

JAZZ IMPROVISATION 4: PRACTICING JAZZ

TABLE OF CONTENTS

1-2. How to Practice Jazz (in four simple steps)

Technical Work

3. Major, Mixolydian, Dorian
4. Locrian, Phrygian, Aeolian
5. Lydian, Melodic Minor, Locrian #2
6. Lydian-Dominant, Lydian-Augmented, Diminished Whole-Tone
7. Diminished (HW), Diminished (WH), Whole-Tone
8. Harmonic Minor, Augmented, Blues
- 9-10. Practicing Scales and Chordal Patterns
11. Modifying Scales and Chordal Patterns
12. The Bebop Scale
- 13-14. David Baker "Generic Patterns"
15. Use of Diminished and Whole-Tone Scales

Phrasing Games (*Out of Nowhere*)

16. Melody
- 17-18. Two-measure phrase games
- 19-20. Advanced phrase games

Guide-Tone Games (*Indiana*)

21. Melody
22. Guide tones (3rds)
23. Guide tones (7ths)
24. Advanced game using 3rds, 7ths, and 9ths
25. Resolutions game

Alteration Games (*All God's Chillun Got Rhythm*)

26. Melody
27. Simplification to dominant chords
28. Diminished scale game
29. Whole-Tone scale game
30. Lydian-dominant scale game
31. Diminished whole-tone scale & triad pairs game

Perpetual Motion Games (*How High The Moon*)

- 32. Melody
- 33. Half and quarter notes game
- 34. Eighth notes and triplets game

Motive Games (*On Green Dolphin Street*)

- 35. Melody
- 36. Motives from the melody game
- 37. Sequences and rhythmic displacement game

Development of the Blues

- 38. *Blue Seven, Tenor Madness, Now's The Time*
- 39. *Blues in the Closet, Walkin', Au Privave*
- 40. *Blue Monk, The Blues Walk, Straight, No Chaser*
- 41. *Bags' Groove, Sandu, Billie's Bounce*
- 42. *Buzzy, Birdlike, Blues for Alice*

Rhythm Changes and Variations

- 43. *I Got Rhythm*
- 44. *Moose the Mooch*
- 45. *Dexterity*
- 46. *Anthropology*
- 47. *Oleo*