Snare Rudiment Required List with Minimum Tempos

I. Roll Rudiments	Group V	Group IV	Group III	Group II	Group I
1. Single Stroke Roll	40	50	60	70	80
2. Single Stroke Four				90	100
3. Single Stroke Seven				90	100
4. Multiple Bounce Roll	60	76	92	108	124
5. Triple Stroke Roll				90	100
6. Double Stroke Roll			92	108	124
7. Five Stroke Roll	*60	*76	92	108	124
8. Six Stroke Roll					124
9. Seven Stroke Roll			92	108	124
10. Nine Stroke Roll	*60	*76	92	108	124
11. Ten Stroke Roll					124
12. Eleven Stroke Roll				108	124
13. Thirteen Stroke Roll			92	108	124
14. Fifteen Stroke Roll					124
15. Seventeen Stroke Roll	*60	*76	92	108	124
II. Diddle Rudiments					
16. Single Paradiddle	70	90	110	130	150
17. Double Paradiddle	70	90	110	130	150
18. Triple Paradiddle			110	130	150
19. Single Paradiddle-diddle				130	150
III. Flam Rudiments					
20. Flam	[70]	[90]	[110]	[130]	[150]
21. Flam Accent	70	90	110	130	150
22. Flam Tap	52	66	82	98	112
23. Flamacue		66	82	98	112
24. Flam Paradiddle	52	66	82	98	112
25. Single Flammed Mill			82	98	112
26. Flam Paradiddle-diddle				90	100
27. Pataflafla				90	100
28. Swiss Army Triplet					80
29. Inverted Flam Tap					80
30. Flam Drag					80
IV. Drag Rudiments					
31. Drag		90	110	130	150
32. Single Drag Tap		66	82	98	112
33. Double Drag Tap			82	98	112
34. Lesson 25			82	98	112
35. Single Dragadiddle				90	100
36. Drag Paradiddle #1			80	90	100
37. Drag Paradiddle #2				90	100
38. Single Ratamacue			80	90	100
39. Double Ratamacue				90	100
40. Triple Ratamacue					100
All tempos are based on the quarter with the exception of #20 Flam on the eighth note. [ ]					
Group V and IV student's choice, Groups III-I Judge's choice					
* Multiple Bounce accepted Group V and IV only					

PERCUSSIVE ARTS SOCIETY INTERNATIONAL DRUM RUDIMENTS

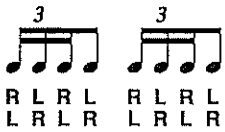
ALL RUDIMENTS SHOULD BE PRACTICED: OPEN (SLOW) TO CLOSE (FAST) TO OPEN (SLOW) AND/OR AT AN EVEN MODERATE MARCH TEMPO.

I. ROLL RUDIMENTS

A. SINGLE STROKE ROLL RUDIMENTS

1. SINGLE STROKE ROLL *

2. SINGLE STROKE FOUR

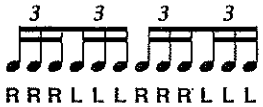


3. SINGLE STROKE SEVEN

B. MULTIPLE BOUNCE ROLL RUDIMENTS

4. MULTIPLE BOUNCE ROLL

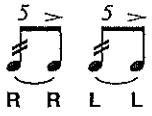
5. TRIPLE STROKE ROLL



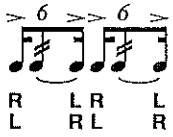
C. DOUBLE STROKE OPEN ROLL RUDIMENTS

6. DOUBLE STROKE OPEN ROLL *

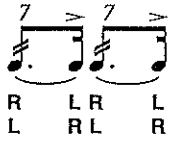
7. FIVE STROKE ROLL *



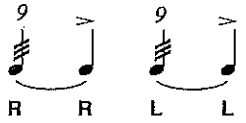
8. SIX STROKE ROLL



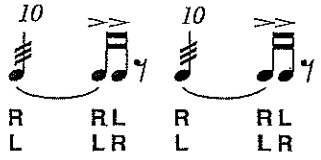
9. SEVEN STROKE ROLL *



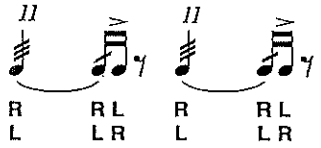
10. NINE STROKE ROLL *



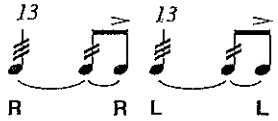
11. TEN STROKE ROLL *



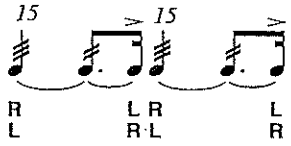
12. ELEVEN STROKE ROLL *



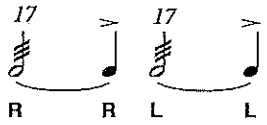
13. THIRTEEN STROKE ROLL *



14. FIFTEEN STROKE ROLL *



15. SEVENTEEN STROKE ROLL



II. DIDDLE RUDIMENTS

16. SINGLE PARADIDDLE *

17. DOUBLE PARADIDDLE *

18. TRIPLE PARADIDDLE

19. SINGLE PARADIDDLE-DIDDLE

* These rudiments are also included in the original Standard 26 American Drum Rudiments.

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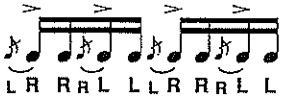
III. FLAM RUDIMENTS

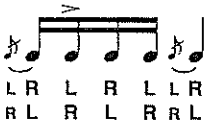
20. Flam *

21. Flam Accent *

22. Flam Tap *



23. Flamacue *

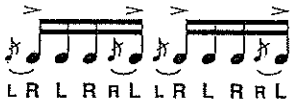


24. Flam Paradiddle *

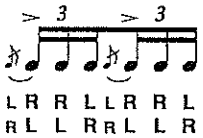
25. Single Flammed Mill

26. Flam Paradiddle-diddle *

27. Pataflafla



28. Swiss Army Triplet

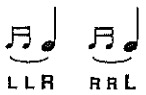


29. Inverted Flam Tap

30. Flam Drag

IV. DRAG RUDIMENTS

31. Drag *



32. Single Drag Tap *

33. Double Drag Tap *

34. Lesson 25 *

35. Single Dragadiddle

36. Drag Paradiddle #1 *

37. Drag Paradiddle #2 *

38. Single Ratamacue *

39. Double Ratamacue *

40. Triple Ratamacue *

For more information on becoming a member of the Percussive Arts Society contact PAS at:
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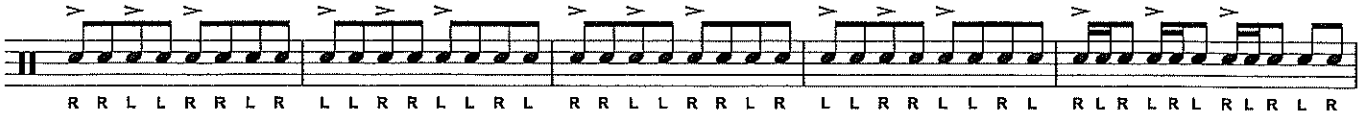
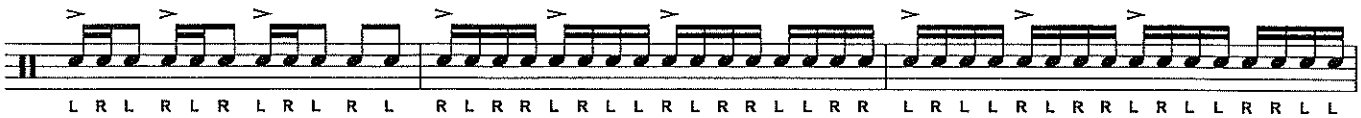
See page 39 for minimum tempos.

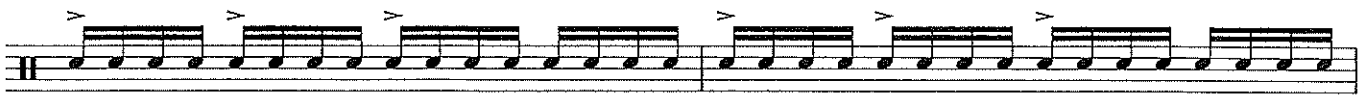
Snare Exercises

Grunge

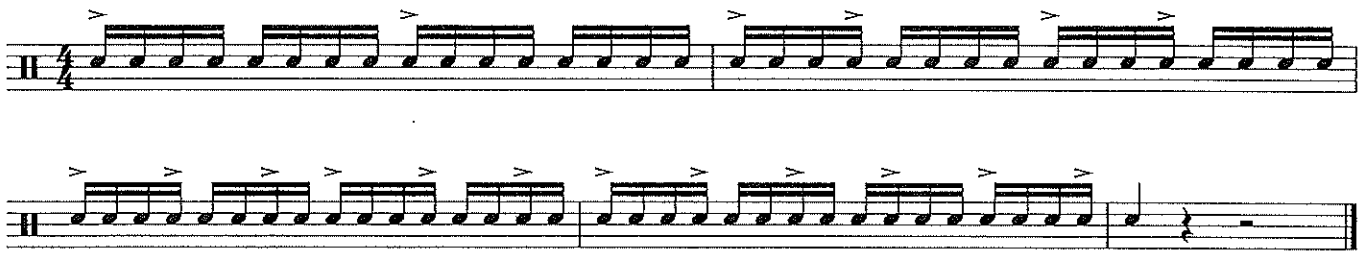
Evolution



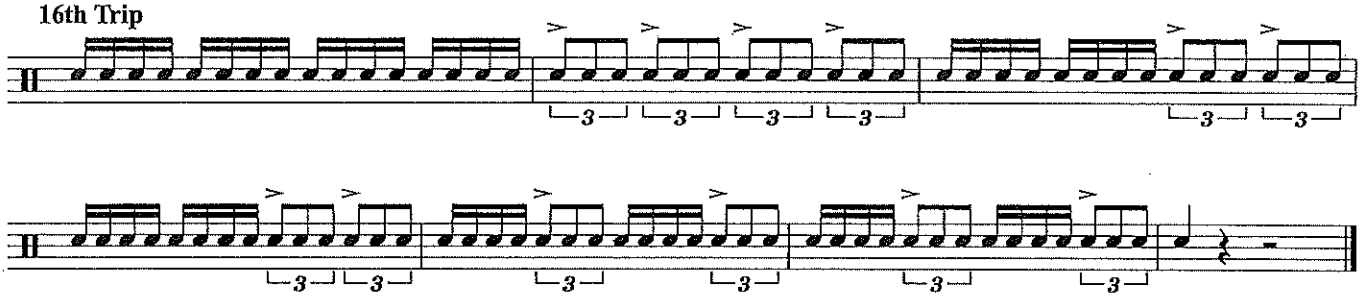




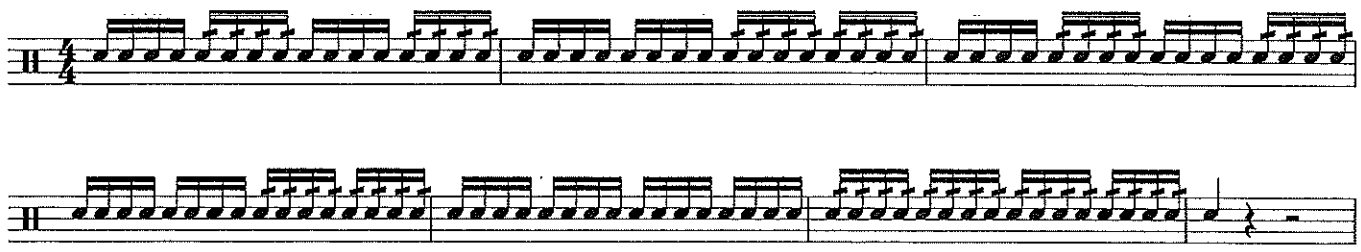
Accented 16ths



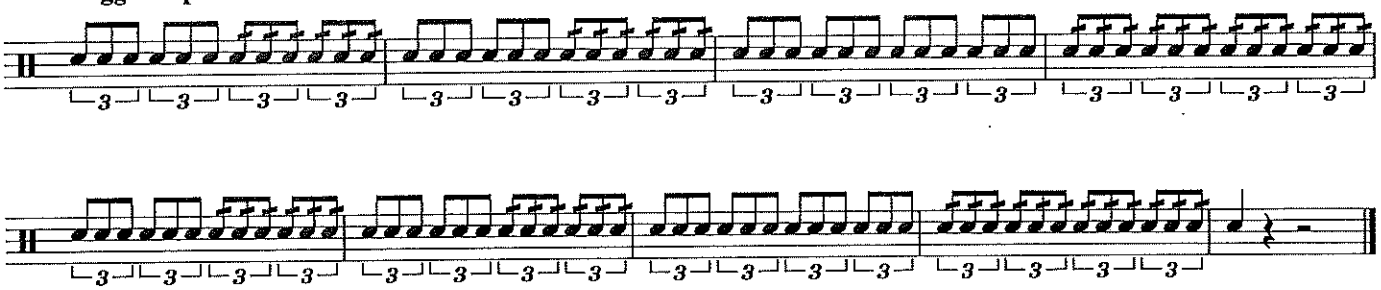
16th Trip



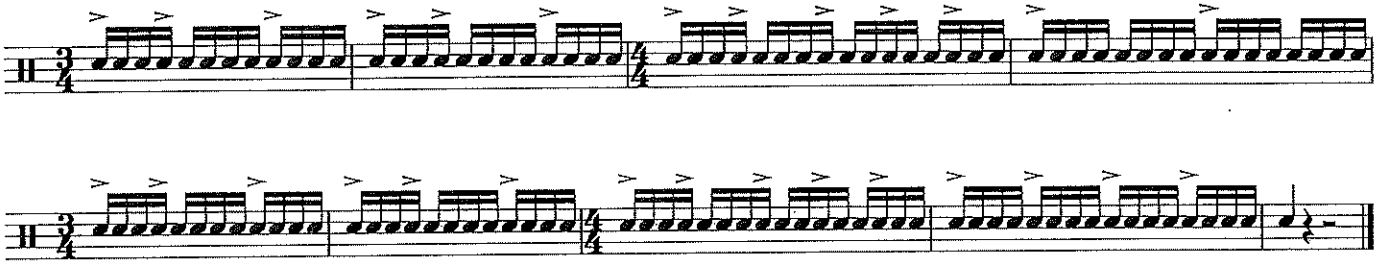
Hugga Dugga Burr



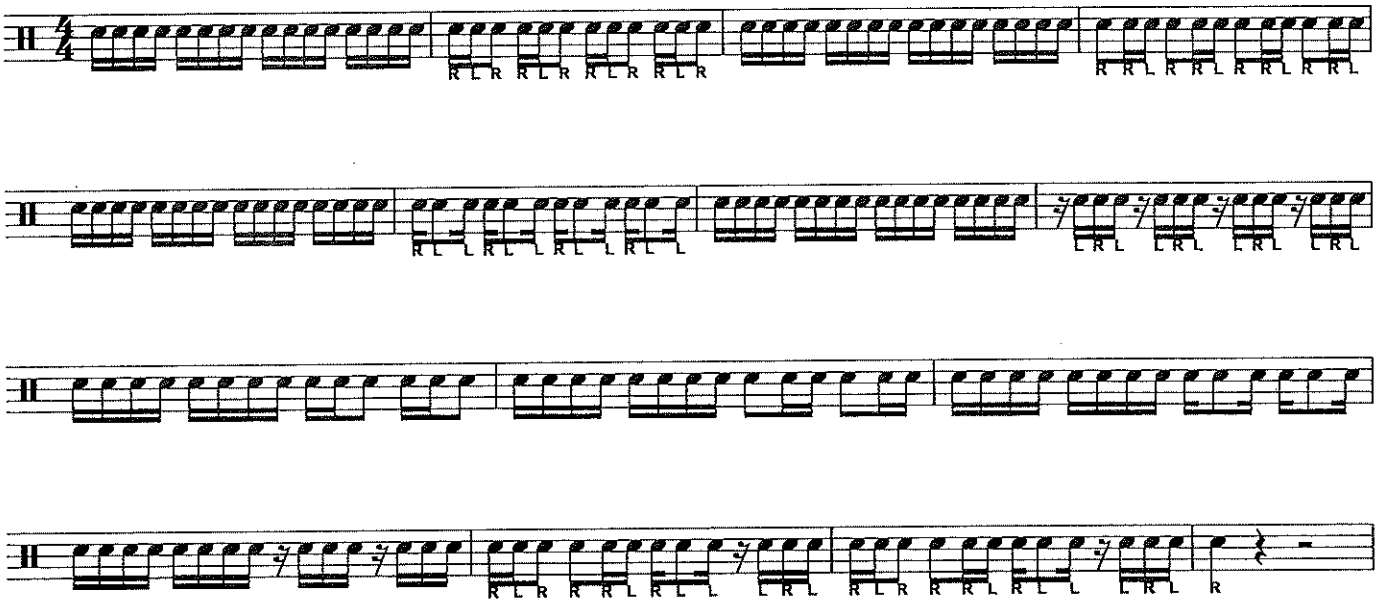
Hugga Trips



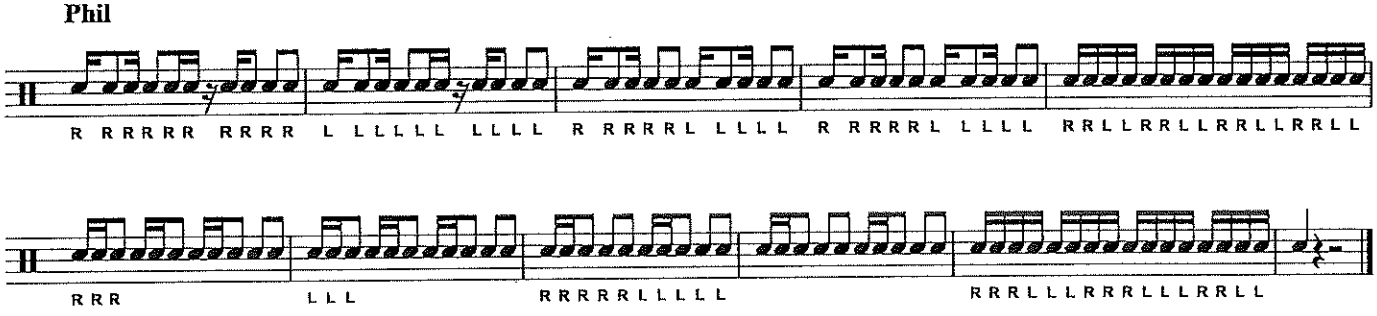
Scud Flood



Wind Sprints



Phil



Legato Strokes & Dynamics

QUICK TIPS

Legato Strokes

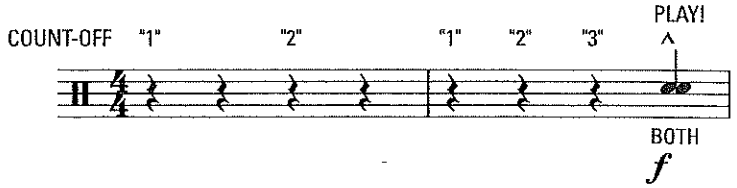
- Consistent heights and grip
- Relaxed, smooth motion from the wrist
- Back fingers on stick
- Hand at rest stays set
- Mostly wrist with a little arm

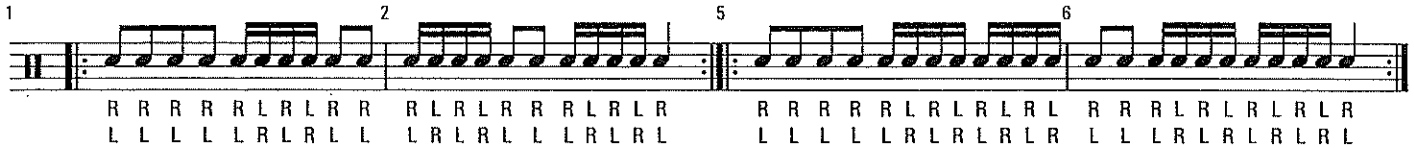
Dynamics

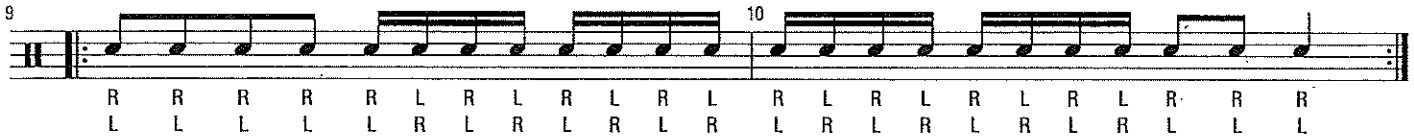
- Consistent heights and grip
- Relaxed, smooth motion from the wrist
- Don't slow down or speed up
- Be patient and gradual when changing heights for a crescendo or decrescendo

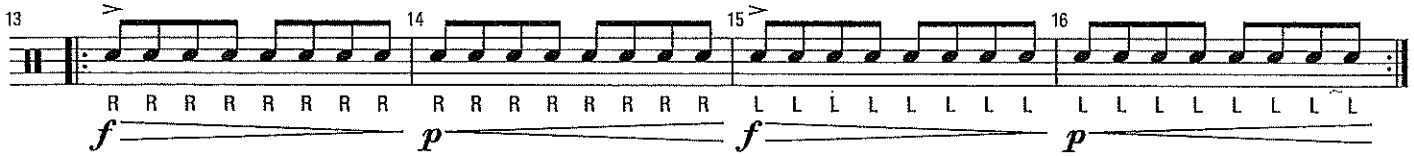
Play-along Tracks

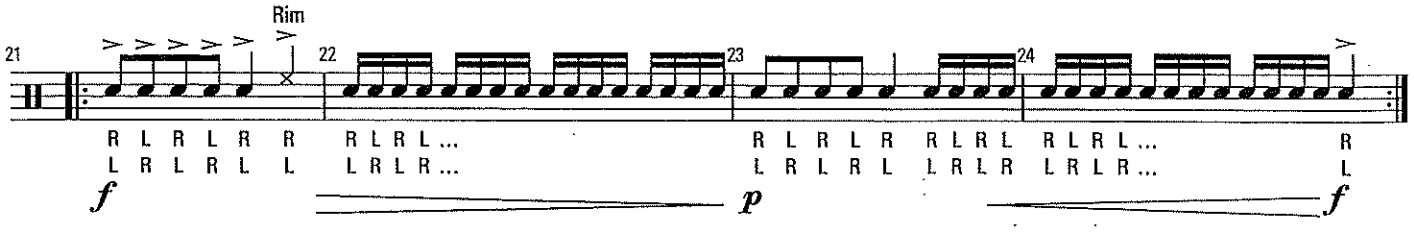
01 - SLOW – 84 bpm (01'47")
02 - MEDIUM – 100 bpm (01'30")
03 - FAST – 116 bpm (01'18")

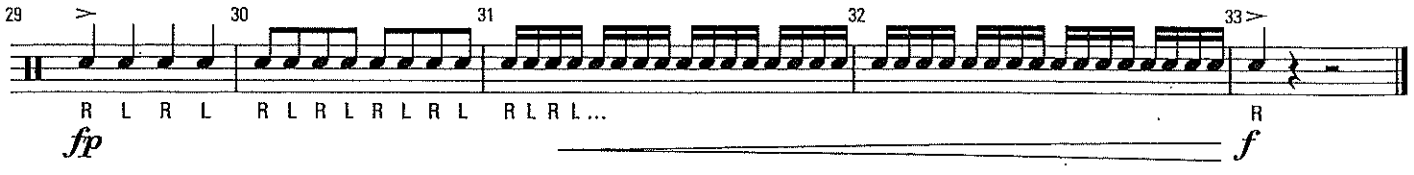












Flams & Paradiddles

QUICK TIPS

Flams

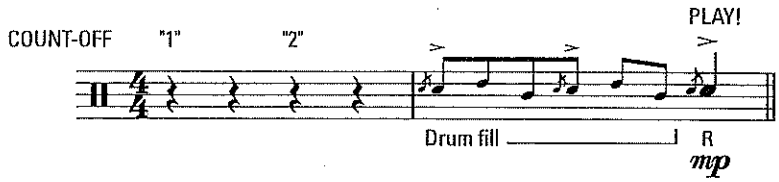
- Consistent heights and grip
- Should sound like "chut"
- Pay attention to *Down/Up/Tap* strokes
- Don't slow down or speed up
- Upper case R's and L's indicate high notes; lower case r's and l's indicate low notes

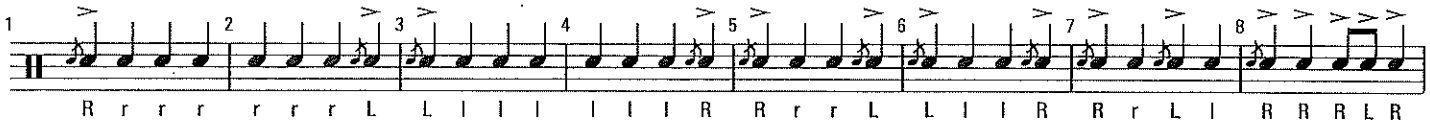
Paradiddles

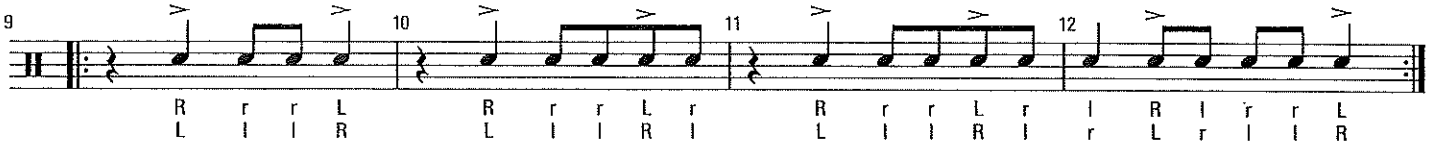
- Consistent heights and grip
- Use Down strokes after the accents
- Control the bounce of the "diddle" strokes
- Be patient and careful not to rush
- Upper case R's and L's indicate high notes; lower case r's and l's indicate low notes

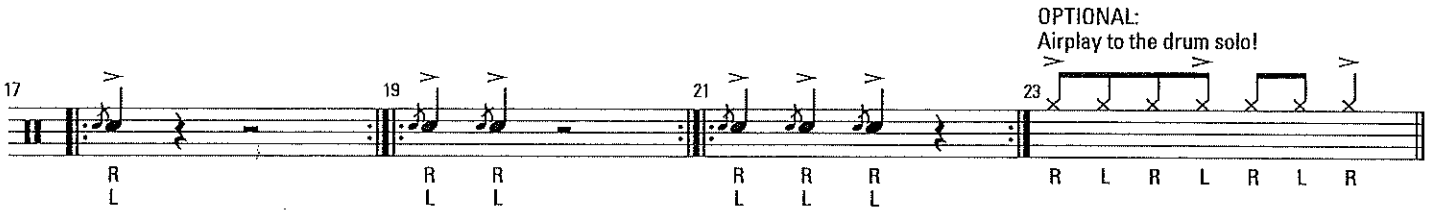
Play-along Tracks

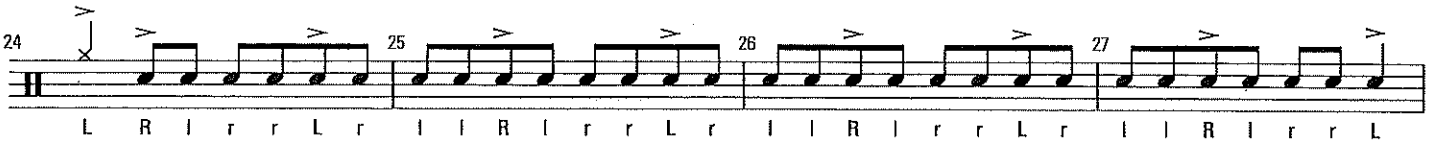
04 - SLOW – 120 bpm (01'21")
05 - MEDIUM – 140 bpm (01'10")
06 - FAST – 160 bpm (01'01")

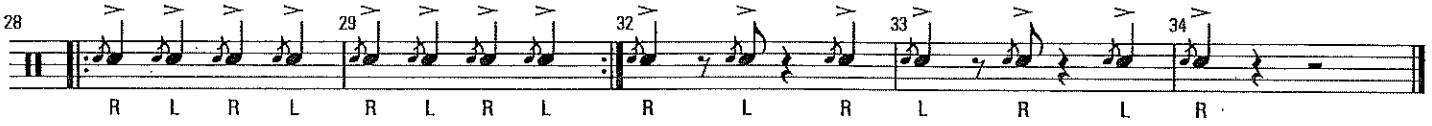






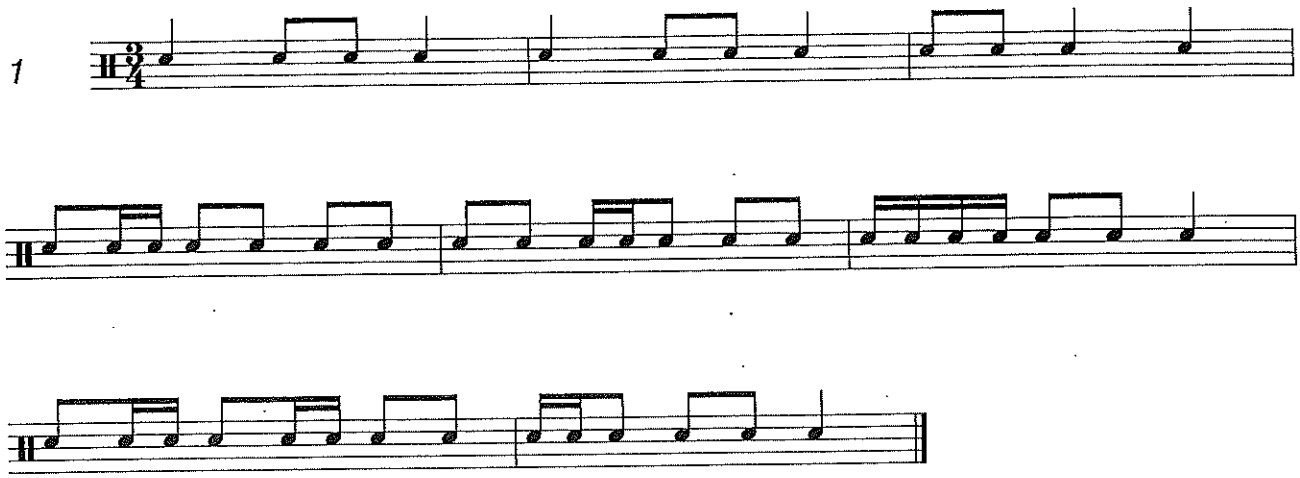






Level 2

1



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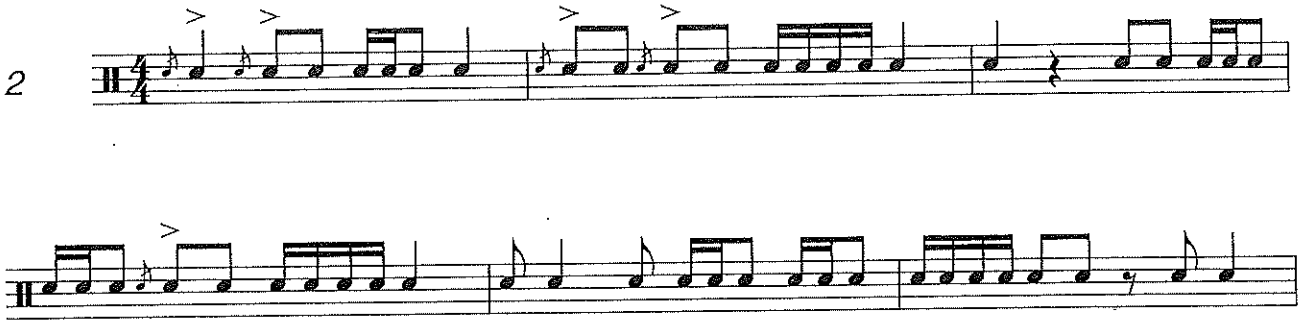

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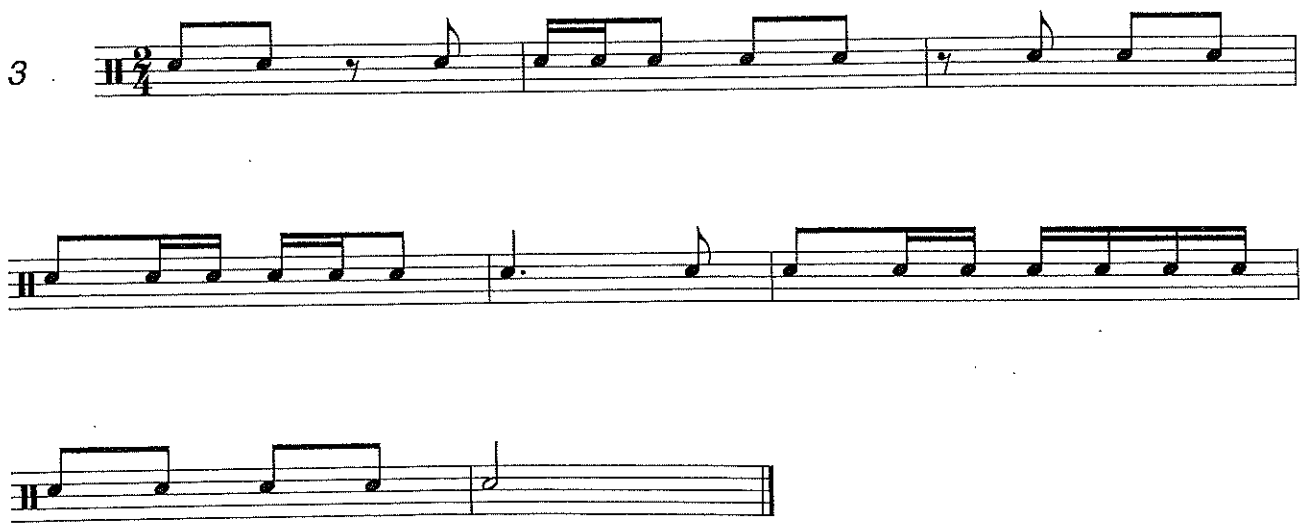

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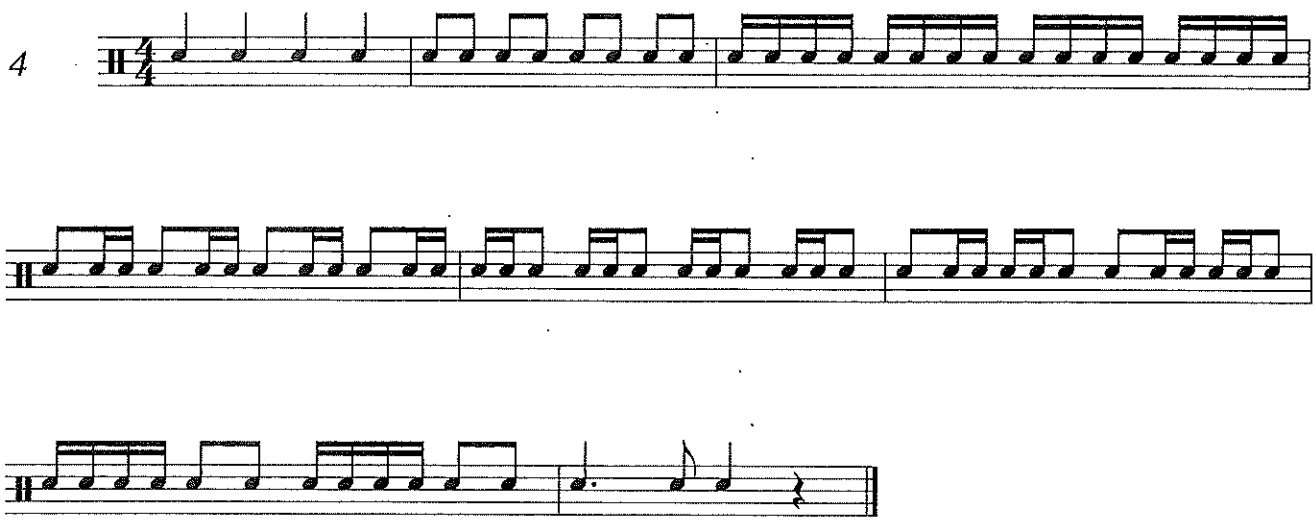

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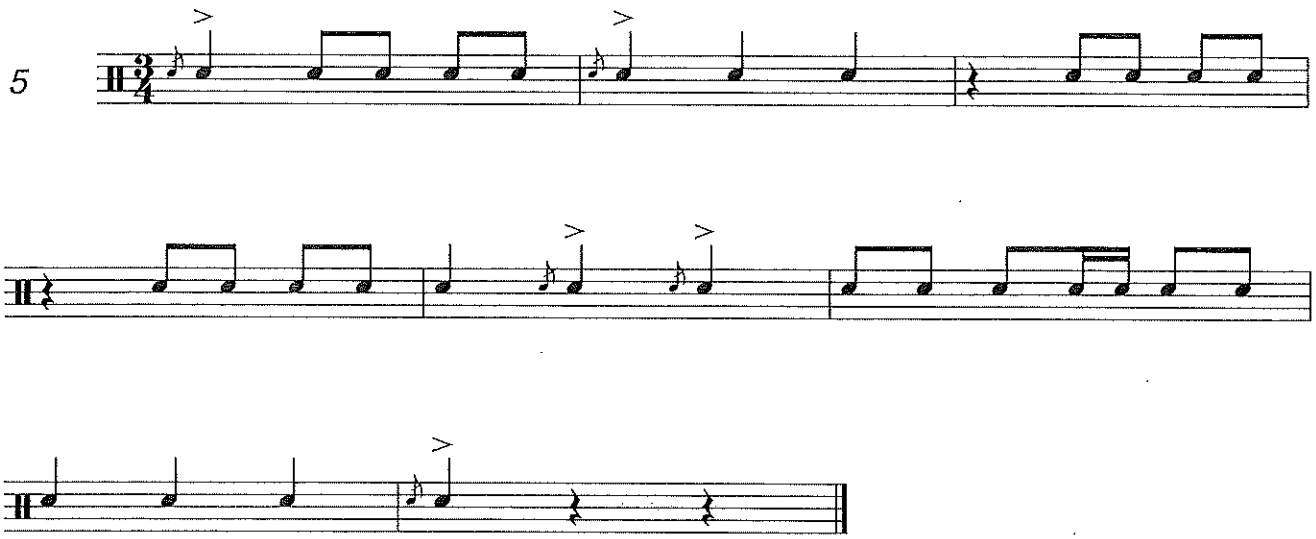

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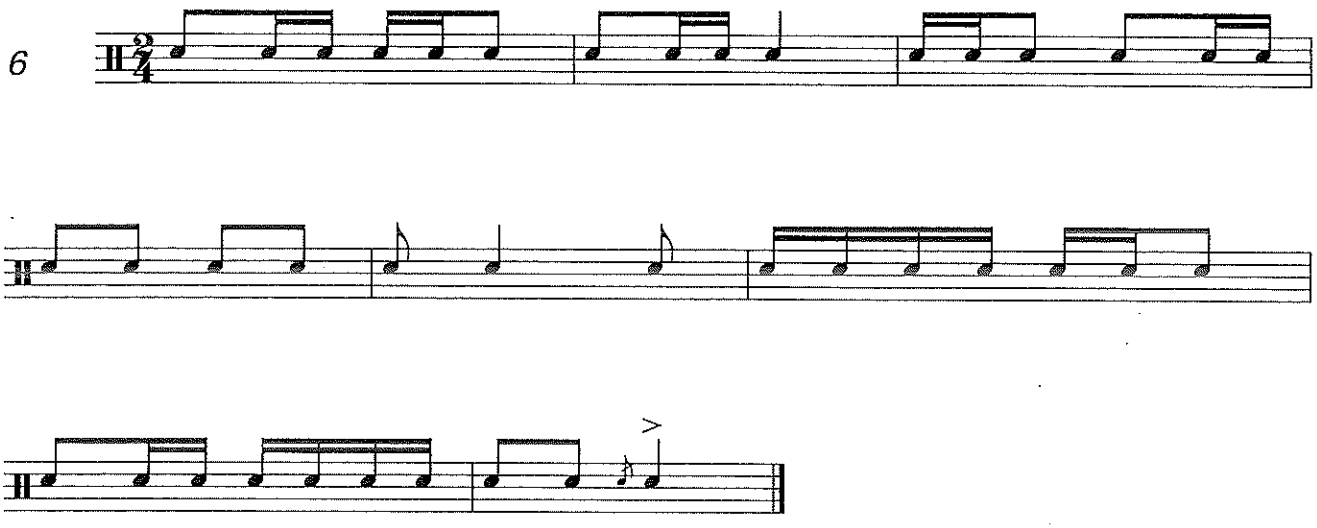
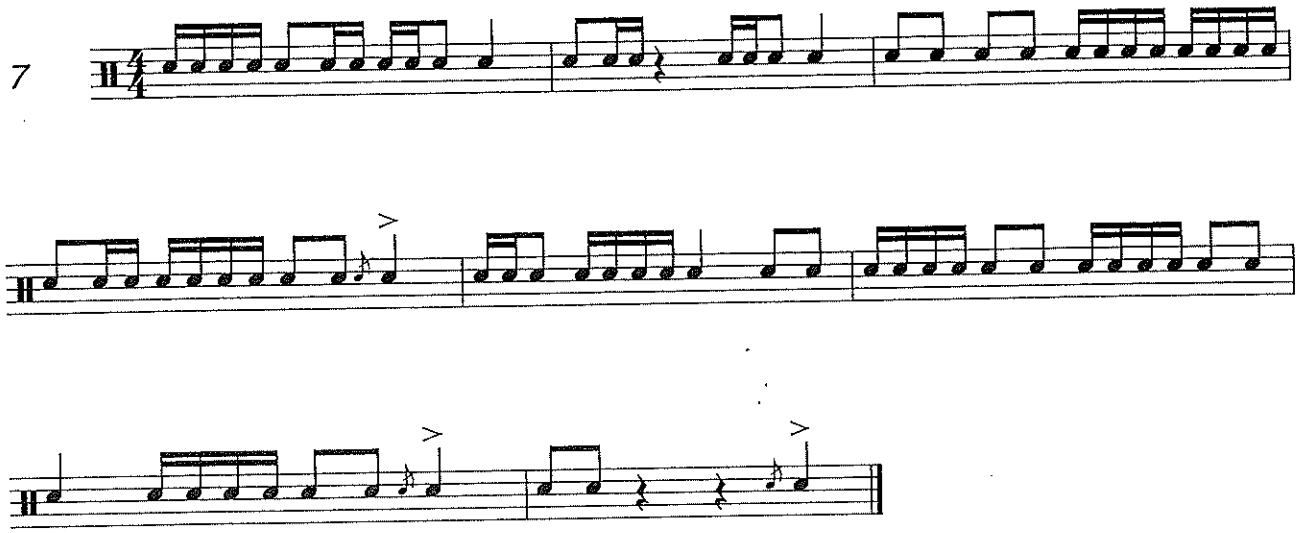


Level 2

7



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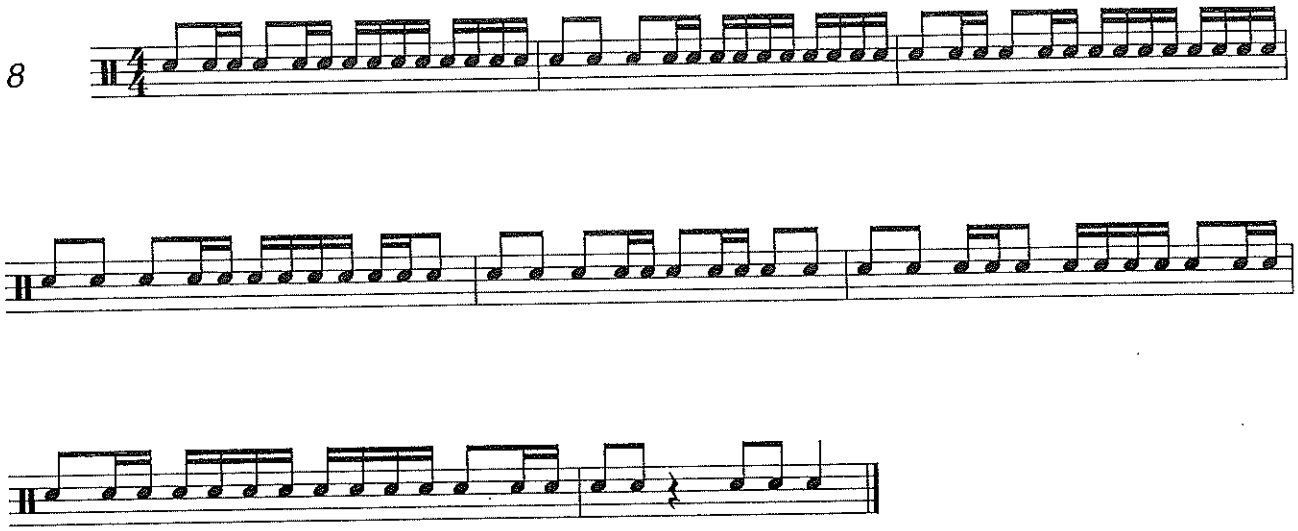

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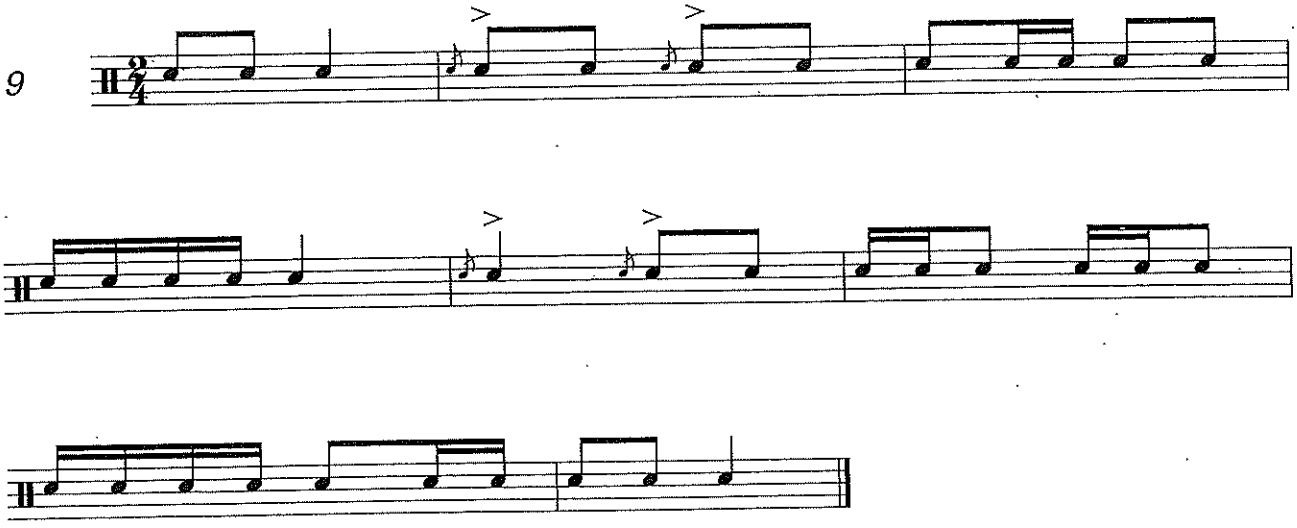

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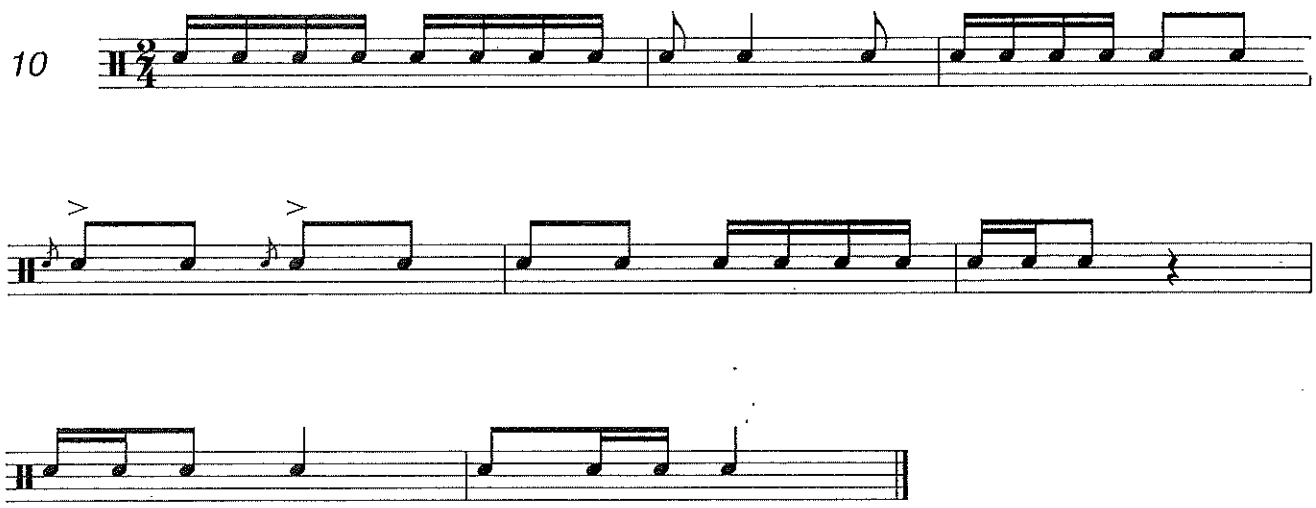

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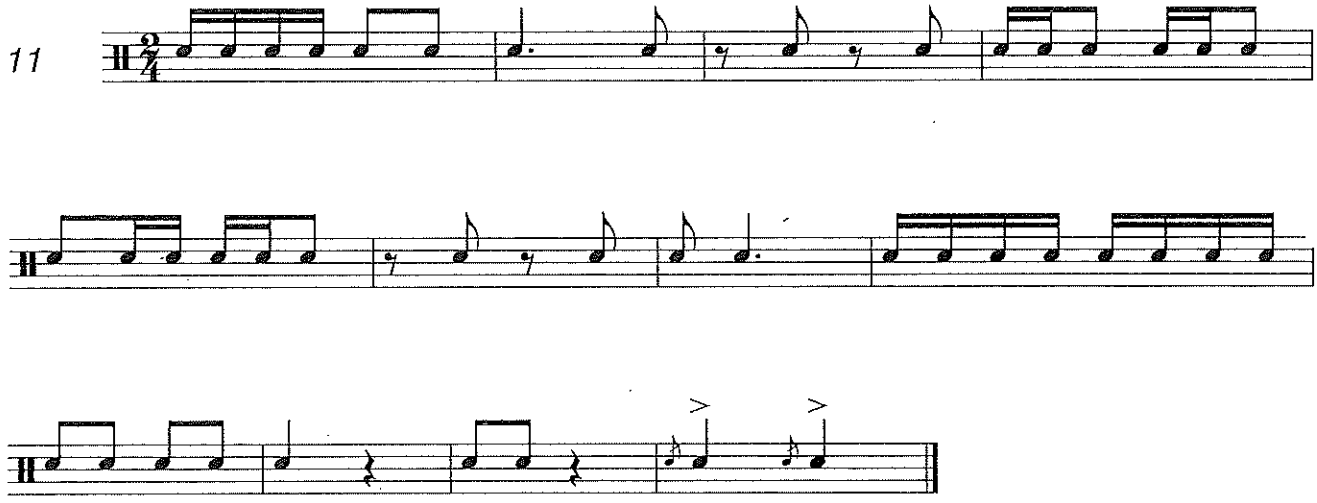
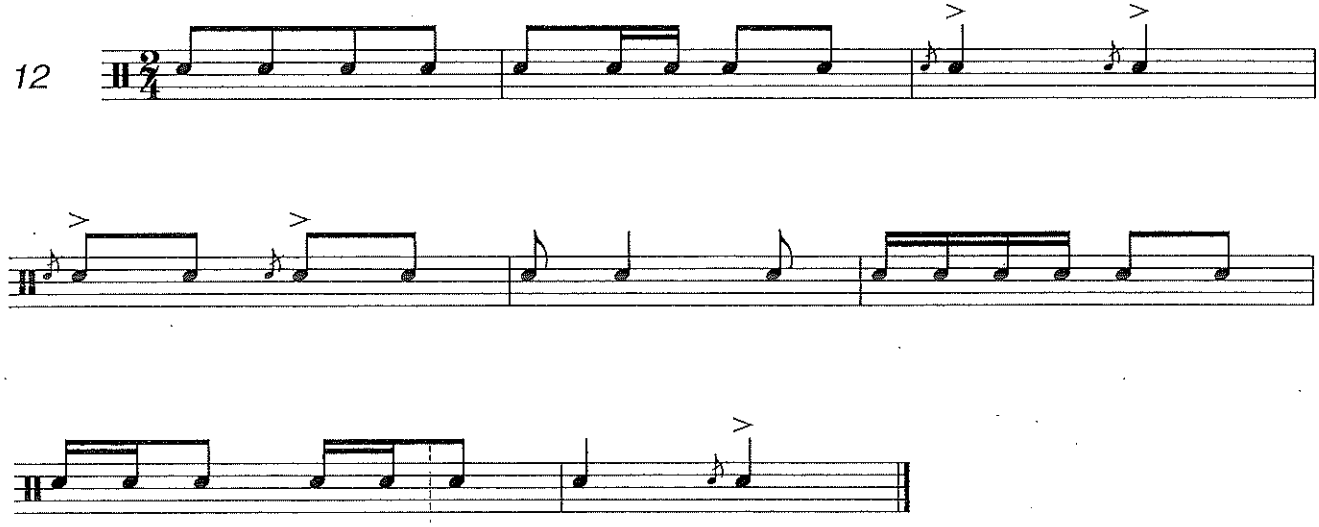
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