

7. MONK'S ADVICE (1958)

JUST BECAUSE YOU'RE NOT A DRUMMER, DOESN'T MEAN THAT YOU DON'T HAVE TO KEEP TIME.

PAT YOUR FOOT & SING THE MELODY IN YOUR ^{HEAD} ~~HEAD~~, WHEN YOU PLAY.
STOP PLAYING ALL ^{THAT BULLSHIT} ~~THOSE~~ WIERD NOTES, PLAY THE MELODY!

MAKE THE DRUMMER SOUND GOOD.

DISCRIMINATION IS IMPORTANT.

YOU'VE GOT TO DIG IT TO DIG IT, YOU DIG?
ALL REET!

ALWAYS KNOW... (MONK ↘)

IT MUST BE ALWAYS NIGHT, OTHERWISE THEY WOULDN'T NEED ^{THE} ~~THE~~ LIGHTS.

LET'S ^{I WANT TO} ~~LET~~ THE BAND STAND!!

AVOID THE HECKLERS.

DON'T PLAY THE PIANO PART, I'M PLAYING THAT. DON'T LISTEN TO A ME, I'M SUPPOSED TO BE ACCOMPANYING YOU!
THE INSIDE OF THE TUNE ~~THE~~ (THE BRIDGE) IS THE PART THAT MAKES THE OUTSIDE SOUND GOOD.

DON'T PLAY EVERYTHING (OR EVERYTIME); LET SOME THINGS GO BY. SOME MUSIC JUST IMAGINED. ^{WHAT YOU DON'T PLAY CAN BE MORE IMPORTANT THAN WHAT YOU DO AS PLAY.}

A NOTE CAN BE SMALL AS A PIN OR BIG AS THE WORLD, IT DEPENDS ON YOUR IMAGINATION.

STAY IN SHAPE! SOMETIMES A MUSICIAN WAITS FOR A GIG, & WHEN IT COMES, HE'S OUT OF SHAPE & CAN'T MAKE IT.

WHEN YOU'RE SWINGING, SWING SOME MORE! (WHAT SHOULD WE WORK TONIGHT?)

ALWAYS LEAVE THEM WANTING MORE. SHARP AS POSSIBLE!

DON'T SOUND ANYBODY FOR A GIG, JUST BE ON THE SCENE. THOSE PIECES WERE WRITTEN SO AS TO HAVE SOMETHING TO PLAY, & TO GET CATS INTERESTED ENOUGH TO COME TO REHEARSAL.

YOU'VE GOT IT! IF YOU DON'T WANT TO PLAY, TELL A JOKE OR DANCE, BUT IN ANY CASE, YOU GOT IT! (TO A DRUMMER WHO DIDN'T WANT TO SOLO).

WHATEVER YOU THINK CAN'T BE DONE, SOMEBODY WILL COME ALONG & DO IT. A GENIUS IS THE ONE MOST LIKE HIMSELF.

THEY TRIED TO GET ME TO HATE WHITE PEOPLE, BUT SOMEONE WOULD ALWAYS COME ALONG & SPOIL IT.