RKK)  
(RIDE) (KICK) (KICK)  
AND (R/L, KK)  
(RIDE/SNARE) (KICK) (KICK)

44



CONCEPT #44 STARTS WITH  
(R\_L)  
(SNARE) (REST) (SNARE)  
AND (\_RL)  
(REST) (SNARE) (SNARE)

45



CONCEPT #45 BEGINS WITH  
(LLK)  
(HIHAT) (FLOOR) (KICK)  
AND ANOTHER (LLK)  
(FLOOR) (HIHAT) (KICK)

46



CONCEPT #46 STARTS WITH  
(R/K, LR)  
(OPENHIHAT/KICK) (SNARE) (FLOOR)  
AND (L/K, RL)  
(OPENHIHAT/KICK) (SNARE) (SNARE)

47



CONCEPT #47 BEGINS  
WITH (R/L, R/K, L)  
(FLOOR/SNARE)  
(OPENHIHAT/KICK)  
(SNARE)  
REPEATING TWICE  
WATCH THE FLAM

48



CONCEPT #48 STARTS  
WITH (R/L, R, K)  
(1ST/SNARE) (1ST) (KICK)  
REPEATING ON THE 2NT  
TOM  
WATCH THE FLAM

49



CONCEPT #49 BEGINS  
WITH (KLK)  
(KICK) (1ST) (KICK)  
AND (RKR)  
(2NT) (KICK) (FLOOR)

50



CONCEPT #50 STARTS  
WITH (RLK)  
(SNARE) (SNARE) (KICK)  
AND (RLR)  
ALL ON THE SNARE

## Bonus



BONUS IS PHRASED AS A TWO-TAP HERTA (R, L, RL)  
(SNARE) (SNARE) (1ST, 1ST)  
REPEATING (2NT) (2NT) (FLOOR, FLOOR)

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# CHECK OUT PART 2!

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