40 ESSENTIAL SNARE DRUM RUDIMENTS

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PRACTICE YOUR RUDIMENTS WITH OUR EXCLUSIVE ONLINE PLAYALONG TRACKS!

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I. Roll Rudiments

A. Single Stroke Rudiments

1. Single Stroke Roll



APPLICATION:



2. Single Stroke Four



APPLICATION:

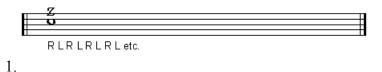


3. Single Stroke Seven





B. Multiple Bounce Rudiments



APPLICATION:

* NOTE FROM MARK WESSELS (author of exercises, performing playalong files):

In order to play the multiple bounce roll with a high quality of sound, speed is not a determining factor. Each of the following exercises is written within a tempo marking that is appropriate to produce the best quality of sound for a buzz roll (for most applications).

As you work through each exercise, you'll notice that the "sweet spot" for hand speed is roughly in the middle of the tempo range. However, practicing throughout the range of tempi will give you the ability to produce the best sounding roll in a variety of situations. Drum size, musical style, head type, head tension, dynamic level, stick selection and performance space will all be determining factors in which roll subdivision will sound best!

RECOMMENDED APPROACH FOR BEGINNING/INTERMEDIATE PLAYERS:

The application of this rudiment is different from all the others in that you're not starting slow and gradually working on faster speeds. Instead, start by learning to play the 16th based roll subdivision in a medium tempo (exercise #4), then go back to #1 (which is essentially the same duple subdivision, but half the speed). Next, work on the triplet subdivisions (#2 and #5).

The most difficult subdivision to master is the Quintuplet in exercise #3. This subdivision is not commonly found in band or orchestra music, but will produce the best sounding rolls because of the lack of "lead hand" pulsations! You may also wish to experiment with Septuplet subdivisions for slow tempos (overlapping exercise #1 and #2: m.m.=60-85). As always, use your ears to determine the best hand speed for your multiple bounce rolls.

Good Luck!

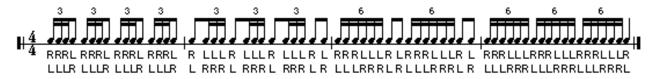
m.m.=100-150





1. Triple Stroke Roll





C. **Double Stroke Rudiments**

1. Double Stroke Open Roll



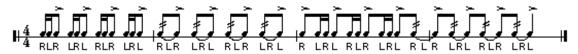
APPLICATION:



2. Five Stroke Roll



DUPLE APPLICATION:



TRIPLET APPLICATION:

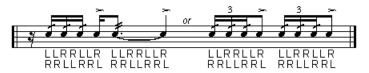


3. Six Stroke Roll





4. The Seven Stroke Roll



DUPLE APPLICATION:



TRIPLET APPLICATION:



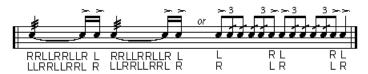
5. Nine Stroke Roll

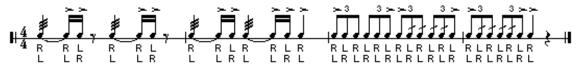


APPLICATION:

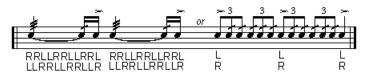


6. Ten Stroke Roll





7. Eleven Stroke Roll



APPLICATION:



8. Thirteen Stroke Roll



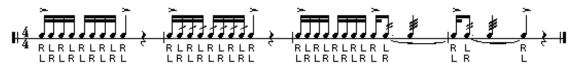
APPLICATION:



9. Fifteen Stroke Roll



APPLICATION:



10. Seventeen Stroke Roll





II. Diddle Rudiments

1. Single Paradiddle



APPLICATION:



2. Double Paradiddle



APPLICATION:



3. Triple Paradiddle

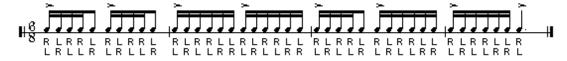


APPLICATION:



4. Paradiddle-Diddle





III. Flam Rudiments

1. Flam



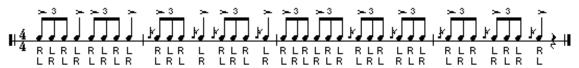
APPLICATION:



2. Flam Accent



APPLICATION:



3. Flam Tap

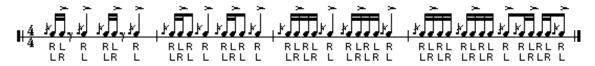


APPLICATION:



4. Flamacue

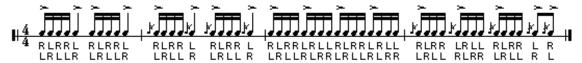




5. Flam Paradiddle



APPLICATION:



6. Flammed Mill



APPLICATION:



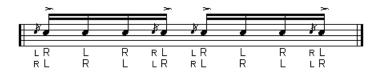
7. Flam Paradiddle-Diddle

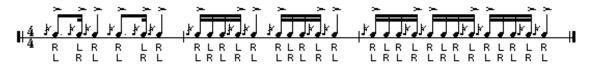


APPLICATION:



8. Pataflafla

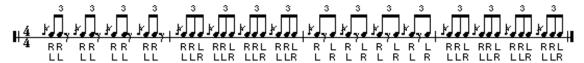




9. Swiss Army Triplet



APPLICATION:



10. Inverted Flam Tap



APPLICATION:



11. Flam Drag



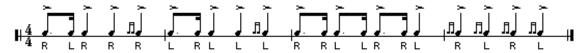


IV. Drag Rudiments

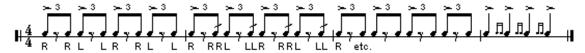
1. Drag



APPLICATION:



PLATINUM LEVEL APPLICATION:



DIAMOND LEVEL APPLICATION:



2. Single Drag Tap



APPLICATION:

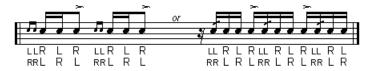


3. Double Drag Tap

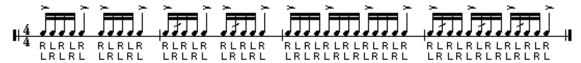




4. The Lesson 25



APPLICATION:



5. Single Dragadiddle



APPLICATION:



6. Drag Paradiddle #1



APPLICATION:



7. Drag Paradiddle #2





8. Single Ratamacue



APPLICATION:



9. Double Ratamacue



APPLICATION:



10. Triple Ratamacue



