

Basic Stroke-type Exercises

$\text{♩} = 80-180$ **8's**

SnareLine/Toms

Pyramid: 8-7-6-5-4-3-2-1-1-2-3-4-5-6-7

Rainbows

Triangles

Unison

BassLine

Splits: 1's, Clone 1's, 2's, 3's, Clone 2's, 4's

Snare

Tenors

BassDr

BUCKS

♩ = 80-180

Snare

Around

Tenors

Threes

V1

BassDr

V2

Detailed description: This musical score for 'BUCKS' is in 4/4 time with a tempo of 80-180. It features three staves: Snare, Tenors, and BassDr. The Snare part has a complex rhythmic pattern with accents and dynamics. The Tenors part includes 'Around' and 'Threes' patterns. The BassDr part has 'V1' and 'V2' patterns. The score is divided into five measures, with the first measure starting with a tempo marking of 80-180.

Huggadicks

♩ = 80-180

Snare

Tenors

BassDr

Unison=Snare part, Split=this.

2 height

Detailed description: This musical score for 'Huggadicks' is in 4/4 time with a tempo of 80-180. It features three staves: Snare, Tenors, and BassDr. The Snare part has a rhythmic pattern with accents. The Tenors part has a similar pattern. The BassDr part includes a 'Unison=Snare part, Split=this.' pattern and a '2 height' pattern. The score is divided into five measures.

Huggadicks #2

♩ = 80-180
Yes, mark time.

Snare

Tenors

BassDr

Detailed description: This musical score for 'Huggadicks #2' is in 4/4 time with a tempo of 80-180. It features three staves: Snare, Tenors, and BassDr. The Snare part has a complex rhythmic pattern with accents and dynamics. The Tenors part has a similar pattern. The BassDr part has a complex pattern. The score is divided into five measures, with the first measure starting with a tempo marking of 80-180 and the instruction 'Yes, mark time.'

Snare

Tenors

BassDr

2 Heights

Detailed description: This musical score for 'Huggadicks #2' (continued) is in 4/4 time. It features three staves: Snare, Tenors, and BassDr. The Snare part has a complex rhythmic pattern with accents and dynamics. The Tenors part has a similar pattern. The BassDr part has a complex pattern. The score is divided into five measures, with the first measure starting with a tempo marking of 80-180 and the instruction 'Yes, mark time.'

Double Beat/Immigrant Beat

♩=100-200

Snare

Unison=Upper part, Immigrant Beat=this

Tenors

Unison=Snare part, Immigrant Beat=this

BassDr

Unison=Snare part, Immigrant Beat=this

This system contains the first four measures of the piece. It features three staves: Snare, Tenors, and BassDr. The Snare staff has a dynamic marking of *f* and a unison instruction: "Unison=Upper part, Immigrant Beat=this". The Tenors staff has a dynamic marking of *f* and a unison instruction: "Unison=Snare part, Immigrant Beat=this". The BassDr staff has a dynamic marking of *f* and a unison instruction: "Unison=Snare part, Immigrant Beat=this". The music is in 12/8 time and consists of eighth notes and sixteenth notes.

Snare

Tenors

BassDr

This system contains measures 5 through 8. The Snare staff continues with eighth notes and includes a unison instruction: "Unison=Upper part, Immigrant Beat=this". The Tenors staff continues with eighth notes and includes a unison instruction: "Unison=Snare part, Immigrant Beat=this". The BassDr staff continues with eighth notes and includes a unison instruction: "Unison=Snare part, Immigrant Beat=this".

Snare

Tenors

BassDr

This system contains measures 9 through 12. The Snare staff continues with eighth notes and includes a unison instruction: "Unison=Upper part, Immigrant Beat=this". The Tenors staff continues with eighth notes and includes a unison instruction: "Unison=Snare part, Immigrant Beat=this". The BassDr staff continues with eighth notes and includes a unison instruction: "Unison=Snare part, Immigrant Beat=this".

Snare

Tenors

BassDr

This system contains measures 13 through 16. The Snare staff continues with eighth notes and includes a unison instruction: "Unison=Upper part, Immigrant Beat=this". The Tenors staff continues with eighth notes and includes a unison instruction: "Unison=Snare part, Immigrant Beat=this". The BassDr staff continues with eighth notes and includes a unison instruction: "Unison=Snare part, Immigrant Beat=this". The system concludes with a double bar line.

Meter Rolls

♩=132-200

Snare *f*

Tenors *f*

BassDr *f*

"Across"

"Inside"

R L R L ..

I r l R l r l

Snare

Tenors

BassDr

I r l R l r l

R L R R L R

R L

I r l R

Diddle Mcnuggets

Version 1 Clone, all in unison

♩=72-120

Snare *p*

B B B B B B B B B B ..

Version 2 Hands separate

Snare *p*

Tenors *p*

BassDr *p*

r l r l ..

r l r l ..

Snare

Tenors

BassDr

Timing Exercises

All Natural Stickings

16th 1 Note

Snare

16th 2 Note

Snare

16th 3 Note

Snare

Snare

Tenors

Around ideas that can be applied to the above..

Triplet 1 Note

Snare

Snare

Triplet 2 Note

Snare

Snare

Triplet 3 Note

Snare

Snare

Snare

Tenors

More around ideas that can be applied to the above..

Flam Exercises

Grace-Note Control

Snare *f* 12

Finesse

Snare *f* 12

Place these rudiments in place of the flam accents, use the same sticking.

Snare 8

Mission

♩=80-120

Meant to be filled in with different variations, flam drags, inverts, cheese, etc.

Snare *f* 8

Tenors *f* 8

BassDr *f* 8

Quads: With different variations keep accents on the same drums, accommodate the stickings and inner beats appropriately.

2 Heights

Fill in with Snares

Snare *mf* 8

Tenors *f* 8

BassDr *f* 8

Add diddles, singles, flams etc.

Additional thoughts for quads:

There are a few rounds that we can apply to different accented exercises like grids, bucks, etc. the following are examples of each applied to the first 4 bars of 16th grid.

East out: East out puts all unaccented notes on drum one while the accents are "out" to the adjacent drums.

Tenors 

West out: West out is the same as east out except the unaccented notes are on drum 2

Tenors 

East in: east in puts the unaccented notes outside of drum 1 ex Rh-3 and LH-2 while all the accents are "in" to drum one.

Tenors 

West in: west in is the same as east in except the accents go "in" to drum 2 and the unaccented notes are on either side.

Tenors 

Jungle: Jungle sets the unaccented notes on drums 1 and 2, while the accents go "out" to drums 3 and 4

Tenors 

Urban: Urban in the opposite of jungle, the unaccented notes go on drums 3 and 4, while the accents go in to drums 1 and 2

Tenors 

Spock out 1-2: spock out 1-2 puts all unaccented notes on spock with accents on 1 and 2

Tenors 

Spock out 3-4: spock out 3-4 is the same as spock out 1-2 but now the accents go on 3 and 4

Tenors 

Spock in 1-2: now the unaccented notes are on 1 and 2 while accents go on the spock

Tenors 

Spock in 3-4: same as 1-2 but the unaccented notes are on 3 and 4

Tenors 

More examples of rounds applied to exercises:

Double beat, east out:

Tenors 

Double beat west out:

Tenors 

