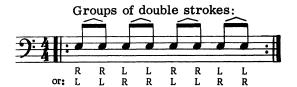
SECTION I: RUDIMENTS

Each drum rudiment, except for those employing grace notes, is a combination of single and double strokes. The rudiment is the sticking pattern.

Example:
Groups of single strokes:





For example, by combining one group of singles $\begin{pmatrix} \widehat{R} & L \\ L & R \end{pmatrix}$ and one group of oubles $\begin{pmatrix} \widehat{R} & L \\ R & R \end{pmatrix}$, we form the rudiment known as the single paradiddle $\begin{pmatrix} \widehat{R} & \widehat{R} \\ R & L & R \end{pmatrix}$

Accents may be added to this rudiment.

Example:



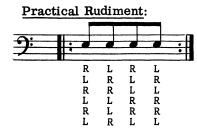
The fingering of a rudiment may also be subjected to permutation.

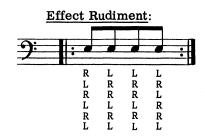




Since all standard rudiments are formed by combining groups of singles and groups of doubles, it is impossible to play anything on a drum that is not a variation of some rudiment.

A RUDIMENT IS (SHOULD BE) A MOST PRACTICAL FINGERING TO EXECUTE A MOST POPULAR RHYTHM. When fingerings are written in they are to be strictly observed. In the exercises below, it should be noted that each fingering produces a different sound, even though the rhythm remains unchanged. Each of these sounds will have its proper place under some future musical condition.





The "effect rudiment" is appropriate at times (especially when playing on a drum set), but it is difficult to execute smoothly and cleanly.

The "practical rudiment" can be played faster, with less effort and with a flowing rhythmic feeling. The practical rudiment, except for those incorporating grace notes, never has more than two beats in a row in one hand.

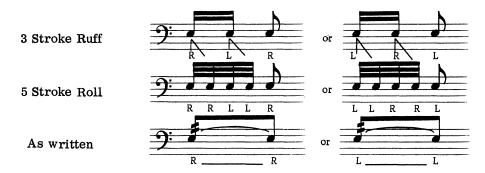
THE ROLL

(Review)

The drum has no way of sustaining a note, as the other instruments have. Therefore, to give the effect of a sustained note, a number of double strokes are played as evenly and as rapidly as is practical and possible, producing what is called a "roll".

Initially, the roll is made up of two strokes with each hand, this being sometimes referred to as the "mammy-daddy roll". In order to play the roll rapidly enough to give the desired effect, the first note must be struck, while the second note is produced from the bounce, or "rebound", of the first. Both notes should be controlled, and of equal volume, or the roll will sound uneven.

DEVELOPMENT OF THE 5 STROKE ROLL



DEVELOPMENT OF THE 7 STROKE ROLL



ROLL STUDIES







