

Zill Patterns and Rhythms I: Patterns

	For rhythms counted in 4s or 8s							
	++++	++++	++++	++++				
Dominant Hand	1	2	3	4				
Singles								
Right	R	L	R	L	This is a continuous playing pattern without pauses. (1, 2, 3, 4)			
Left	L	R	L	R				
Doubles								
Right	RL	RL	RL	RL	This is a continuous playing pattern without pauses. (and 1, and 2, and 3, and 4)			
Left	LR	LR	LR	LR				
Triples								
Right	RLR	RLR	RLR	RLR	This pattern has a slight pause between sets. (and a 1, and a 2, and a 3, and a 4)			
Left	LRL	LRL	LRL	LRL				
Switch Lead	RLR	LRL	RLR	LRL				
Quads								
Right	RLRL	RLRL	RLRL	RLRL	This pattern has a slight pause between sets. (and a 1 and, and a 2 and, and a 3 and, and a 4 and)			
Left	LRLR	LRLR	LRLR	LRLR				
Patterns								
3-3-7								
Right	RLR	RLR	RLRLRLR~		(and a 1, and a 2, and a 1, 2, 3, 4, 5)			
Left	LRL	LRL	LRLRLRL~					
3-7-3								
Right	RLR	RLRLRLR~	RLR		(and a 1, and a 1, 2, 3, 4, 5, and a 1)			
Left	LRL	LRLRLRL~	LRL					
3-5-5								
Right	RLR	RLRL	R~RL	RLR	(and a 1, and a 1, 2, 3, and a 1, 2, 3)			
Left	LRL	LRLR	L~LR	LRL				
7-7								
Right	RLRL	RLR~	RLRL	RLR~	(and a 1, 2, 3, 4, 5, and a 1, 2, 3, 4, 5)			
Left	LRLR	LRL	LRLR	LRL				

Zill Patterns and Rhythms I: Rhythms

Rhythms	For rhythms counted in 4s or 8s							
<i>Beledi (4/4)</i> <i>Masmoudi Saghir</i>								
Right	R R	RLR	R	RLR	DD tkT D TkT			
Left	L L	LRL	L	LRL				
Var1	R L	RLR	L	RLR				
Var2	Both Both	RLR	Both	RLR				
Var3	RL Both R	RLR	Both	LRL				
<i>Maqsoum (4/4)</i>								
Right	R	L	RL	R	DT TD T 1, 2, and 3, 4			
Left	L	R	LR	L				
Var1	R	L	LR	L				
Var 2	Both	R	R Both	R				
<i>Saiid (4/4)i</i>					DT DD T			
Right	R L	~LR	R R	RLR				
Left	L R	~RL	L L	LRL				
Var 1	Both L	~LR	Both Both	RLR				
<i>Masmoudi (8/4)</i>								
Right	R, R, RLRLR, RLR, RLRLR, RLRLR, RL				D D tktkT tkD tkkt tkkTtk			
Left	L, L, LRLRL, LRL, LRLRL, LRLRL, LR							
Var 1	Both, Both, RLRLR, RLBoth, RLRLR RLRLR RL							
<i>Ciftiteli (8/4)</i>								
Right	R RL R RL R RLR R L				D tk T tk T tkD D T			
Left	L LR L LR L LRL L R							
Var 1	Both RL R RL R RLBoth Both R							