

INTERNATIONAL DRUM RUDIMENTS

by Dave Black

As with regular playing cards, there are four suits. Each suit represents a different rudimental family: Roll Rudiments, Diddle Rudiments, Flam Rudiments, and Drag Rudiments. Four jokers are included as well, each containing a brief history of the rudiments and how to practice them. Rudiments marked with an asterisk (*) are included in the original Standard 26 American Rudiments.

Each Card Contains the Following Rudimental Information:

Brief description

Name

Music example

Stickings

© 2015 Alfred Music

The PAS International Drum Rudiments are Copyright © 1984 by the Percussive Arts Society All Rights Reserved Used by Permission

PERCUSSIVE ARTS SOCIETY (PAS) INTERNATIONAL DRUM RUDIMENTS

With the goal of standardizing, revising, and updating the Standard 26 American Rudiments, the Percussive Arts Society (PAS) introduced the PAS International Drum

Rudiments, using the

Standard 26 American Drum
Rudiments as their nucleus.

Added to the traditional twentysix rudiments are fourteen drum corps, orchestral, European, and contemporary drum rudiments, forming what is now referred to as the PAS 40 International Drum Rudiments.

> The PAS International Drum Rudiments are Copyright © 1984 by the Percussive Arts Society All Rights Reserved Used by Permission

E R

3

notes; the first note is preceded with a drag grace The single drag tap consists of two alternating note and the second is accented. Single Drag Tap*

Sticking: LLRL RRLR







A paradiddle-diddle is formed by adding Single Paradiddle-Diddle

double strokes to the end of a paradiddle. Sticking: RLRRLL or LRLLRR



