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

   ![Diagram of Single Stroke Roll]

   APPLICATION:

   ![Application Diagram]

   2. Single Stroke Four

   ![Diagram of Single Stroke Four]

   APPLICATION:

   ![Application Diagram]

   3. Single Stroke Seven

   ![Diagram of Single Stroke Seven]

   APPLICATION:

   ![Application Diagram]
B. Multiple Bounce Rudiments

1. 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!
1. *Triple Stroke Roll*

   ![Drum Pattern](image1)

   **APPLICATION:**

   ![Drum Pattern](image2)
C. **Double Stroke Rudiments**

1. **Double Stroke Open Roll**

   ![Double Stroke Open Roll Diagram]

   **APPLICATION:**

   ![Double Stroke Open Roll Application]

2. **Five Stroke Roll**

   ![Five Stroke Roll Diagram]

   **DUPLE APPLICATION:**

   ![Five Stroke Roll Duple Application]

   **TRIPLET APPLICATION:**

   ![Five Stroke Roll Triplet Application]

3. **Six Stroke Roll**

   ![Six Stroke Roll Diagram]

   **APPLICATION:**

   ![Six Stroke Roll Application]
4. The Seven Stroke Roll

DUPLE APPLICATION:

TRIPLET APPLICATION:

5. Nine Stroke Roll

APPLICATION:

6. Ten Stroke Roll

APPLICATION:
7. Eleven Stroke Roll

APPLICATION:

8. Thirteen Stroke Roll

APPLICATION:

9. Fifteen Stroke Roll

APPLICATION:

10. Seventeen Stroke Roll

APPLICATION:
II. *Diddle Rudiments*

1. **Single Paradiddle**

   ![Diagram](image1)

   **APPLICATION:**
   
   ![Diagram](image2)

2. **Double Paradiddle**

   ![Diagram](image3)

   **APPLICATION:**
   
   ![Diagram](image4)

3. **Triple Paradiddle**

   ![Diagram](image5)

   **APPLICATION:**
   
   ![Diagram](image6)

4. **Paradiddle-Diddle**

   ![Diagram](image7)

   **APPLICATION:**
   
   ![Diagram](image8)
III. Flam Rudiments

1. Flam

```
\[ LR \quad RL \quad LR \quad RL \quad LR \quad RL \quad LR \quad RL \]
```

**APPLICATION:**

```
\[ \begin{array}{cccccccc}
\text{R} & \text{R} & \text{R} & \text{R} & \text{R} & \text{R} & \text{R} & \text{R} \\
\text{L} & \text{L} & \text{L} & \text{L} & \text{L} & \text{L} & \text{L} & \text{L} \\
\end{array} \]
```

2. Flam Accent

```
\[ LR \quad L \quad R \quad R \quad L \quad R \quad L \quad R \]
```

**APPLICATION:**

```
\[ \begin{array}{cccccccc}
\text{R} & \text{R} & \text{R} & \text{R} & \text{R} & \text{R} & \text{R} & \text{R} \\
\text{L} & \text{L} & \text{L} & \text{L} & \text{L} & \text{L} & \text{L} & \text{L} \\
\end{array} \]
```

3. Flam Tap

```
\[ LR \quad R \quad RL \quad L \quad LR \quad A \quad RL \quad L \]
```

**APPLICATION:**

```
\[ \begin{array}{cccccccc}
\text{R} & \text{R} & \text{R} & \text{R} & \text{R} & \text{R} & \text{R} & \text{R} \\
\text{L} & \text{L} & \text{L} & \text{L} & \text{L} & \text{L} & \text{L} & \text{L} \\
\end{array} \]
```

4. Flamacue

```
\[ LR \quad RL \quad L \quad R \quad L \quad LR \quad RL \]
```

**APPLICATION:**

```
\[ \begin{array}{cccccccc}
\text{R} & \text{R} & \text{R} & \text{R} & \text{R} & \text{R} & \text{R} & \text{R} \\
\text{L} & \text{L} & \text{L} & \text{L} & \text{L} & \text{L} & \text{L} & \text{L} \\
\end{array} \]
```
5. Flam Paradiddle

APPLICATION:

6. Flammed Mill

APPLICATION:

7. Flam Paradiddle-Diddle

APPLICATION:

8. Pataflafla

APPLICATION:
9. Swiss Army Triplet

APPLICATION:

10. Inverted Flam Tap

APPLICATION:

11. Flam Drag

APPLICATION:
IV. Drag Rudiments

1. Drag

APPLICATION:

PLATINUM LEVEL APPLICATION:

DIAMOND LEVEL APPLICATION:

2. Single Drag Tap

APPLICATION:

3. Double Drag Tap

APPLICATION:
4. The Lesson 25

APPLICATION:

5. Single Dragadiddle

APPLICATION:

6. Drag Paradiddle #1

APPLICATION:

7. Drag Paradiddle #2

APPLICATION:
8. Single Ratamacue

APPLICATION:

9. Double Ratamacue

APPLICATION:

10. Triple Ratamacue

APPLICATION: