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Rudiments

There are twenty-six Standard American Drum Rudiments. Book One introduced six of these rudiments; the Paradiddle, Double Paradiddle, Single Stroke Roll, Double Stroke Roll, Flam, and Drag.

Book Two will cover the remaining rudiments not addressed in the first book and continue to build upon the six previously introduced. Additionally, two new rudiments that are not part of the standard 26 will be introduced: the **Six Stroke Roll**, which is similar to the **Ten Stroke Roll** but includes two accents, and my own rudiment, the **Half Five**. The **Six Stroke Roll** is introduced in Lesson 16, and the **Half Five** is presented in Lesson 29.

If you have been following the instructions in Book One, you should have been regularly practicing the six rudiments introduced there. The **Double Stroke Roll**, **Drag**, and **Flam** are particularly important, as they serve as essential building blocks for the additional rudiments covered in this book. The **Flam** and its associated rudiments will be introduced in Lesson 6, while the **Double Stroke Roll** and its variations—including the **Nine**, **Thirteen**, and **Seventeen Stroke Rolls**—will begin in Lesson 11. The **Drag** and related rudiments will be covered starting in Lesson 20.

For a complete list of the 26 Standard American Drum Rudiments, please refer to the following link/PDF:

https://blog.fasterhands.com/media/manager/26-Standard-Rudiments.pdf

Note: Whenever a new rudiment is introduced in this book, practice it using a slow-fast-slow approach and incorporate it within the lesson. Continue to add new rudiments to your practice routine alongside those you have already learned. The teacher may decide that a student is ready to begin working on a specific rudiment before it is introduced in the book, based on the student's progress. By the end of this book, you will have mastered all 26 Standard American Drum Rudiments, as well as the two additional rudiments presented here.

The next page will list the rudiments you will learn, along with the page numbers associated with each..

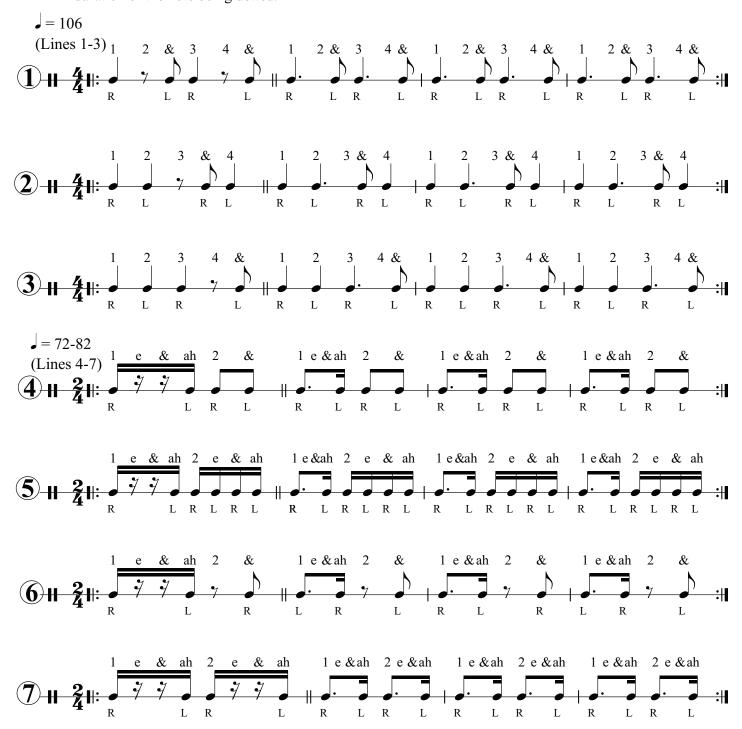
RUDIMENT AND ASSOCIATED PAGE NUMBER

PARADIDDLE	12
DOUBLE PARADIDDLE	12
FLAM	13
FLAM ACCENT	13
FLAM PARADIDDLE	14
FLAMACUE	15
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DRAG PARADIDDLE #1	33
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FLAM PARADIDDLEDIDDLE	34
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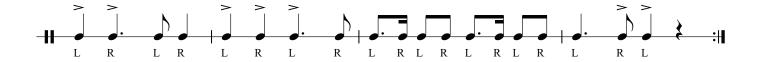
Lesson 1 NEW TOPIC (DOTTED NOTES):

A dotted note receives 1/2 (.5) more value. Hence a quarter note gets 1 + 1/2 (1.5) beats instead of 1 beat in 4/4. A dotted eighth note receives 3/4 (.75) of a beat instead of 1/2 (.5) of a beat in 4/4.

NOTE: On each line of Lesson 1, the first measure is notated **without dotted notes** and the next 3 measures are notated **with dotted notes**. The 3 measures will sound the same as the first measure with respect to drumming and this book. On a melodic instrument, the dotted note will sustain for the duration of the note being dotted.



Lesson 2 (DOTTED NOTES REVIEW)



EXERCISE #2





EXERCISE #3

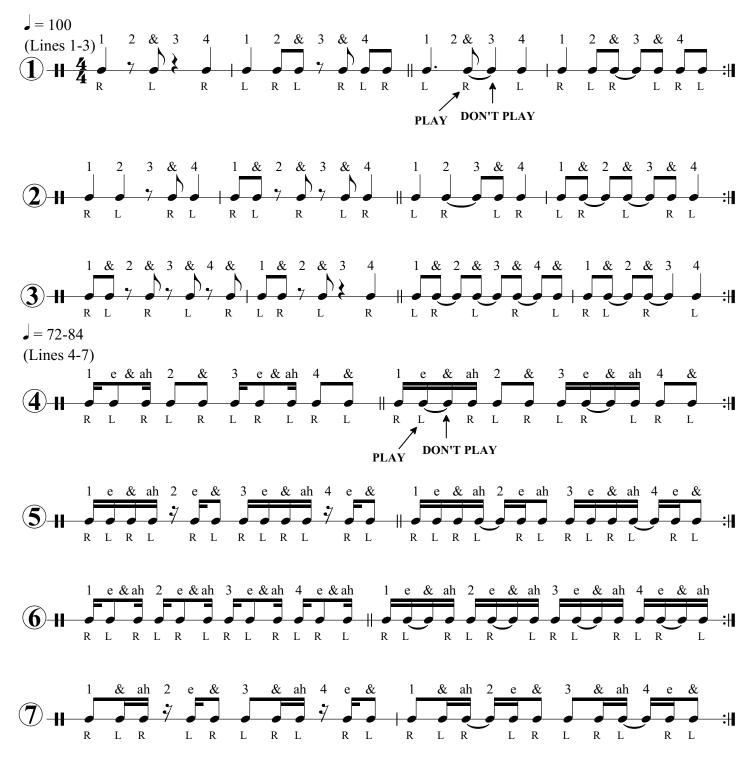




Lesson 3 (TIED NOTES)

YOU PLAY THE FIRST NOTE THE TIE BEGINS WITH BUT DO NOT PLAY THE NOTE THAT THE FIRST NOTE IS TIED TO.

NOTE: On each line the first half of the line has **NO TIED NOTES**. The next half of the line **HAS TIED NOTES**. Both sections in regards to the drums and this book are played exactly the same with only a change in sticking. In the case of a melodic instrument, a tied note will sound longer depending on the duration of the note being tied to.





Runaway Clave

NOTE: Feel free to go as fast as you can go on this one! Hence, that is the reason for the rolls as triplets.

