PA  ROLL RUDIMENT
Buzz roll
Play the long roll using multiple bounce (closed/buzzed) strokes

PB  SINGLE STROKE EXERCISES
Quarter and eighth notes
Start each line with either hand, and then alternate hands until the end of the exercise. The lines should be played evenly without accent, in a steady tempo.

PC  FLAM RUDIMENT
Start with a right hand flam (LR). Each flam played with an accent, at a slow tempo

PD  DOUBLE STROKE RUDIMENT
Drag (or called Ruff, Half drag)

Snare drum: 1 2 3 4 1 + 2 + 3 + 4 +
Foot tap: 1 2 3 4 1 2 + 3 4 +

Alternating flams
uD uD uD uD
LR RL LR RL

buD buD buD buD
LLR RRL LLR RRL

u = unaccented up stroke
D = accented down stroke
L = left hand, R = right hand

bu = bounced up stroke
D = accented down stroke
1A ROLL RUDIMENTS
Start the multiple bounce roll with either hand. Use stick placement from the edge to the center of the drum and back to help create the dynamic contrast.

2. 5 stroke roll (on the beat)
3. 5 stroke roll (off the beat)

Play the 5 stroke rolls open or closed with the indicated sticking.

1B SINGLE STROKE EXERCISES
Quarter, eighth and sixteenth notes
Start each line with either hand, and then alternate hands until the end of the exercise.

1C FLAM RUDIMENTS
Flam taps

1D DOUBLE STROKE RUDIMENTS
Single paradiddle

u = unaccented up stroke
D = accented down stroke
t = tap
Level TWO Snare Drum Rudiments

2A ROLL RUDIMENTS
The double stroke roll should be played slow (open) to fast (closed) to slow (open). An open double bounce should be heard throughout. Play the 9, 13 and 17 stroke rolls open or closed.

Double stroke (open/rudimental) roll

1. 9 stroke roll

Written

2. 9 stroke roll

Played

3. 13 stroke roll

R R L L R R L L R R L R R L L R R L L R R L

4. 17 stroke roll

R R L L R R L L R R L R R L L R R L L R R L L R R L

2B SINGLE STROKE EXERCISE
Quarter, eighth and sixteenth notes

Snare drum:

Tap foot:

2C FLAM RUDIMENTS
Flam accent #2

2D DOUBLE STROKE RUDIMENTS

1. Double paradiddle

R R L L R R L L R R L

D = accented down stroke, u = unaccented up stroke, t = tap

2. Lesson 25 (on the beat)

b u t D b u t D D b t t D b t t

or R R L L R R L L R R L

3. Lesson 25 (off the beat)

b u t D b u t D D b t t D b t t

or R R L L R R L L R R L

b = bounce stroke

4. Single ratamacue (on the beat)

b t u D b t u t D

5. Single ratamacue (off the beat)

D b t u D b t u t
Level THREE Snare Drum Rudiments

3A ROLL RUDIMENTS
Single stroke rolls are played one stroke per hand that rebounds naturally without a multiple bounce.
Match the speed of the roll to the drum tension (low/loose = slow, high/tight = fast).

1. Single stroke roll (slow-fast-slow)

2. 7 stroke roll

3. 15 stroke roll

3B SINGLE STROKE EXERCISES
Quarter notes & eighth triplets

1. Single stroke roll

2. 7 stroke roll

3. 15 stroke roll

3C FLAM RUDIMENTS
1. Flam accent #1
2. Flam drag
3. Flam paradiddle

3D DOUBLE STROKE RUDIMENTS
1. Single dragadiddle
2. Drag paradiddle #1
3. Single drag tap

bD = bounced down stroke
Level FOUR Snare Drum Rudiments

4A ROLL RUDIMENTS
Play the Long Roll starting with two slow full strokes per hand - gradually get faster into open/double strokes - get faster into closed/multiple bounce strokes - switch to fast bounced open/double strokes gradually slow down into two full strokes per hand that return to the starting tempo.

1. Long roll played slow (open) to fast (closed) into a multiple bounce (buzz) to fast (closed) to slow (open)

2. 10 stroke roll

3. 11 stroke roll

4B SINGLE STROKE EXERCISES
Quarter notes & sixteenth triplets

1. Snare drum:

2. Tap foot:

3. 11 stroke roll

4C FLAM RUDIMENTS
1. Flamacue

2. Flam paradiddle-diddle

3. Triple paradiddle

4D DOUBLE STROKE RUDIMENTS
1. Triple paradiddle

2. Double ratamacue

3. Triple ratamacue
Level FIVE Snare Drum Rudiments

5A ROLL RUDIMENTS

1. Triple stroke roll
2. 6 stroke roll (on the beat)
3. 6 stroke roll (off the beat)

Play slow (open) to fast (closed) into a buzz (closed) to slow (open)

5B SINGLE STROKE EXERCISES

Quarter, eighth, sixteenth & thirty-second notes

Snare drum:

Tap foot:

5C FLAM RUDIMENTS

1. Single flammed mill
2. Inverted flam tap
3. Swiss army triplet

5D DOUBLE STROKE RUDIMENTS

1. Paradiddle-diddle
2. Double drag tap
3. Drag paradiddle #2
4. Pataflafla

or

or