Book 1 - Drums

PW21H

STANDARD OF EXCELLENCE

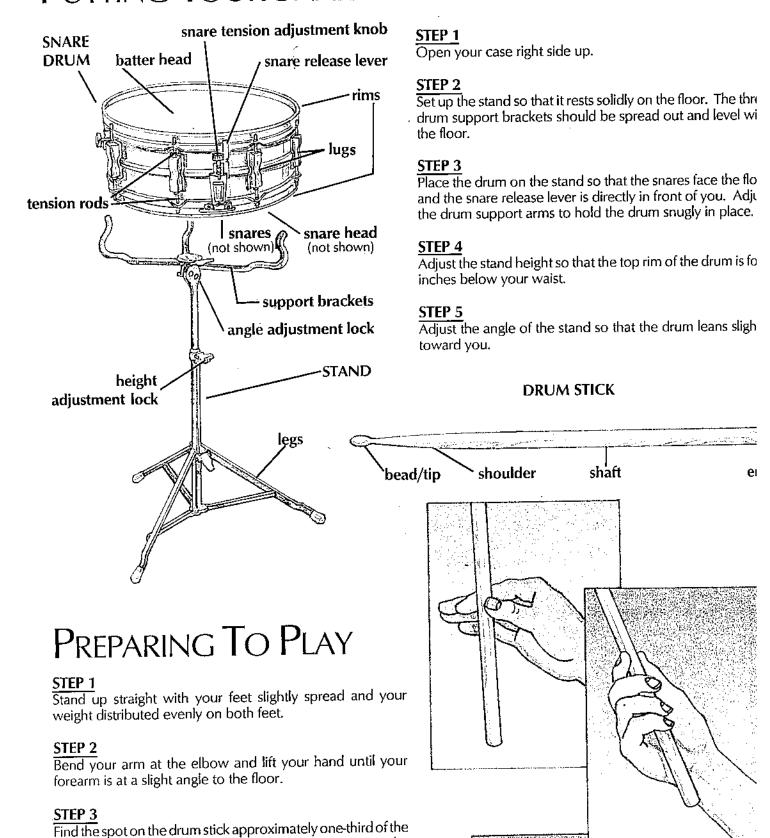
ENHANCED Comprehensive Band Method

By Bruce Pearson



KPS NEIL A. KJOS MUSIC COMPANY, PUBLISHER

PUTTING YOUR SNARE DRUM TOGETHER



CTED 4

Place your remaining fingers on the stick and pull it in toward your palm. Your fingers should hold the stick loosely, and your thumb should point toward the drum stick tip. Your palm should face down when the stick is parallel to the drum head.

length from the end. Place that part of the stick between the first joint of your index finger and the pad of your thumb.

Playing Your Snare Drum

STEP 1

Stand about eight inches from your drum with your feet comfortably apart and your weight equally placed on each foot. Hold the sticks using the correct grip.

STEP 2

Hold your sticks one to two inches above and almost parallel to the batter head. The sticks should form a 60 degree angle.

STEP 3

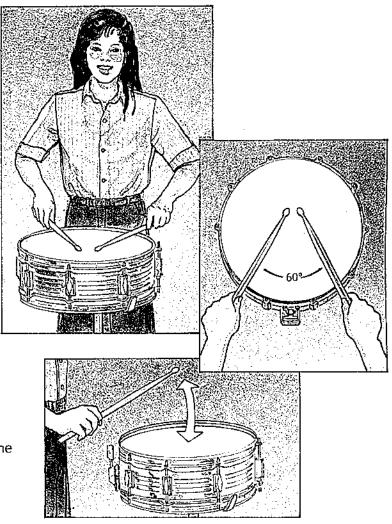
Using your wrist, raise the tip of the stick six to eight inches above the head. Then, drop the tip of the stick to the head and allow it to bounce off. The stick should strike the head slightly off-center directly above the snares.

STEP 4

To follow immediately with another stroke in the same hand, allow the stick to rebound six to eight inches above the drum head, then play the next stroke. To pause between strokes, allow the stick to rebound to its rest position one to two inches above the drum head (step 2).

STEP 5

When striking the drum, imagine that you are drawing the tone out of the drum.



CARING FOR YOUR SNARE DRUM

21Fb 1

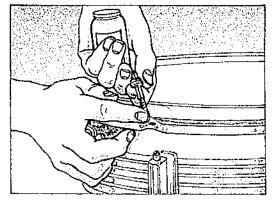
Clean the drum heads regularly with a damp cloth. Replace the heads when they become worn, dented, or punctured.

STEP 2

Periodically clean metal parts and hoops with a damp cloth or metal polish.

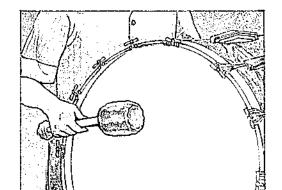
STEP 3

Periodically lubricate tension rods with petroleum jelly or light grease. Lubricate the snare strainer and other moving parts with household machine oil or lubricant.

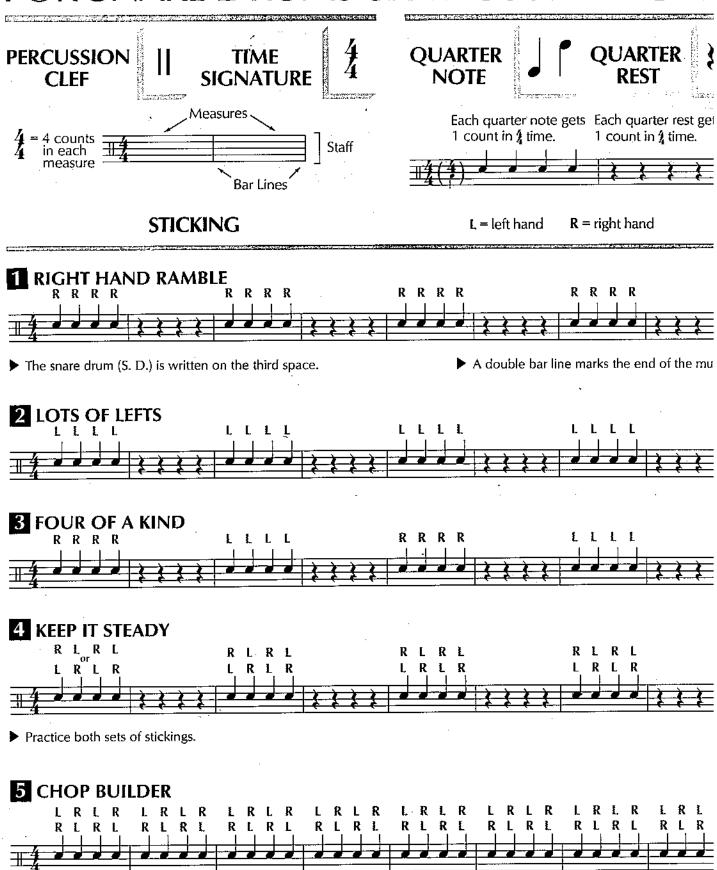


PLAYING THE BASS DRUM

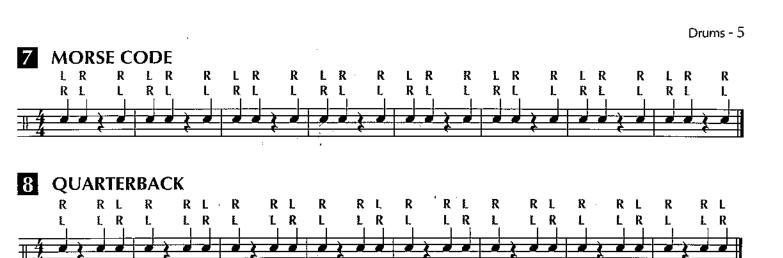
Using a bass drum beater, strike the drum halfway between the rim and the center of the head. Use a direct forearm motion to create the stroke (not a glancing motion).



FOR SNARE DRUMS & PERCUSSION ONI



6 PERCUSSION POWER R L RRLR RLR RLR RLR RLR RLR L R L LRL LRL LRL L R L LRL LRL L R L





Play with a steady pulse.









PERCUSSION EXPERT R R L R R L R R R R R R R R L R L L L L R L L . L L Ł R L L R E, L

FOR THE FULL BAND

7 BAND ON PARADE

R

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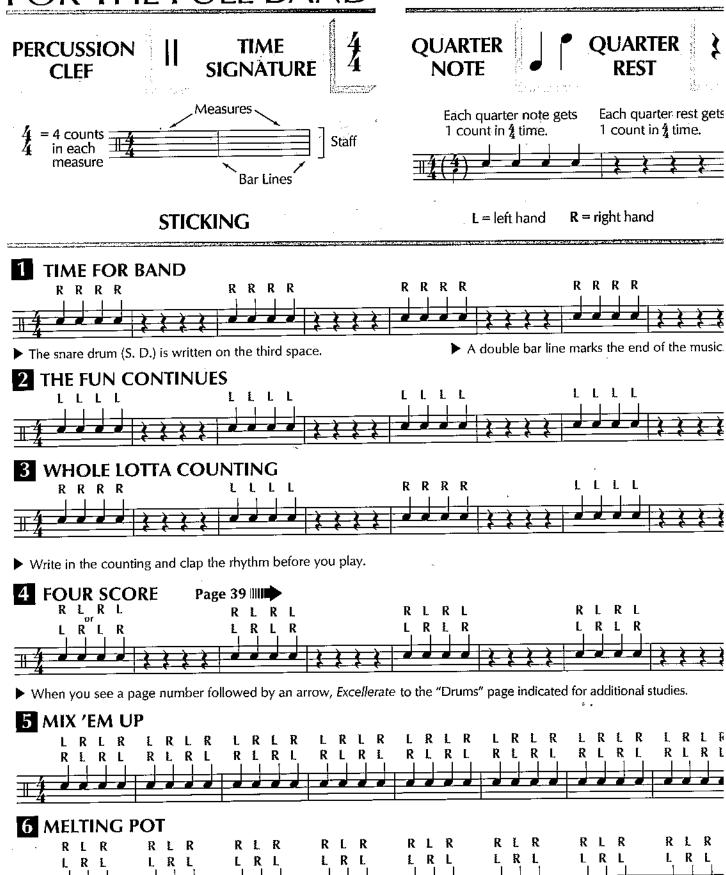
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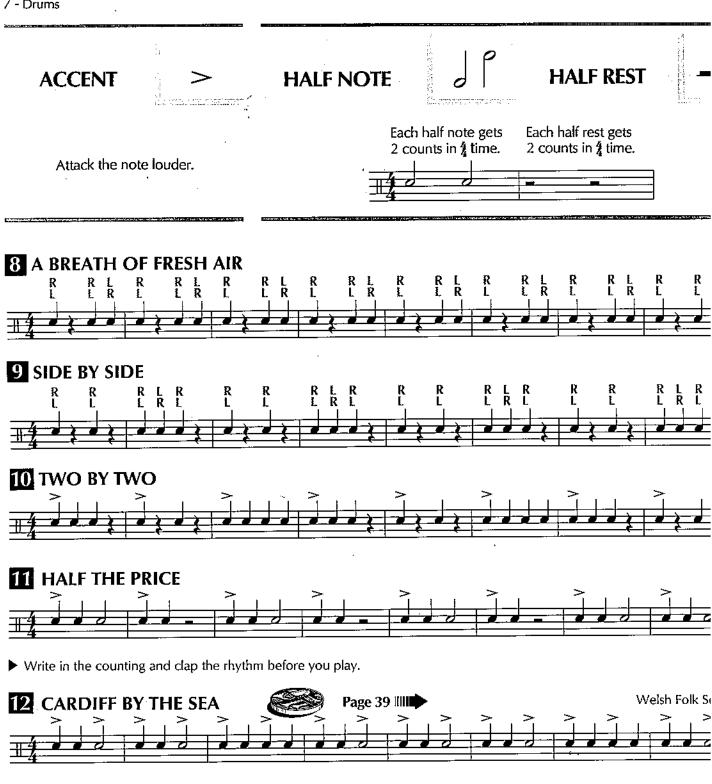
R

L R

R L

F

Į









▶ The bass drum (B.D.) is written on the bottom space.





BUILDER CONTRACTOR SERVICE SER

SINGLE PARADIDDLE



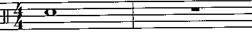
WHOLE NOTE •

WHOLE REST

Rudiments are the basic techniques and sticking patterns used in snare drum playing. The single paradiddle is a Rudiment.

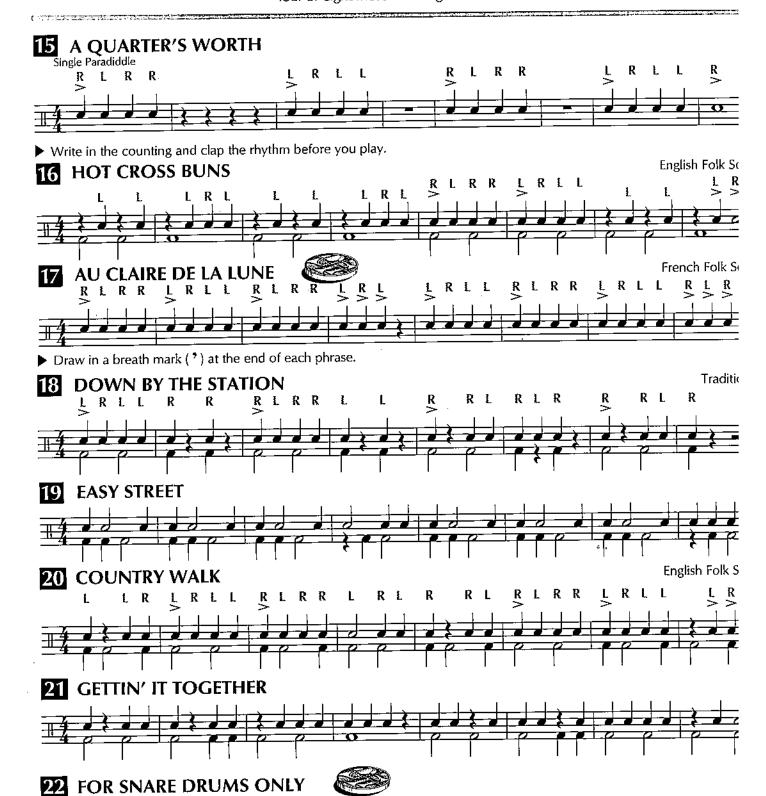
A whole note gets 4 counts in 4 time. A whole rest gets 4 counts in ‡ time.

R I



PHRASE

A phrase is a musical thought or sentence. Phrases are usually four or eight measures long.



R

RLR

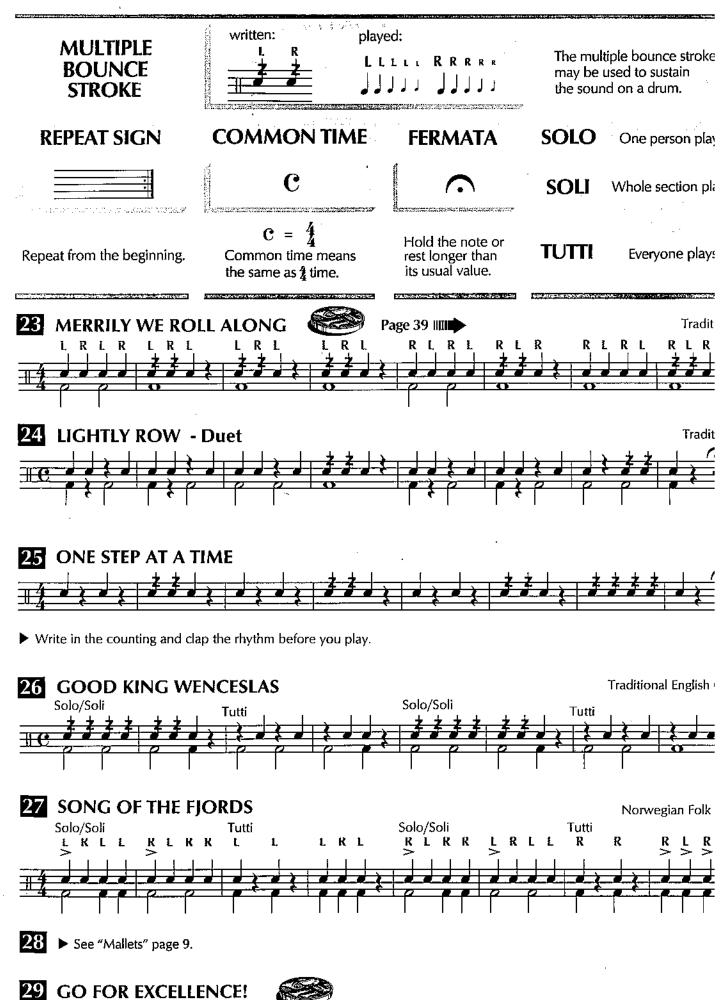
L R

R

R

LRLL

R

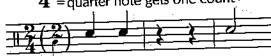


A tie is a curved line that connects two notes on the <u>same</u> line or space. Tied notes are played as one unbroken note.

TIME SIGNATURE

gya a

2 = 2 counts in each measure 4 = quarter note gets one count





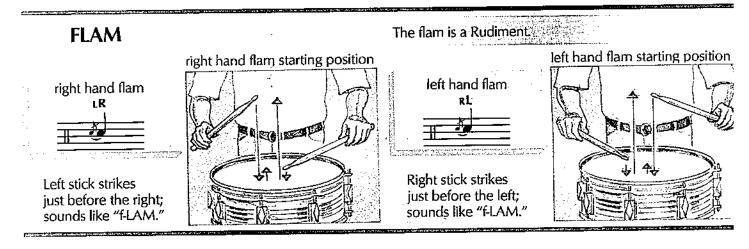






Write in the counting and clap the rhythm before you play.



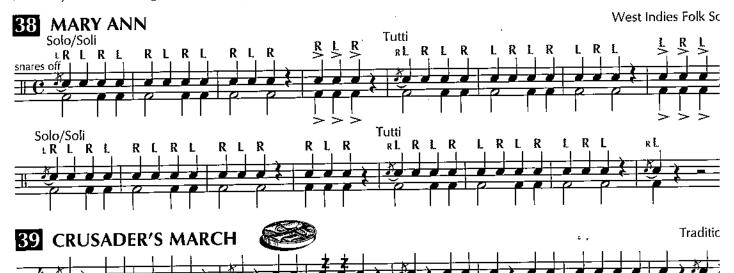




▶ Hold your right stick higher than the left. Bring both sticks down at the same speed. The left stick strikes just before the ri



▶ Hold your left stick higher than the right. Bring both sticks down at the same speed. The right stick strikes just before the



Write in the counting and clap the rhythm before you play.

40 BALANCE THE SCALES ► See "Mallets" page 11.







ONE-MEASURE REPEAT SIGN



The flam tap is a Rudiment.

Repeat the previous measure.





JINGLE BELLS



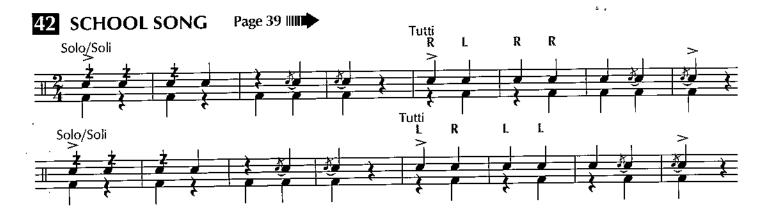
J. S. Pierpont (1822 - 189 arr. Chuck Elledge (b. 196











D at 1

EIGHTH NOTES





Each eighth note gets 1/2 count in 2 and 2 time.

Two eighth notes are as long as a quarter note.

$$\frac{1}{1/2} + \frac{1}{1/2} = 1 \text{ count}$$





45 EIGHTH NOTE ENCOUNTER



▶ Write in the counting before you play.



47 EIGHTH NOTE EXPLORER



▶ Write in the counting before you play.





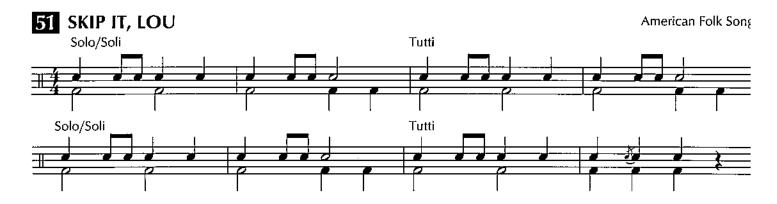








▶ Write in the counting before you play.



52 EIGHTH NOTE EXPERT



▶ Write in the counting before you play.







Write in the counting and draw in the bar lines before you play.

55 FOR SNARE DRUMS ONLY







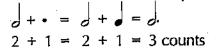


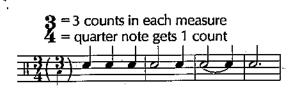
TIME SIGNATURE



DYNAMICS

A dot after a note adds half the value of the note.





forte(f) - loud piano(P) - soft







▶ Write in the counting before you play.

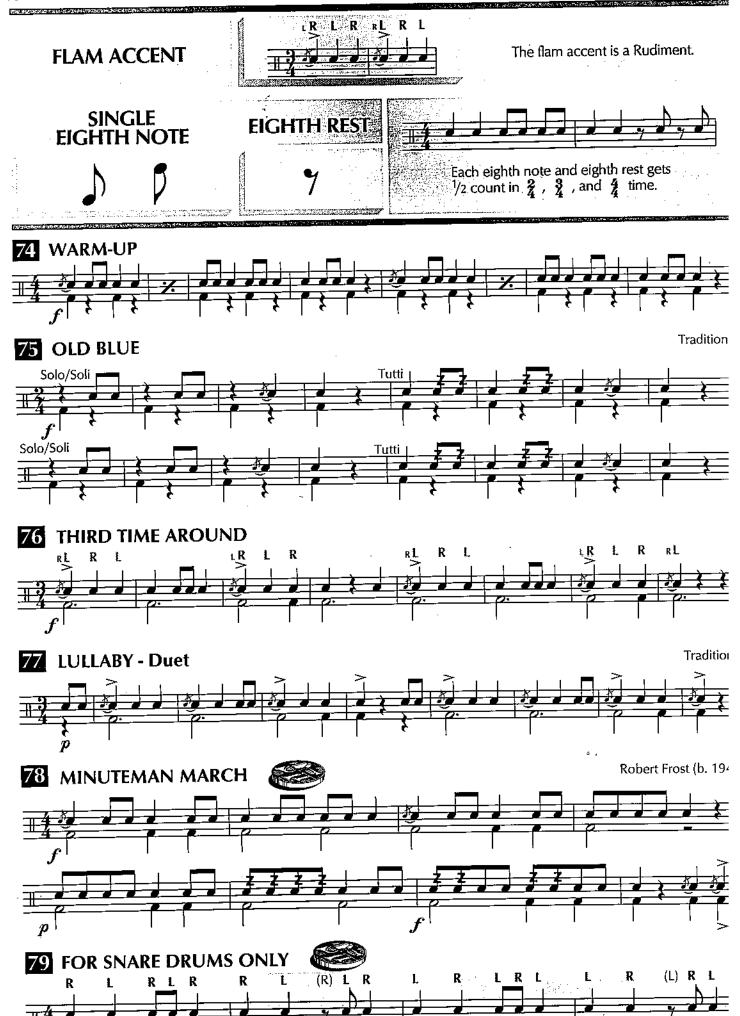






▶ Draw in a breath mark at the end of each phrase.

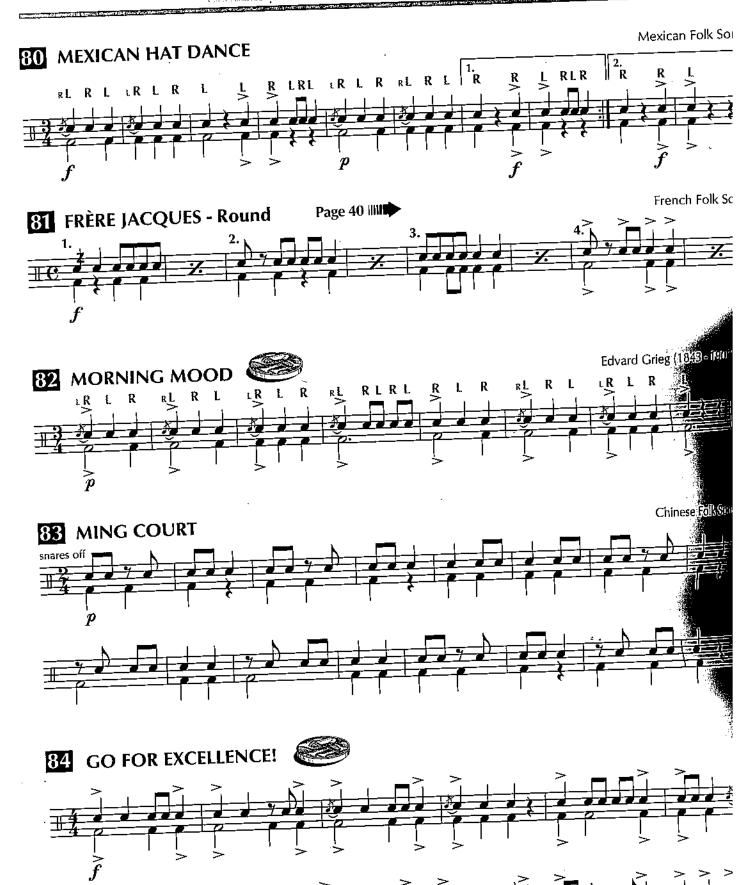




1st and 2nd ENDINGS



Play the first ending the first time through. Then, repeat the music, skip the first ending, and play the second ending.



1st and 2nd ENDINGS



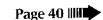
Play the first ending the first time through. Then, repeat the music, skip the first ending, and play the second ending.



Mexican Folk Son







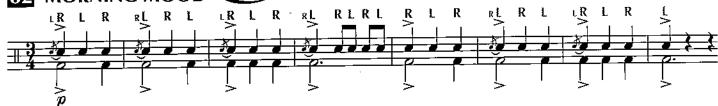
French Folk Sor







Edvard Grieg (1843 - 190



83 MING COURT

Chinese Folk So.





84 GO FOR EXCELLENCE!

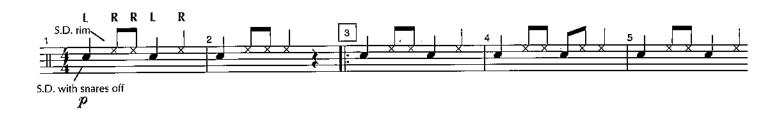




SAWMILL CREEK

Percussion Solo or Ensemble

Bruce Pearson (b. 194

























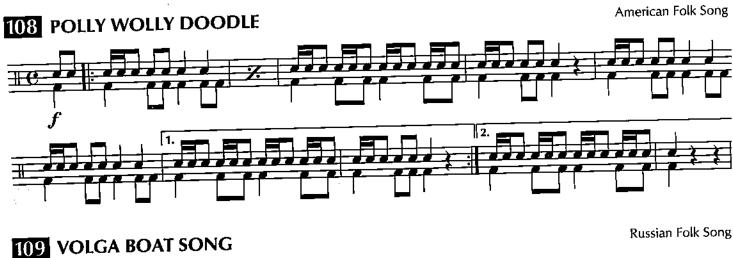
106 FOR SNARE DRUMS ONLY



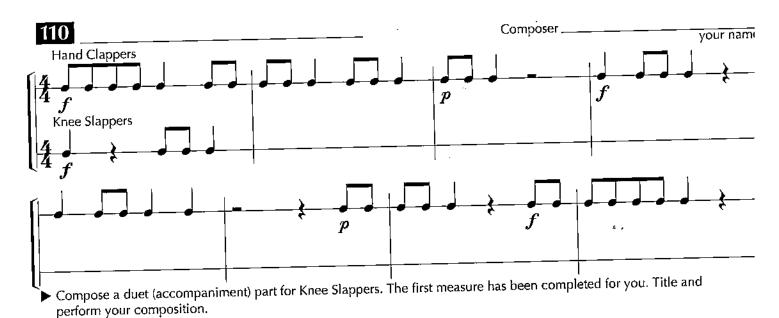
LLRLLRLRL LRERERLERL LRERERERER LREERLERL

107 THAT'S A WRAP





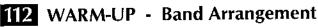






DOTTED QUARTER NOTE







113 SHORT CUT



▶ Write in the counting before you play.

114 SPOT THE DOTS



▶ Feel the pulse of three eighth notes during each dotted quarter note.

115 ALL THROUGH THE NIGHT



Welsh Folk So



116 ALQUETTE

French-Canadian Folk Sor





122 GO FOR EXCELLENCE!

NINE STROKE ROLL (QUARTER NOTE ROLL)



The nine stroke roll is a Rudiment. A roll may be used to sustain the sound on a percussion instrument.



TEMPOS

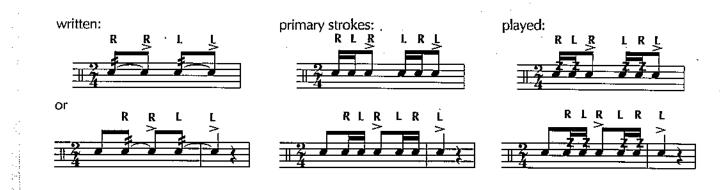
Andante - moderately slow Moderato - moderate speed Allegro - quick and lively

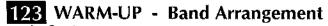
DYNAMICS

mezzo forte (mf) - medium loud

FIVE STROKE ROLL (EIGHTH NOTE ROLL)

The five stroke roll is a Rudiment.







124 HIGH WINDS AHEAD



125 LOOK BEFORE YOU LEAP









127 VARIATIONS ON A THEME BY MOZART ► S

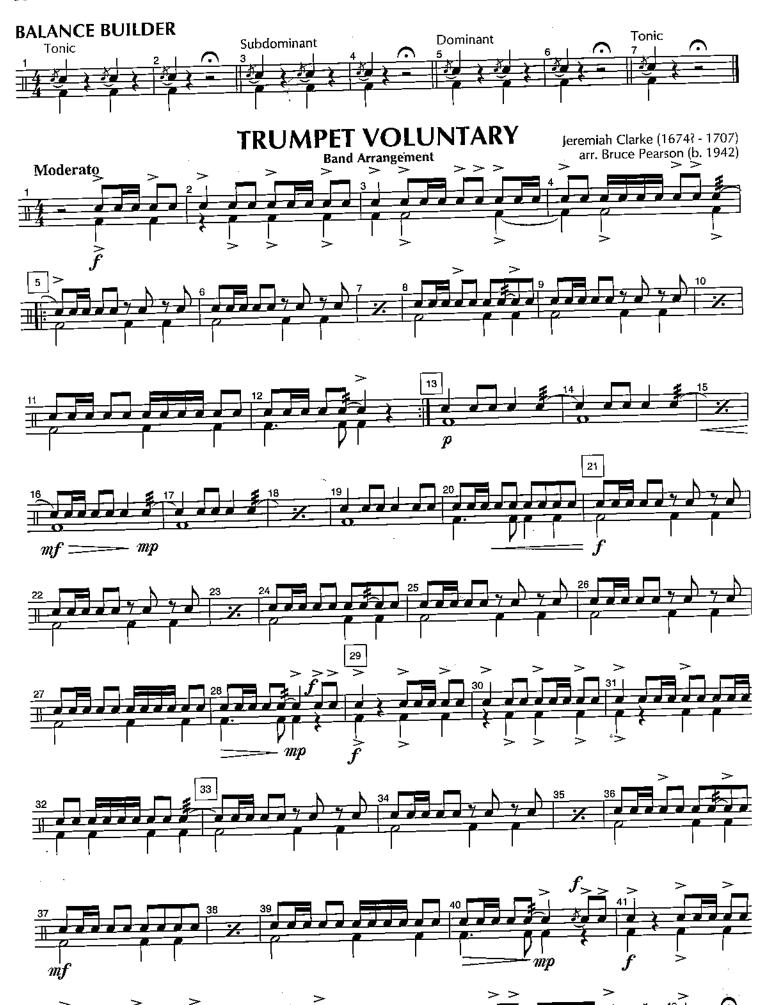
► See "Mallets" page 28.

128 FOR SNARE DRUMS ONLY







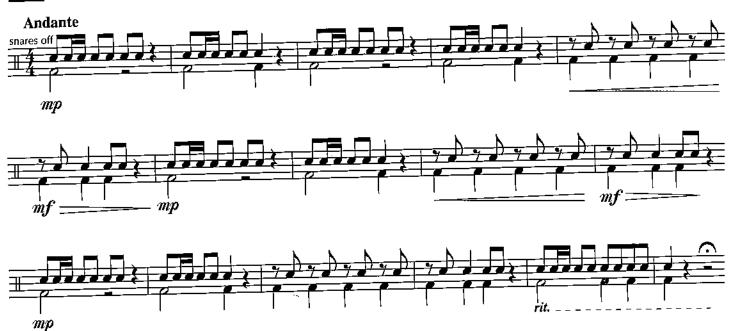


TEMPO

Ritardando (ritard: or rit.) - Gradually slow the tempo.



Japanese Folk Song

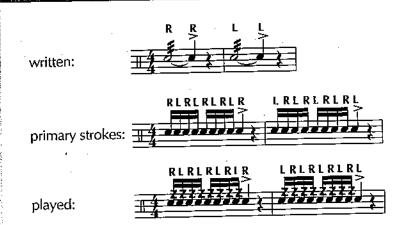


Draw in a breath mark at the end of each phrase.





The seventeen stroke roll is a Rudiment.





140 DYNAMIC DECISION ► See "Mallets" page 32.

141 FOR SNARE DRUMS ONLY

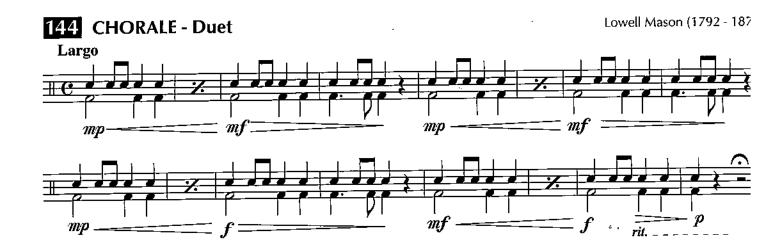


TEMPO

Largo - slow







145 TEMPO TIME ► See "Mallets" page 33.



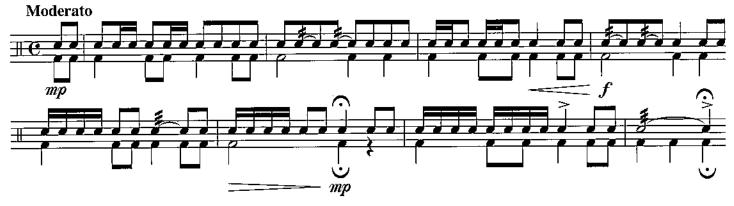






Page 41 IIII

Scottish Folk Son



149 SHALOM, CHAVERIM

Hebrew Folk Son



Draw in a breath mark at the end of each phrase.



▶ Compose an ending for this song. Title and play your composition.

151 FOR SNARE DRUMS ONLY



Allegro





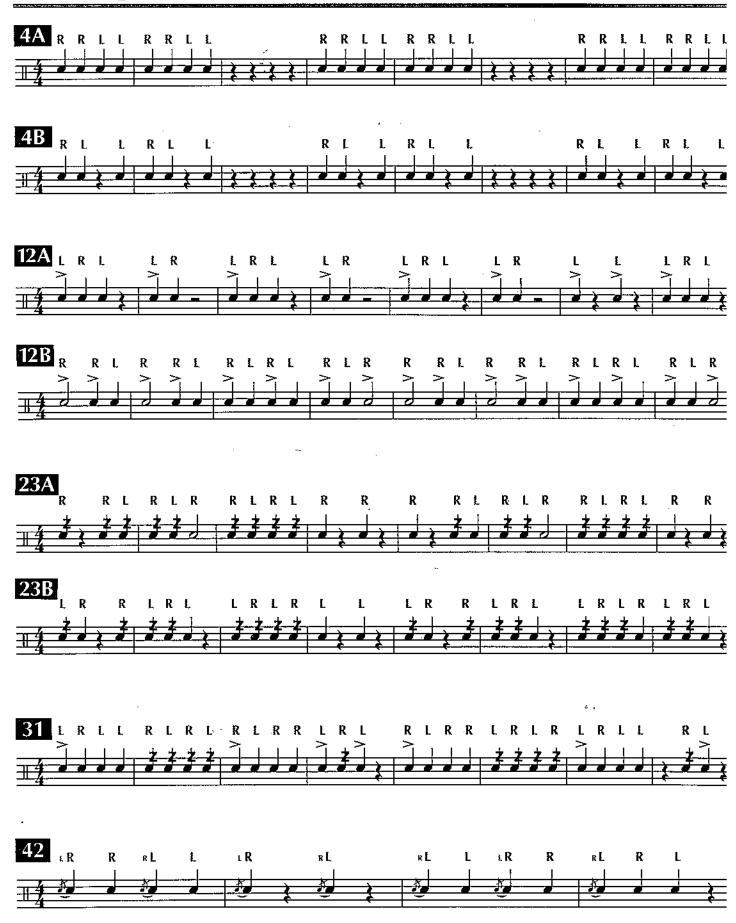
THE ROYAL DRUMMER

Snare Drum / Bass Drum Duet

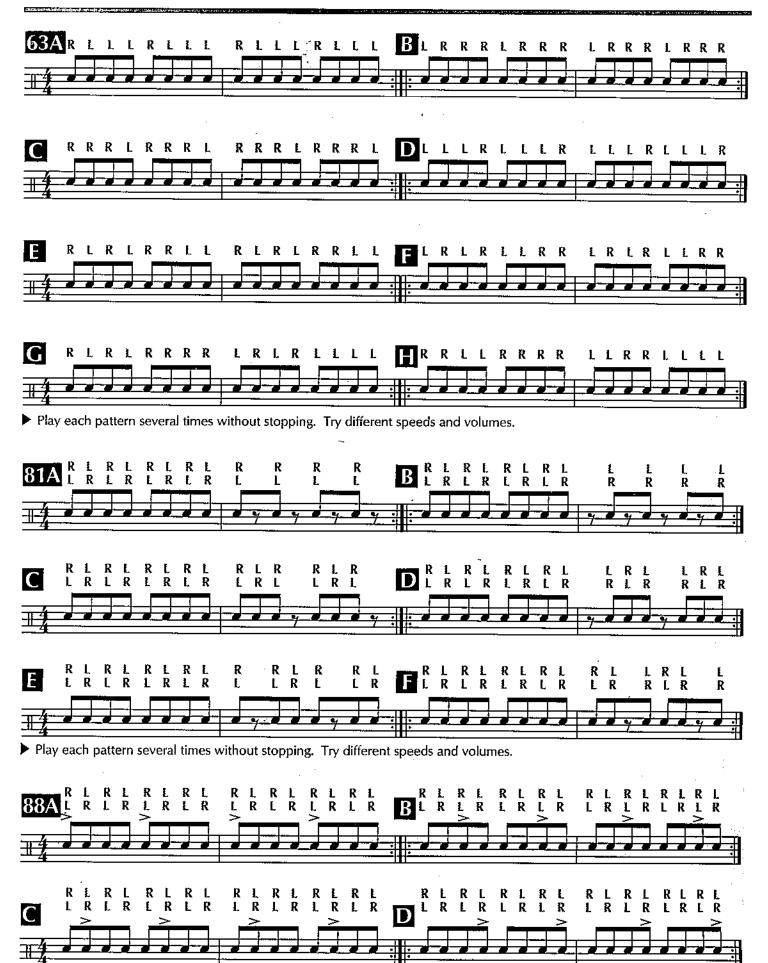




EXCELLERATORS - For Snare Drums Only



EXCELLERATORS-For Snare Drums Only



EXCELLERATORS- FOR SNARE DRUMS ONLY

There are two ways to play a roll:

1) Using multiple bounce strokes:

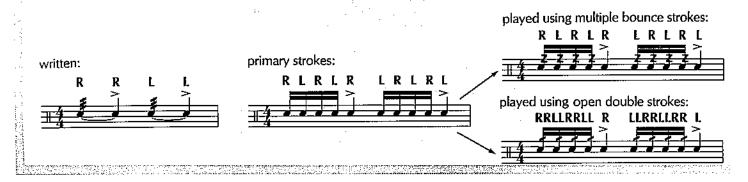


2) Using open double strokes:

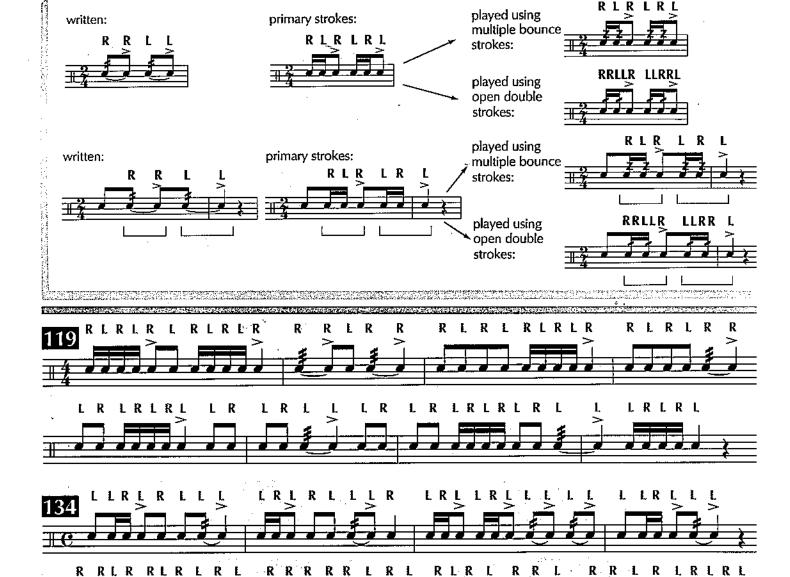


The multiple bounce stroke roll is used for most concert band, orchestra, and ensemble playing. The double stroke open roll is used primarily in marches and in marching band. In this book, rolls may be played either way.

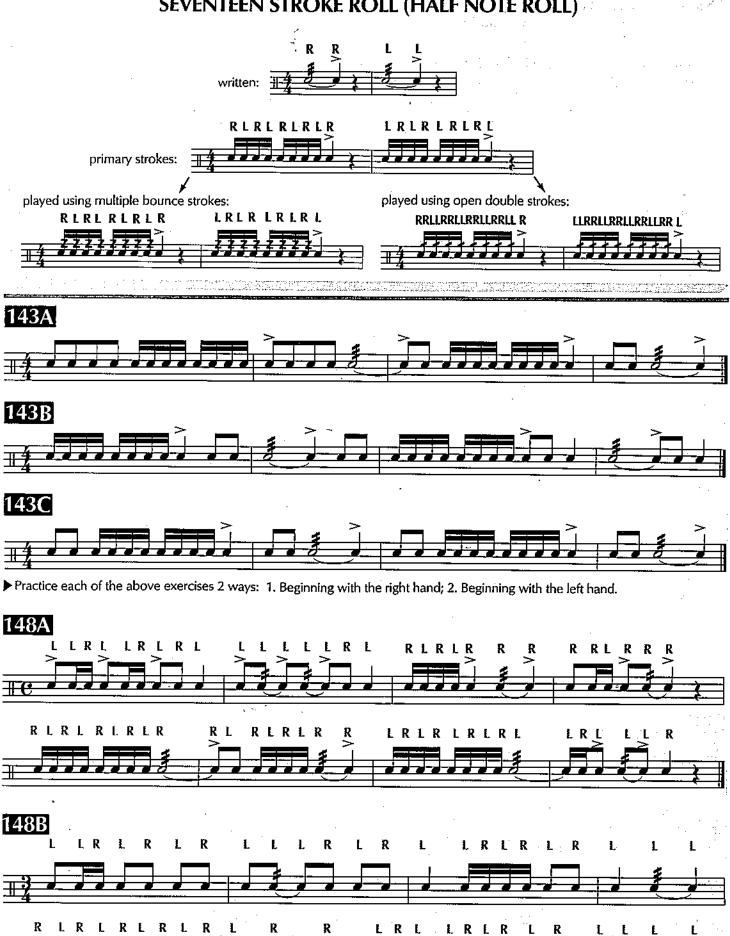
NINE STROKE ROLL (QUARTER NOTE ROLL)



FIVE STROKE ROLL (EIGHTH NOTE ROLL)



SEVENTEEN STROKE ROLL (HALF NOTE ROLL)



RUDIMENT STUDIES (SCALE STUDIES)



SEVENTEEN STROKE ROLL STUDY (CHROMATIC SCALE)

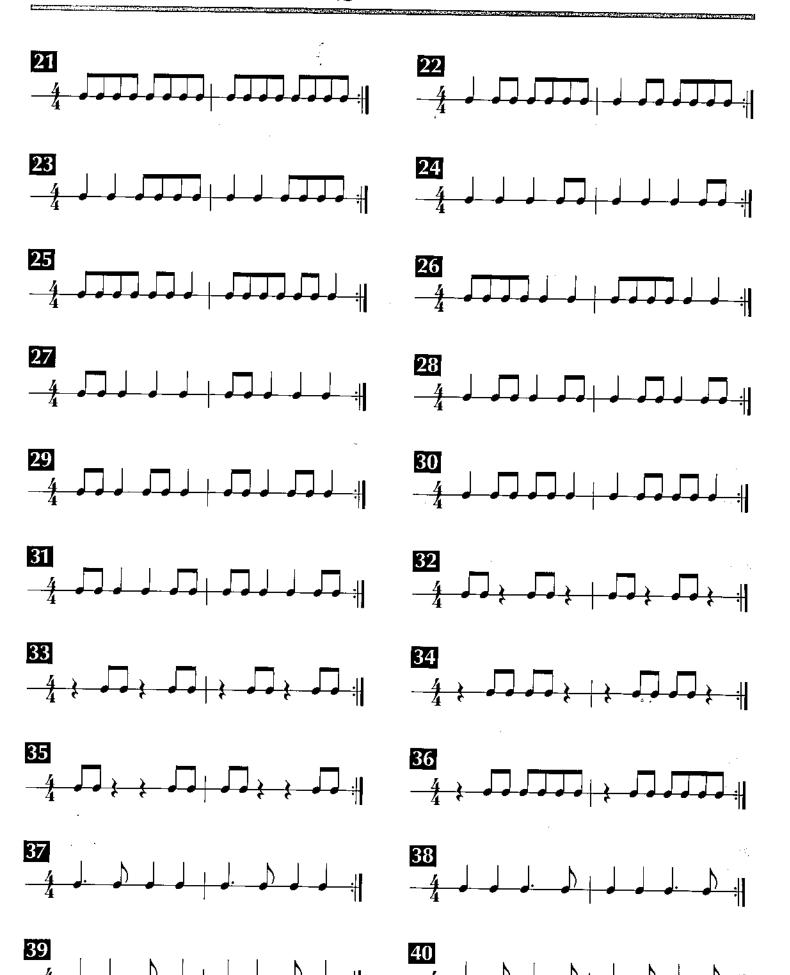
RHYTHM STUDIES

4 4

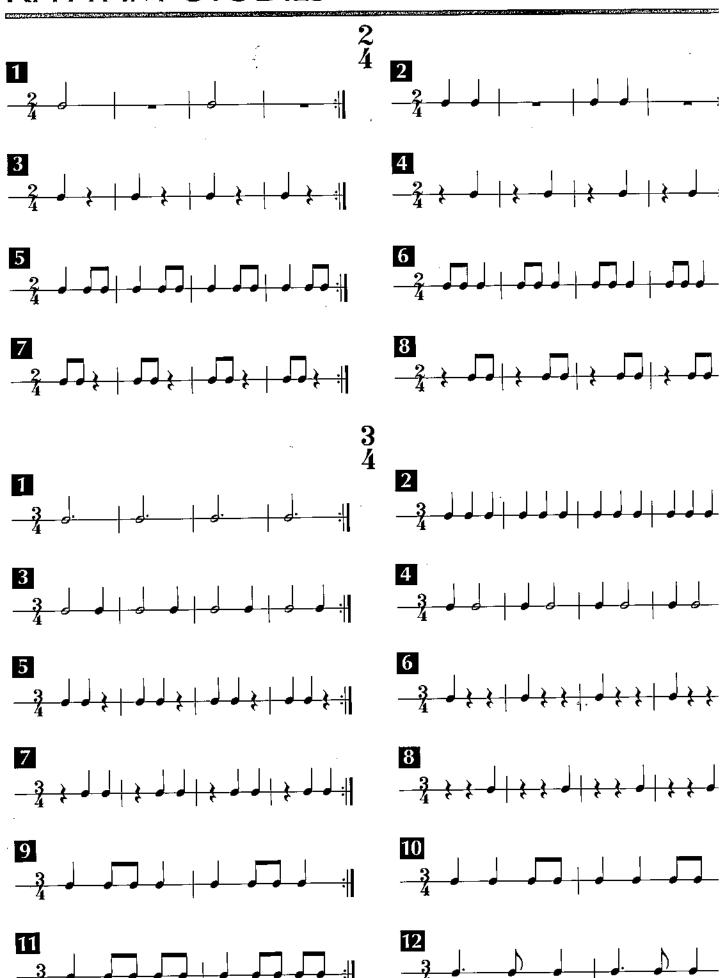
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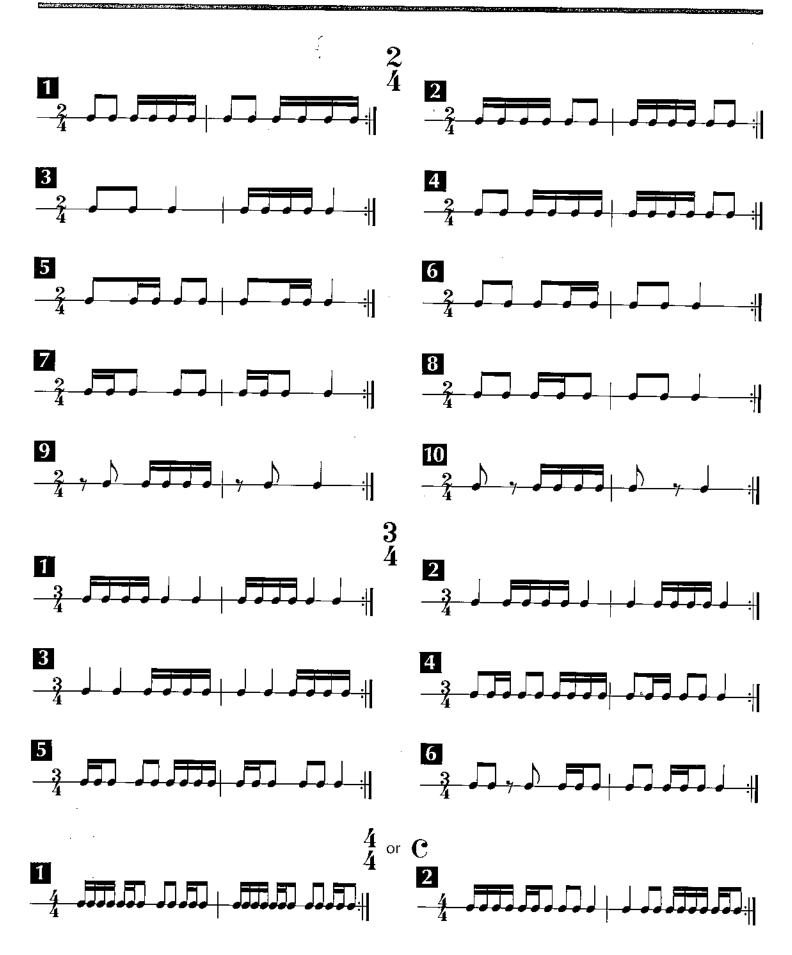
RHYTHM STUDIES



RHYTHM STUDIES



ADVANCED RHYTHM STUDIES



3

PERCUSSIVE ARTS SOCIETY INTERNATIONAL DRUM RUDIMENTS

▶ All Rudiments should be practiced: opén (slow) to close (fast) to open (slow) and/or at an even, moderate march tem

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*



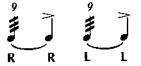
8. SIX STROKE ROLL



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*

LR RL

21. FLAM ACCENT*



22. FLAM TAP*



23. FLAMACUE*



24. FLAM
PARADIDDLE*



25. SINGLE FLAMMED MILL



26. FLAM
PARADIDDLEDIDDLE*



27. PATAFLAFLA



28. SWISS ARMY TRIPLET



29. INVERTED FLAM TAP



IV. DRAG RUDIMENTS

31. DRAG*

LL R RR L

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*

20 FLAM DRAC