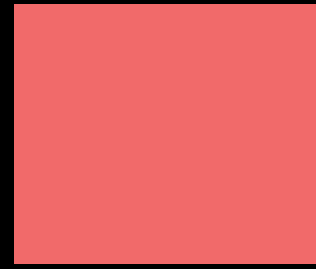


THE WORSHIP DRUMMER'S SONG MAP



THE 3 THINGS TO KNOW TO PLAY ANY WORSHIP SONG

- **STRUCTURE** — Where am I in the song?
- **DYNAMICS** — How big should I play?
- **DRUM PART TYPE** — What should I play?

1. SONG STRUCTURE

► Where am I in the song?

Understanding the structure gives you the roadmap of the song. This can be found on the lyrics sheet of the song or on a website like [multitracks.com](https://www.multitracks.com).

Intro

The opening section of the song.

Verse

Usually a lower-energy section that carries the story or lyrics of the song

Pre-Chorus

A section that connects the verse to the chorus and often begins building energy.

Chorus

One of the main sections of the song, usually repeated throughout the song

Post-Chorus

A section immediately following the chorus, often repeating a hook or musical idea.

Turnaround

A short instrumental section that connects one section to another.

Instrumental

A section without lead vocals where the instruments carry the song.

Bridge

A contrasting section that often builds throughout multiple repetitions.

Refrain

A short repeated lyrical or musical phrase.

Outro / Ending

The final section of the song.

2. DYNAMICS

► How big should I play?

Think about dynamics on a scale from **Level 1–5**

LEVEL 1 — Minimal

Almost nothing. Cymbal swells, ride taps, or no drums at all.

LEVEL 2 — Light

Simple, controlled. Light hi-hat, kick pulse, or floor tom.

LEVEL 3 — Medium

Full groove or big tom groove, but you're still holding something back.

LEVEL 4 — Big

Full drums, stronger cymbals, bigger kick and snare, and more energy.

Level 5 — Maximum

The biggest moment of the song. Full intensity while still staying controlled and musical

3. DRUM PART TYPES

► What should I play?

Once you know where you are in the song and how big the section should feel, identify the type of drum part being played.

GROOVES

Hi-Hat Groove

A groove primarily led by the hi-hat.

Open Hi-Hat Groove

A bigger, washier groove using an open or partially open hi-hat.

Full Groove

A full-kit groove typically using kick, snare, and cymbals. Common in choruses and bigger sections.

Tom Groove

The biggest moment of the song. Full intensity while still staying controlled and musical.

Ride Hits

1/4s, 8s or 16s on the ride cymbal.

16th – Note Groove

An upbeat groove with 4 on the floor and open 16th on the hi-hats

Four-on-the-Floor

A groove with the kick drum played on all four quarter notes.

Half-Time Groove

A groove with the main snare backbeat on beat 3, creating a wider, heavier feel.

BUILDS & TRANSITIONS

Build

A repeating pattern designed to increase energy and lead into the next section.

Snare Roll

A repeating snare pattern is often used to gradually build intensity.

Tom Build

A build primarily played on the toms.

Fill

A short drum phrase used to transition between sections or phrases.

Hits / Accents

Specific rhythmic hits played with the band.

TEXTURES & OTHER PARTS

Kick Pulse

A minimal part driven primarily by the kick drum.

Floor Tom Pulse

A simple repeating floor tom pattern used to create movement without playing a full groove.

Drum Break

A moment where the drums are featured or play a distinct part while other instruments drop out or simplify.

No Drums

Intentionally not playing.

Free

Cymbal textures, swells, sparse toms, or other sounds without a defined groove.

PUTTING IT ALL TOGETHER

For every section of a song, ask yourself three questions:

▶ **WHERE AM I?**

Identify the song structure.

▶ **HOW BIG SHOULD I PLAY?**

Choose the dynamic level from 1–5.

▶ **WHAT SHOULD I PLAY?**

Identify the drum part type.

For example:

Verse 1 → Level 1 → No Drums

Verse 2 → Level 2 → Hi-Hat Groove

Pre-Chorus → Level 3 → Tom Groove

Chorus → Level 4 → Full Groove

Instead of trying to memorize every single note of a song, learn to see the bigger picture:

STRUCTURE + DYNAMICS + DRUM PART TYPE

Know where you are. Know how big to play. Know what to play.