

# The Roll

## *83 Exercises for Developing the Snare Drum Roll*

### Emil Sholle

#### Preface

Much has been written in books on the study of drum as to how a drum roll should sound, but there is a scarcity of material which gives us exercises written for the definite purpose of developing a good roll.

This book has been written after much discussion and correspondence with some of the leading drum teachers of this country.

The average young drummer spends a great amount of time aimlessly practicing the roll. How much more would be accomplished if each time he practiced, the drummer would work on a special exercise with a definite aim in view. It is the opinion of the author that anyone who carefully follows the instructions given in this book and uses these exercises as daily practice must benefit.

The outstanding drum teachers who have contributed to this book have given much that is of great value to both pupil and teacher. I want to thank these men for their help and suggestions:

*Cloyd E. Duff  
Fred D. Hinger  
A. H. "Rags" Anderson  
Frank Sholle  
Robert Matson  
Joseph "Drums" Sevcik  
Robert Pangborn  
James D. Salmon*

**LUDWIG** *Masters*  
PUBLICATIONS

# Section 1

Each exercise is played 3 ways.

FIRST TIME - - - -

Each note is played with what we will call "THE HIT FREE BOUNCE".

We strike and let the stick bounce many times with what we might say is a "BUZZ STROKE".

Both sticks must match in the number of taps and in volume and in speed and evenness of bounce.

SECOND TIME - - - -

Each note is played twice (with one stroke).

We will call this the "CONTROLLED DOUBLE BOUNCE".

THIRD TIME - - - -

Each note is played 3 times (with one stroke).

We will call this the "CONTROLLED TRIPLE BOUNCE".

Play all exercises in Section III with the metronome set at 76 for  Also at 84- 92-100-

1. *L R L R* *R L R L*

2. *etc.*

3. *R L* *etc.*

4. *etc.*

5. *R L*  
*L R*  
*etc.*

6. *etc.*

7. *R L*  
*L R*  
*etc.*

8. *etc.*

9. *etc.*

10. *R L*  
*L R*  
*etc.*

11. *etc.*

12. *etc.*

13. *R L*  
*L R*  
*etc.*