

Roland®

**■ RMP-1 Application Guide
Audio CD/Pamphlet**



Table of Contents

1	Introduction	2
2	RMP-1 Overview	3
3	Getting Around on the RM-2 (Button Pushes)	4
4	Advanced Uses	5
5	Rhythm Coach Mode - An Overview	7
6	Rhythm Coach Mode - Practical Exercises	9
7	Drum “Play Along” Pieces	13
8	Audio CD Contents	23

1 Introduction

Congratulations on your choice of the RMP-1 Rhythm Coach.

The RMP-1 is a drummer's ultimate practice tool. The RMP-1 is made up of the RP-2 V-Practice Pad (with Roland's patented mesh-head technology) and the RM-2 Rhythm Coach module. The RM-2 is a unique metronome and sound module combined into one versatile, compact and powerful unit. You can practice with a metronome and headphones using any of the 28 onboard sounds. And thanks to the RP-2's near-silent design, you won't have to worry about disturbing others.

This booklet and the accompanying audio CD will take you through a tour of the RMP-1, its layout, functions, and operation. You will also get "real life" practice scenarios using rudiments, rudimental exercises, and at the conclusion, four "play along" pieces of music. These pieces are presented with and without the solo instrument, so you can hear the piece first, then playing along.

As with all electronic instruments, you should take time to read through the Owner's Manual that comes with the RMP-1. Reading through it BEFORE you use this application guide and accompanying audio CD will give you a great informational foundation.

Remember, practice often and have fun!



2 RMP-1 Overview

The RMP-1 is a combination of the RP-2 V-Practice Pad (an 8-inch mesh pad with single-trigger capabilities) and the RM-2 Rhythm Coach sound module.

RM-2 "Rhythm Coach" Module

The RM-2 module is a sound module/metronome/rhythm training device that features:

- 28 drum & percussion sounds including snares, marching snares, bass drums and even marching quad toms
- An advanced metronome supporting time signatures up to 13 beats per measure, and 11 different metronome sounds including Roland's exclusive "voice" count
- Unique "Coach Mode" with training functions to help develop timing, accuracy, speed and stamina

The RM-2 Connections

Four included AA batteries power the RM-2 module for practice virtually anywhere. (The optional BOSS PSA-120 power adapter may also be used). The RP-2 module is turned on with the switch on the right side. The AC adapter input is right next to this on/off switch.

On the left side of the module you'll find a number of connections from right to left. They include:

- Two 1/4" Pad inputs. These are used to plug in up to two single-trigger pads for snare/tom duets or kick/snare practice. Alternatively, a dual-trigger pad can be connected for head and rimshot capability.
- One 1/8" stereo output. This output serves as either a "headphone out" or a "line out" to go to amplifiers and/or recording devices. This allows the user to hear the 28 sounds available from the pad(s), as well as the 11 different metronome sounds. Although headphones are needed to access all the RM-2 features, the RMP-1 will function as a silent tunable practice pad and a fully featured metronome audible via the external speaker without headphones plugged in.
- One 1/8" stereo "Mix In" input. This will accept a stereo audio input and mix it with the pad and metronome sounds. Use it to play along with CDs (like the one included with this book) or tapes. You can also connect the output of another RMP-here to practice with a friend! (Check the "Advanced Uses" section for details.)

RP-2 Mesh Pad

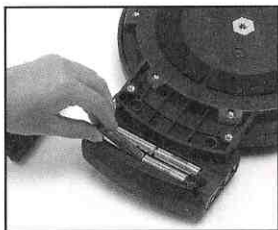
The RP-2 is a single-trigger 8-inch mesh pad with rubber coated rims for silent practice.

It features:

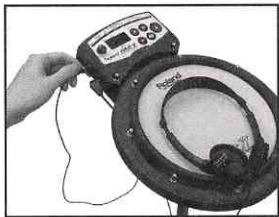
- Adjustable head tension with standard tuning lugs for a great acoustic drum feel.
- One mono 1/4" output. Connect the RP-2 to Pad Input 1 (Trig 1) of the RM-2 module with the short 1/4" cable found in the RMP-1 box.
- 8mm practice pad stand fitting. Use this female fitting to attach the optional Roland PDS-2 practice pad stand. The PDS-2 stand is a heavy-duty stand designed specifically for the RMP-1.



Connect the RP-2 pad to Trig 1 of the RM-2 Module



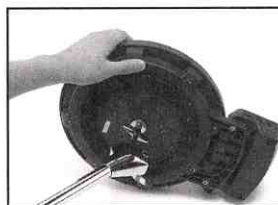
Insert batteries



Connect headphones



Input/Phones/Trig 2 /Trig 1 Output



Attach stand

3 Getting Around on the RM-2 (Button Pushes)

RM-2 Buttons, Display, and LED Overview

- There are five buttons, a Volume knob, a display, and eight LEDs on the RM-2 "Rhythm Coach" module.
 - The [Volume] knob on the left controls the volume.
 - The up [▲] and down [▼] arrow buttons increase and decrease the values displayed on the RM-2, such as metronome values (tempo).
 - The Select [SEL] button selects and moves through the various edit modes.
 - The [TAP] button allows you to tap in a tempo via the button, or by striking the pad.
 - The large Metronome button on the right starts and stops the metronome.

Editing the RM-2

- Turn on your RMP-1. The LED display will show the current tempo.
 - To change the tempo you can use the up [▲] and down [▼] buttons or press the [TAP] button a few times to tap in the tempo. Set the tempo to 120 beats per minute.

BEAT (meter)

- Press the [SEL] button once and the "BEAT" LED will flash. Use the up [▲] and down [▼] arrow buttons to set the "meter" or how many beats per measure the RM-2 will play ("4" is 4/4 or four beats per measure, "5" is 5/4, etc.) The "BEAT" parameter will go all the way to 13 beats per measure and then display a few combination beats (2+3, 3+2, 3+4, and 4+3). Now set the "BEAT" parameter back to "4".

Rhythm Type

- Press the [SEL] button one more time, and the "RHYTHM TYPE" LED will flash. Now press the large Metronome button and you'll hear the metronome play (make sure your headphones are plugged into the RMP-1's audio output). Use the volume knob on the left to adjust the headphone volume. Use the up [▲] and down [▼] arrow buttons to hear the different rhythmic subdivisions available. The RM-2 will play all the standard subdivisions found on most metronomes: whole notes "1", half notes "2", quarters, eighths, and sixteenths (even sextuplets!). It will also play rhythms such as upbeat eighth notes (and), first and third triplets, and dotted eighth/sixteenths, etc. It even will play 3-2 or 2-3 clave patterns. No other metronome has ever done this before. Now set the "RHYTHM TYPE" so the display reads "8". You should hear the metronome playing eighth notes. Let it continue to play.

Metronome Settings

INST (metronome instrument)

- Press the [SEL] button again and the "INST" LED will flash. The metronome "INST" parameter is where you choose the metronome sounds you want to play with. Use the up [▲] and down [▼] arrow buttons to audition the 11 metronome sounds. Notice #11 is a human voice count. Set the metronome to the sound of your choosing and let it continue.

Level



5 Rhythm Coach Mode - An Overview

The Rhythm Coach Mode contains ten metronome exercises and eight timing exercises. They are:



1. [rhy] "Rhythmic Notes" mode

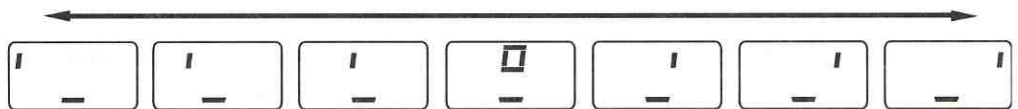
Rhythmic Notes serves as an excellent warm-up exercise as well as a teaching tool for learning rhythmic note values. This mode, after a two bar count off, steps sequentially up and down through the rhythmic subdivisions of the beat from half notes to sextuplets (16th note triplets).



2. [tch] "Time Check" mode

Time Check mode is designed to help develop timing skills with the goal of playing exactly with the beat of the metronome. The strokes on the pad are measured against the timing of the metronome, and the resulting timing is displayed.

Behind the beat (dragging) On the beat A head of the beat (rushing)



3. [qCt] "Quiet Count" mode

Quiet Count mode is a timing exercise used to develop the player's "internal" clock. In this mode, the metronome plays the first eight bars at the set volume, then plays the next eight bars at a substantially reduced volume. This alternating volume pattern will continue until the metronome is stopped (or the batteries die, which is a good reason to get a BOSS PSA-120 power adapter).



4. [SPd] "Speed Check"

Speed Check is also a timing exercise. In this mode the RM-2 module looks to see how well the player is playing in time with the metronome. After eight bars, if played accurately enough, the metronome will increase in tempo five beats per minute. If the playing is not accurate enough, the display will flash once, and the current tempo will be repeated. Be patient with this one!



5. [Gu] "Gradual Up"

Gradual up is specifically designed to practice rudiments and other exercises from "open" (slow) to "closed" (fast). This is an exercise drummer's have done for years, but until now, have never been able to do with a metronome. The tempo increases one beat per minute for every two beats. When the player's fastest tempo is reached, pressing the down [▼] arrow button will set that speed as the maximum tempo. If the tempo is not limited it will increase to 300bpm, the maximum possible tempo of the metronome. Press the up [▲] button to clear the maximum tempo.



6 Rhythm Coach Mode - Practical Exercises

* There will be a 2-bar verbal count off before every exercise on the audio CD.

1. [rhy] "Rhythm" mode (CD track #24)

Play along with the metronome through the beat subdivisions at 120bpm.

alt. sticking L R L R etc.



TIP:

Try using Paradiddles for the sixteenth notes and Double Paradiddles for the sextuplets.

2. [tch] "Time Check" mode. (CD track #25)

Set tempo to Q=100, Rhythm Type to 8ths.

Exercise -Alternate two bars of 8ths, two bars of 16ths

Alternate Rhythms

Snare & Tenor Drum Duet #1

An intermediate level duet

Snare & Tenor Drum Duet #1

Mike Snyder

$\bullet = 104$

The musical score is divided into four systems, each with a Snare Drum (S.Dr.) and Tenor Drum (T. Dr.) part. The first system (measures 1-4) features a Snare Drum part with a *mf* dynamic and a Tenor Drum part with a *mp* dynamic that increases to *mf*. The second system (measures 5-8) features both drums at a *f* dynamic. The third system (measures 9-12) features the Snare Drum with a *f* dynamic and the Tenor Drum with a *mf* dynamic. The fourth system (measures 13-16) features both drums with a *f* dynamic. The score includes various rhythmic patterns such as eighth and sixteenth notes, and rests, with many notes marked with accents (>).


©2002 Roland Corp. US


PERCUSSIVE ARTS SOCIETY INTERNATIONAL DRUM RUDIMENTS


ALL RUDIMENTS SHOULD BE PRACTICED: OPEN (SLOW) TO CLOSE (FAST) TO OPEN (SLOW) AND/OR AT AN EVEN MODERATE MARCH TEMPO.

I. ROLL RUDIMENTS


A. SINGLE STROKE ROLL RUDIMENTS


1. SINGLE STROKE ROLL * 
R L R L R L R L

2. SINGLE STROKE FOUR 
R L R L R L R L
L R L R L R L R

3. SINGLE STROKE SEVEN 
R L R L R L R
L R L R L R L

B. MULTIPLE BOUNCE ROLL RUDIMENTS

4. MULTIPLE BOUNCE ROLL 

5. TRIPLE STROKE ROLL 
R R R L L L R R R L L L


C. DOUBLE STROKE OPEN ROLL RUDIMENTS


6. DOUBLE STROKE OPEN ROLL * 
R R L L R R L L


7. FIVE STROKE ROLL * 
R R L L L


8. SIX STROKE ROLL 
R L R L R L
L R L R L R


9. SEVEN STROKE ROLL * 
R L R L R L L
L R L R L R


10. NINE STROKE ROLL * 
R R L L L

11. TEN STROKE ROLL * 
R L R L R L R L
L R L R L R L R


12. ELEVEN STROKE ROLL * 
R L R L R L R L
L R L R L R L R


13. THIRTEEN STROKE ROLL * 
R R L L L


14. FIFTEEN STROKE ROLL * 
R L R L R L R L
L R L R L R L R


15. SEVENTEEN STROKE ROLL 
R R L L L

II. DIDDLE RUDIMENTS

16. SINGLE PARADIDDLE * 
R L R R L L L L

17. DOUBLE PARADIDDLE * 
R L R L R R L L R L L L

18. TRIPLE PARADIDDLE 
R L R L R L R R L L R L L L

19. SINGLE PARADIDDLE-DIDDLE 
R L R R L L L R R L L L
L R L L R R L L L R R



* These rudiments are also included in the original Standard 26 American Drum Rudiments.
Copyright © 1984 by the Percussive Arts Society, 701 N.W. Ferris Ave., Lawton, OK 73507-5442
International Copyright Secured All Rights Reserved