

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 *



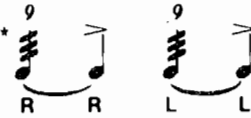
8. SIX STROKE ROLL



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



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 *

