Why People Get 'Stuck' At the Intermediate Level Outlin

- 1. Subdivision
 - a. distance between any 2 notes
 - b.examples Corey Fonvillie/Nate Smith
- 2. Zones (playing clean)
 - a.center of the snare
 - b.same spot in all drums
- 3. Stick Height
 - a. Ghost notes less than 1" above head
 - b.Rimshots at least 10" above
- 4. Kit Voicing
 - a. Relative volume of kick/hats/snare
 - b.not flamming
- 5. Macrotime

Example Transcriptions (2 & 3 are only one hypothetical way to play)

