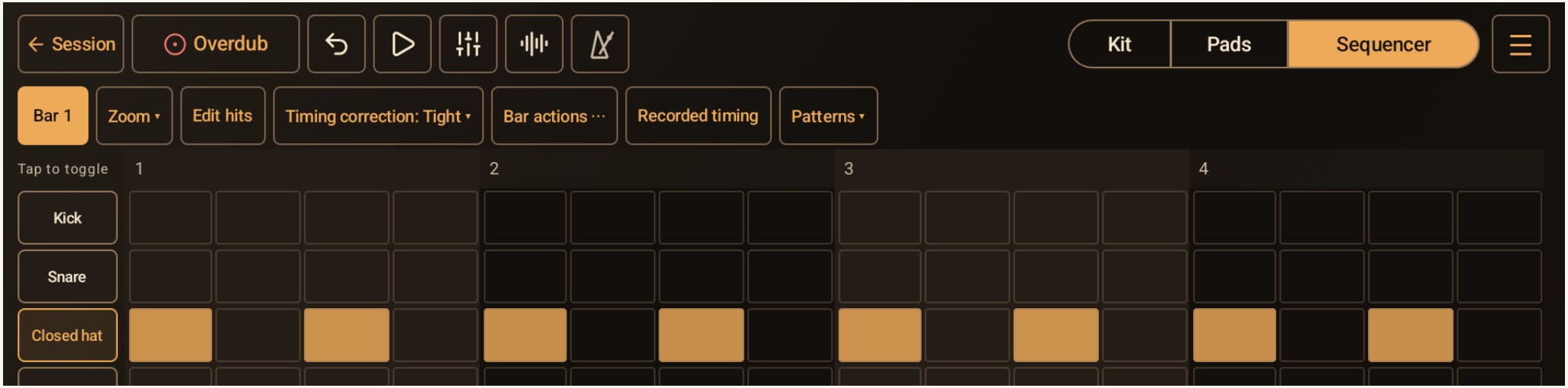
Keep the pulse

One bar. Eight hi-hats. Your first layer of Immigrant Song Cover.



Count aloud

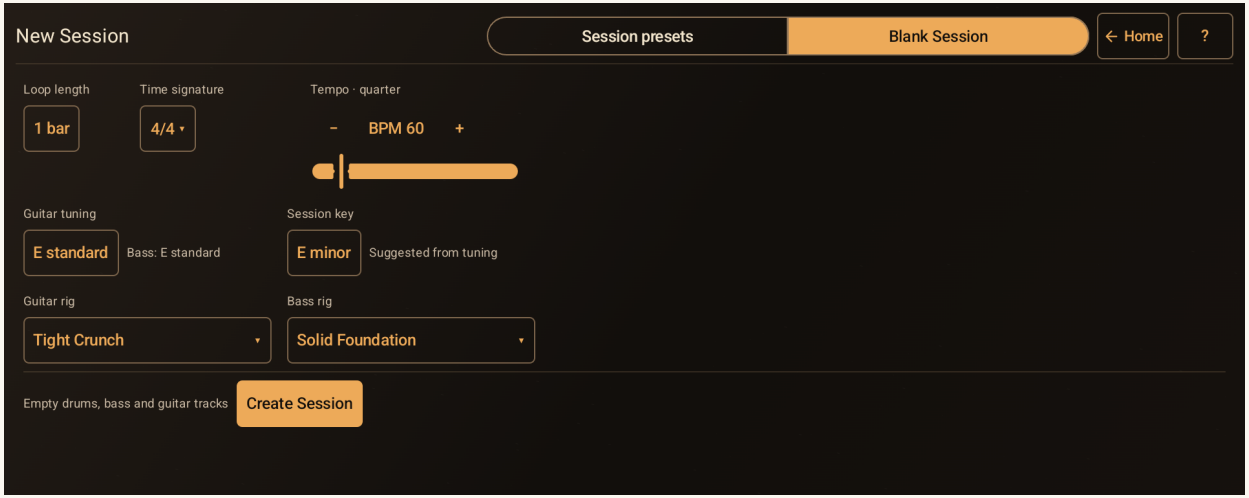
1	&	2	&	3	&	4	&

Tap once on each number and each “and”. At 60 BPM, the beats are one second apart and the taps are half a second apart.

Choose one route: play the pad (pages 4–5), or use Sequencer (page 6). Both reach the same musical checkpoint. Save and export on page 7.

Start with a blank session

A bar groups beats together. This exercise uses four beats in one repeating bar.



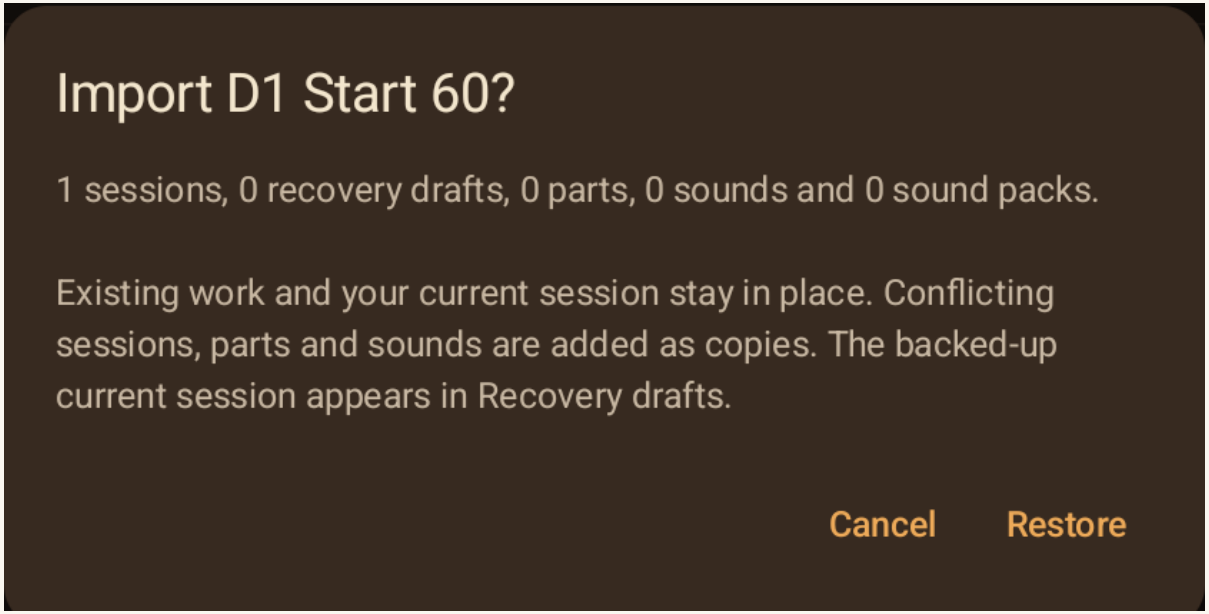
1. From Home, choose New Session → Blank Session.
2. Set Loop length to 1 bar.
3. Tap the BPM number, enter 60, then tap Apply.
4. Leave the meter at 4/4. Tap Create Session.
5. Tap Save, name it D1 Start 60, then tap SAVE.

BPM means beats per minute. A slow tempo gives your fingers time to learn the pattern. We will return to the performance tempo in a later lesson.

Already using the download? Import D1-Start-60.riffjam using page 3, then open Drums. You can skip creating another blank session.

Use a downloaded starting session

This is an alternative to making the blank session yourself.



1. Put D1-Start-60.riffjam in Downloads on your device.

2. From RiffJam Home, open Settings and scroll to Backup and recovery.

3. Choose Import file or backup and select the file.

4. Check the session name and tap Restore.

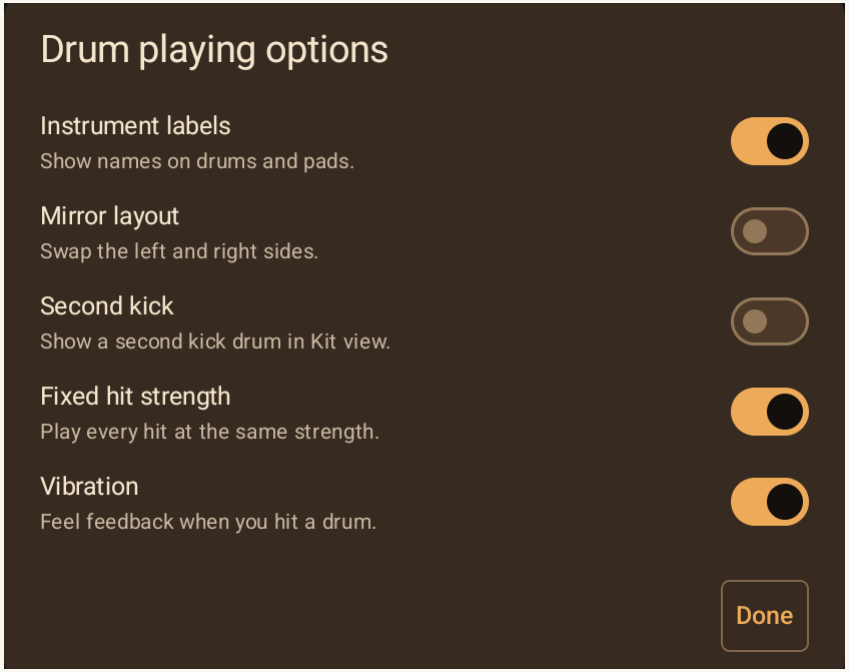
5. In Ready in My Vault, tap Open. Or choose Later and open D1 Start 60 from My Vault.

If you choose Later, your imported session stays in My Vault. Open D1 Start 60 there when you are ready.

Keep the start: use Save as Copy when saving your finished pattern. That leaves the empty session available for the other route.

Prepare one pad

Choose this route if you want to record by playing.





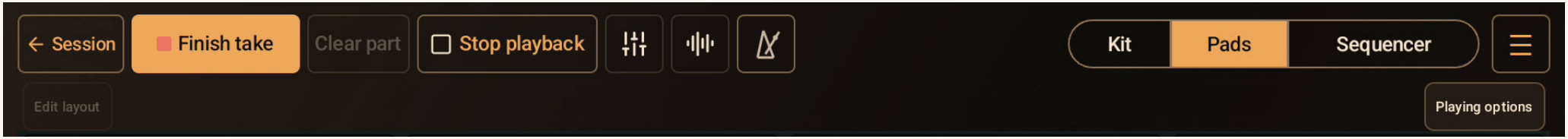
1. Open Drums → Sequencer. Set Timing correction → Tight. Save the starting session again if you made it yourself.

2. Select Pads → Playing options. Turn on Instrument labels and Fixed hit strength. Tap Done.

3. Practise on CLOSED HAT: “one-and, two-and, three-and, four-and”. Use one finger. Practising while stopped does not record.

Count in, play, finish

Eight taps make one pass through this four-second loop.



1. Tap Record. Wait through the count-in. Start your taps on the next “one”.

2. Tap Closed Hat on 1 & 2 & 3 & 4 &. After the last tap, tap Finish take before the loop starts again.

3. Listen as the loop repeats. Finish take ends recording; Stop playback stops the sound.

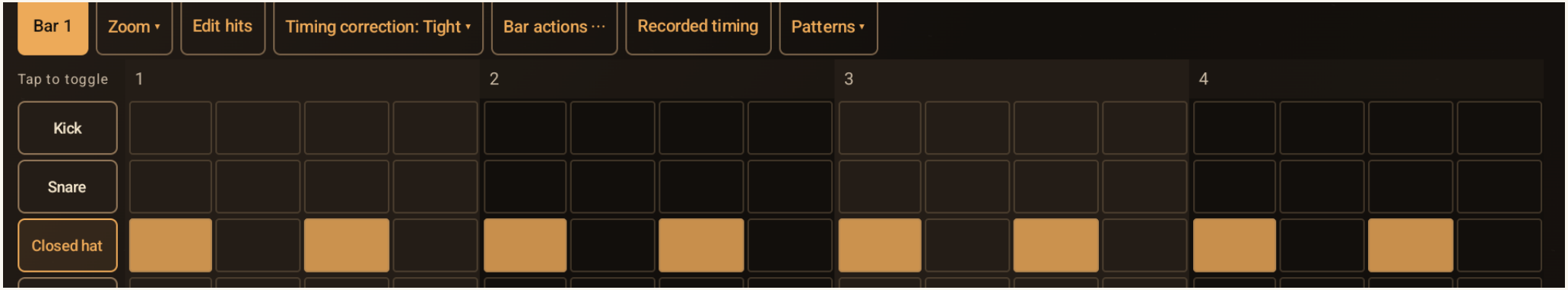
4. Open Sequencer and switch Recorded timing to Playback timing. Check for eight evenly spaced hats.



Tight correction tidies nearby taps during playback. Your original finger timing is still retained. Save your finished take using page 7.

Place the same pulse in Sequencer

Start from D1 Start 60. You do not need to complete the played route first.



1. Open Drums → Sequencer. Keep Edit hits off: the grid says Tap to toggle. Set Timing correction → Tight.

2. Find the Closed hat row. Each beat contains four small cells. Tap the first and third cell in each beat.

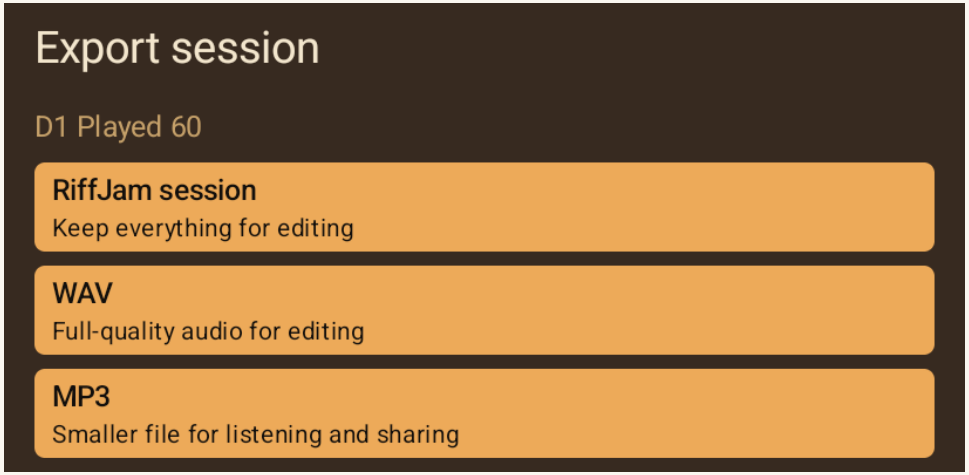
3. Across the whole bar, those are cells 1, 3, 5, 7, 9, 11, 13, 15. Leave every other cell and row empty.

4. Check the total is 8 hits. Tap Play, hear two loops, then tap Stop playback.

Tap an unwanted cell again to remove its hit. Newly entered hits use 80% strength. We will shape the loud and soft notes in a later lesson.

Save your first layer

Keep an editable checkpoint for the next lesson.



1. Return to Session and tap Save as Copy.
2. Name it D1 Played 60 or D1 Editor 60, then tap SAVE.
3. Tap Export → RiffJam session. Choose a destination and tap Save.
4. Reopen your session from My Vault whenever you want to continue.

Finished checkpoint
1 bar · 4/4 · 60 BPM
8 Closed Hat hits · 80% strength
Tight timing correction · no other recorded parts

Next: add the kick. Keep either finished session. Later, we will add the snare, lighter offbeats, more bars and the performance tempo. Sound building and final mixing have their own lessons.

These are early teaching checkpoints. The approved full Immigrant Song Cover preset remains unchanged.