

A Drumscore.com guide to

Green Day's

Wake Me Up When September Ends



A Generic Introduction

Hello, and thank you for buying this score guide! My aim with this document is to explain every little detail of the song so there should be everything here you need to learn your chosen song and more. If however, you do still have questions after working through everything feel free to contact me.

Included will be:

- This introduction page, with tips on how best to use the guide which follows.
- A 'Parts Of The Kit' guide.
- A list of what it will be handy to read up on before working through the guide and a list of what areas of your playing this song will help improve.
- A section by section break down of the song.

Tips On Using This Guide And Learning Songs From A Score

The following tips are to help improve the learning process, it is your choice whether you follow them or not but I strongly recommend you do.

- Firstly read the page detailing what areas of playing are covered in this song/guide. If you feel there are things that are a weak point for you, hunt down some exercises and work on them. If you have some level of back ground knowledge of the concepts used, you will pick the parts up much quicker.
- Listen to the song – a lot. Half the battle when learning a new song is getting it in your head. Listening to it over and over again will help the structure sink in and give you a better idea of how the drum part ties in with the rest of the song. Although having said that, if you've bought this guide it's probably for a song you like and know well already!
- A good tip is to sit away from your kit with the score, stick an MP3/CD of the song on through some headphones and follow the score through while you listen. This really helps you make sure you're playing the parts correctly.
- Focus on a section at a time. If you try and dive straight in with learning the whole thing you may get a little overwhelmed. Work through one section until you have it down then move on. You will find that as you move through a song, parts are repeated. So by spending more time on the first sections you are actually working on the later ones too. This guide is laid out in this way.
- When it comes to learning fills, learning the actual fill is only half the job. You also need to make sure you can get into the fill from the previous part and also out of the fill into the next part. I recommend splitting the learning process into three parts. Firstly learn the fill on it's own, and if the fill is only a partial bar learn the rest of the bar with it. Second, play the bar before the fill followed by the bar with the fill and play this in a loop. Finally, play the 2 bars from the second step followed by the 2 bars after the fill and repeat this 4 bar pattern over. This may seem long winded but it is a very important thing to master.
- Identify problem areas. If there's one bar or one section you keep getting wrong, don't just keep getting it wrong. Play it on its own over and over till you have it nailed, then make sure you can fit it in with the bars around it, then go back to playing it all together.
- Play along with the original track, or even better with some friends who've also learned the songs. It's a lot different playing along with other musicians than it is on your own (a lot more fun too!) and is something worth practising.
- Memorize your parts as much as possible. Playing whilst reading takes a little away from the feel as you're not really concentrating on your playing as much as you could be. Don't feel you have to stick to the song note for note, improvisation is good!!
- And finally, **USE A METRONOME!** It's something you are always told as a drummer but there is a reason for that, it drills a sense of tempo in you. So when you come to play without the metronome or backing track you don't speed up and slow down anywhere near as much.

Areas To Study Before Starting This Guide

- Notation basics.
 - Including basic note values and parts of the kit.
- Structure basics
 - Understanding what structure abbreviations stand for.
- Basic grooves.
 - Grooves using 8th notes on the right hand and off beat 16th notes.
- Fill Basics.
 - The fills in this song are short 16th note patterns.

What You Will Learn From This Guide

In addition to the above the follow areas are also covered.

- Phrasing concepts.
- How patterns can relate to other instruments.
- Offbeat 16th notes in a groove.
- Variations on a groove.
- Hand independence.
- Hand to Foot co ordination.

Parts Of The Kit

The image displays three staves of musical notation for a drum kit. Each staff begins with a double bar line and a common time signature 'C'. The notes are placed on various lines and spaces of the staves to represent different drum parts.

Staff 1: Contains four quarter notes. From left to right, they are labeled: **bass drum** (on the first line), **floor tom** (on the second line), **snare** (on the third line), and **high tom** (on the fourth line).

Staff 2: Contains four symbols. From left to right: **1st crash** (a downward-pointing stem with an asterisk), **2nd crash** (a downward-pointing stem with an asterisk), **closed hi hat** (a downward-pointing stem with a plus sign), and **open hi hat** (a downward-pointing stem with an open circle).

Staff 3: Contains three symbols. From left to right: **floor tom covered with a towel hit with a soft beater** (a downward-pointing stem with an asterisk), **shaker operated by foot** (a downward-pointing stem with an asterisk), and **tambourine** (a downward-pointing stem with an asterisk).

Notes on notation

The parts of the kit are laid out as in most standard notation, the lower pitched voices are at the bottom of the staff and the higher at the top. It's worth mentioning that most drum kits are also set out this way (the lower pitched drums, such as the kick and floor tom, are closer to the floor whereas higher pitched instruments are further away from the floor, such as the high tom and cymbals).

With the closed and open hi hat markings, you will only see the marking on the first hi hat, you are to presume that every hi hat after that is the same until marked otherwise.

There are 3 unconventional items listed above. The floor tom covered with a towel is in addition to a normal towel and is positioned as a second floor tom next to the main one. Soft beaters are used on it through out the first section of the song (up to bar 38) and sticks are used from then onwards.

The foot operated shaker is controlled by a foot pedal next to the hi hat pedal, and is mounted out of the way on the right hand side of the kit somewhere.

The tambourine is on the right hand side of the kit slightly above to the right of the ride cymbal.

There is actually a very useful video of Green Day playing this song at an AOL session on youtube where you can see exactly what is going on. It can be found here:

http://www.youtube.com/watch?v=a_c00sZIVNQ

Step By Step Guide

In this section of the guide I will talk through all parts of the song a section at a time.

Intro

Nothing is played in the intro, can't get much easier than that! The guitar part played is the main riff used through all verses though so it is important to get it stuck in your head. The pattern is 4 bars long, so it's played once as an introduction.

Verse 1

As mentioned above, the 4 bar guitar pattern used in the intro is played through the verse. It goes through twice before you start, and that is covered in the 8 empty bars. I've put this verse on the same line as the intro to save space in the score.

You start playing in bar 13. I'm guessing even if you are an experienced reader this bar looks like a load of nonsense to you... Unless of course you've read the Parts Of The Kit page (if you haven't done this yet, go back and do it now!). Rhythmically the pattern is pretty basic, and it follows the guitar exactly. I have written it out below with counting and sticking notes.

1 + 2 + 3 + (4) 1 + 2 + 3 + 4
R R LF R R R R R R R R

Now chances are you don't have soft beaters, a shaker you can operate with your foot and a tambourine. So what I have done below is re-written the part to be playable on a standard kit.

1 + 2 + 3 + (4) 1 + 2 + 3 + 4
R R LF R R R R R R R R

All the time this pattern is played you are playing mezzo piano (moderately soft) so keep your stick heights low and don't put too much force into the strokes.

So we mentioned before that the guitar riff is 4 bars long, notice our drum part is only 2 bars long? So for each 1 time through the guitar riff the drum part is played twice. When you start playing in the verse the guitar part goes through twice, so you play 4 lots of the drum pattern.

Chorus 1 / Verse 2

The same part continues through both of these sections. It's twice through the guitar riff (4 times through your drum part) in each.

I keep referring to the guitar part as it's much easier to count and follow by the way.... It's a good habit to get into.

Bridge (1)

The bridge is split into two parts, the first just two bars long. During this first two bars you play the same pattern you have been so far, but cut out the shaker (or left foot hi hat) and tambourine (or ride cymbal). The part is written below with counting:

1 + (2) + 3

And you play that twice. We then move on to the next pattern.

During the next 4 bars the guitar part repeats what it played in bars 37-38 twice more, but this time with distortion. So because the guitar has got noisier this means we can get noisier! So firstly the dynamics have gone from mezzo piano to mezzo forte (moderately loud). Note that it's not just gone loud, we want to save some dynamic room for later on in the song when it gets even louder.

This 2 bar pattern uses the exact same counting as the last part. It is now split between kick, snare and open hi hat though. I've wrote in the counting below in case you need it:

1 + 2 + 3 + (4) 1 + 2 + 3 + 4
R R IR R R IR R

I've written the flams in as being left to right but it really doesn't matter which way round it is in this pattern.

You play the above twice then move on to the next section.

Verse 3

For this verse we have an 8 bar phrase that is going to be repeated. Each line of this verse makes up half the phrase, and you will hopefully be dancing with joy right now because you've spotted the first line is the pattern from the bridge played twice. For this first line, the guitar plays the same riff from the first verse, however for the second line it switches to louder noisier chords.

The 2nd line is a common groove using a 16th note 'offbeat' snare drum mid way through the bar. The groove is counted like this:

1 + 2 + a 3 + 4 +

If you haven't come across this kind of groove before it can be quite tricky to get the snare on the 'a' in the right place. The aim of the two exercises below are to help you work up to this groove:

1 e + 2 e + 3 e + 4 e + 1 + a 2 + a 3 + a 4 + a
R L R R L R R L R R L R R R L R R L R R L

Note how the snare comes exactly between the two hi hat hits in each beat? We call that sub division.

Also, the right hand is on the Right Side Crash cymbal. If you haven't used this before, don't worry it's exactly the same as using a ride or hi hat, your right hand is just in a slightly different place is all.

So the second line of the verse we play that groove 4 times. In bar 50 we have a repeat mark with a 1. above it. This means the first time you play through the repeats play that bar, then the second time play the bar with the 2. bracket above (58) instead. So you are going to play bar 43 up to bar 50, then jump back to bar 43 (which is technically bar 51 as in my scores every bar is allocated a bar number so everyone gets the same and no one feels left out). After jumping back we play to bar 49 (or 57...) and then skip to the bar with the 2. bracket above it (bar 58).

That's the overly complicated version, basically play it twice and do a difference ending the second time!

Speaking of different the ending, we have a fill going on there. The fill only takes up half the bar, the first bar is the first half of the groove you are using in the bar before. The fill is a crash and kick hit together followed by 6 16th note snare hits played as a single stroke roll. I've written it out below with counting. Start slowly with it and built up the speed.

1 + 2 + a 3 + a 4 e + a
R L R L R L

Watch out for the dynamics in this verse. The first line is played mezzo forte but the second line pushes it to forte.

Chorus 2

Just play the groove with the offbeat 16th note I showed you previously 8 times. Job done.

Verse 4

Remember in verse 3 how there was all the nonsense about repeating? Well in verse 4 you play what you played in verse 3 on the second time through, with the fill and everything.

Guitar Solo

Again it's that same off beat 16th note groove we've used loads so far. You play it 8 times through (see the repeat marks there in bars 75 and 78) first the first part of this section. You also add a crash at the start of each bar. This isn't too complicated, just move your right hand from the left side crash to the right side crash. It might take a bit of getting used to but that's nothing a little bit of practice won't fix.

For the second some funny business is going on. There is a 3 bar ending to the solo. The first bar (bar 83) is a slight variation on the groove used before, notice a kick is added on the '+' count after beat 4. For 84 and 85 constant 8th notes are being played, so count 1 + 2 + 3 + 4 + for both bars. In bar 85 make sure all the snare and kicks fall exactly together otherwise the part will sound sloppy. Practice it slowly and really listen to what's happening. Bar 85 is followed by a single floor tom hit, normally you would expect to see a crash after a section like that but Mr Cool was obviously wanting to do something different.

The bridge that follows the guitar solo is just 4 empty bars, in fact it is the same as the intro.

Verse 5

This verse is a combination of verse 1 and verse 4. The first line plays the pattern you played right back at the start twice, followed by the second line of verse 4.

Outro

You start of with the kick and flammed snare pattern used all the way back in verse 3 twice through. It is then followed by the pattern originally shown in verse 4, however you will notice some kicks have been added to the fill.

The counting is still the same, however you need to make sure that kicks hit in time with the snare. The following single stroke roll exercise is great for practising this.

1 e + a 2 e + a 4 e + a 4 e + a
R L R L R L R L R L R L R L

1 e + a 2 e + a 4 e + a 4 e + a
R L R L R L R L R L R L R L

The line starting with bar 102 is played twice, exactly the same.

For the last line another slight variation in the groove is added. In bar 111 a kick is added on the '+' after beat 4, creating the same pattern used earlier on in the song. Then finally constant 8th note kicks are played throughout bar 112, so again just count 1 + 2 + 3 + 4 + but make sure the kick and snares on beats 2 and 4 fall exactly together. Then just hit a snare and crash and you're done!