

Doumbek strokes for right-handed player

Sit upright on an armless chair, feet shoulder-length apart, or cross-legged, with the *doumbek* cradled on the lap. The body of the *doumbek* sits on your left thigh and the bowl of the drum sits between the thighs with the head tilted slightly downward. The *doumbek* should be secure and the arms are relaxed. Adjust your sitting position (i.e. elevate the left leg) or adjust the height of the chair to ensure the *doumbek* is stable (not rolling off your lap) and you are comfortable. Don't rely on your arms to hold the *doumbek* in place.

All strokes, except the TA stroke, are quick release or flick off the head, with all contacts being made with padded parts of the hand and/or fingers (no bone contact). Relax the shoulders, arms, and hands.

- **D** = Doum / bass hit on center of head w right hand / fatty part of the palm contacts the rim of the drum while the pads of the fingers contact the center of the head / shallow arch in the hand
- **T** = Tek or Tak / treble hit on the rim w right hand / pads of the fingers contact the seam between the rim and the head
- **k** = kah / treble hit on the rim w left ring finger / left wrist twists slightly as the pad of the ring finger contacts the seam between the rim and the head, and the fatty part of the palm below the pinky contacts the bowl of the drum
- **t** = tik / soft tap on rim with right index finger
- **(t)** = tik / soft tap between doum and tak with right index finger
- **^t** = tük / treble hit on rim with left index finger
- **TA** = Tah / slap hit on center of head with slightly arched right hand

- **Left finger roll** - start with left pinky, roll to index, end with tek or tik (5 distinct sounds)
- **Right finger roll** - start with right pinky, roll to index, end with kah (5 distinct sounds)
- **Gallop** - da ra da / loose right (da) left (ra) right (da) bounces on top of rim
- **Gallop roll** - da ra da kah / loose right (da) left (ra) right (da) bounces on top of rim w added kah
- **Sustained roll** - even da (right) ra (left) bounces on top rim