

Rhythm Map

1-bar 8th notes

count	1	&	2	&	3	&	4	&
picking	d	u	d	u	d	u	d	u
attacks								

1-bar 16th notes

[illegible]

2-bar 8th notes

(bar 1)

count	1	&	2	&	3	&	4	&
picking	d	u	d	u	d	u	d	u
attacks								

(bar 2)

count	1	&	2	&	3	&	4	&
picking	d	u	d	u	d	u	d	u
attacks								

2-bar 16th notes

(bar 1)

[illegible]

(bar 2)

[illegible]

6/8

[illegible]

12/8

[illegible]

How to Use the Rhythm Map

1. Start with a 1-bar rhythm you're already very comfortable with
2. Remove one attack from that rhythm
3. Add an attack elsewhere in the bar
4. Keep a "rhythm log" of your favorite rhythms in your music notebook
5. Combine two 1-bar rhythms together to make a 2-bar rhythm
6. Reverse the order of the bars in the previous step for a new rhythm
7. Apply rhythms generated for comping, soloing, or composition

Advanced players:

- Remove 2 or more attacks from starting rhythm
- Add to or more attacks elsewhere in the bar(s)
- Add accents to certain beats
- Use anticipation and delay by focusing, for example, on the "and" of 4 or the "and" of 1 in 8th notes; or the "a" of 4 and the "e" of 1 in 16th notes
- Retrograde the rhythm (play it backwards), ex: 1 2 3& 4& becomes 1& 2& 3 4
- Use the Rhythm Generator (to be given in another lesson)