

APS Percussion Supplemental

7 Essential Rudiments

These seven rudiments are essential in mastering the rest of the 40 standard P.A.S. rudiments. They form the building blocks on which the rest of the rudiments are based. They are listed in the suggested order of mastery.

All rudiments should be played in this manner: open to closed and then back to open. The transition from Open to Closed and then back to Open should be gradual. Care should be taken to maintain the sticking pattern of the rudiment. Students should learn both right and left handed lead sticking patterns.

Open = slow steady tempo **Closed** = as fast as the player can play while still under control

1 Single Stroke Roll

Open

Closed



R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L
L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R

Rudiment as seen in music

Single Stroke Roll



2 Multiple Bounce (Buzz) Roll

Written



Played



R R R R R R R R L L L L L L L L

Open

Closed



R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L
L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R

Written



Played



3 Single Paradiddle

R L R R L R L L R L R R L R L L R L R R L R L L R L R R L R L L
 L R L L R L R R L R L L R L R R L R L L R L R R L R L L R L R R

S.P.

Rudiment as seen in music

4 Double Stroke (Open) Roll

Written

Played

RRLRLLRRLRLLRRLRLLRRLRLLRRLRLLRRLRLL
 LLRRLRLLRRLRLLRRLRLLRRLRLLRRLRLLRRLR

Open

Closed

R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L
 L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R

5 Flam

Open

Closed

L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L
 R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R

Rudiment as seen in music

6 Drag (Ruff)

Open Closed

LLR RRL LLR RRL LLR RRL LLR RRL LLR RRL LLR RRL LLR RRL LLR RRL
 RRL LLR R L LLR RRL LLR RRL LLR RRL LLR RRL LLR RRL LLR RRL LLR

Rudiment as seen in music

7 5 Stroke Roll

Written Played

or or

R R L L R L L R R L R R L L R L L R R L R R L L R L L R R L L R R L L R
 L L R R L R R L L R L L R R L R R L L R L L R R L L R R L L R R L L R

Open Closed

R R L L R L L R R L R R L L R L L R R L R R L L R L L R R L L R R L L R
 L L R R L R R L L R L L R R L R R L L R L L R R L L R R L L R R L L R

Rudiment as seen in music

APS Percussion Supplemental Breaking Down Rolls

When learning rolls, it is important to learn the difference between the term stroke and bounce. The term stroke refers to what your hands are doing and the term bounce refers to the end of the stick. This gets confusing because the 5,9, & 17 stroke rolls (as well as the other numbered rolls) are actually counting stick bounces and not hand strokes.

Example: the 5 Stroke Roll - You make three hand strokes but the tips bounce 5 times.

Another important factor in learning rolls is to realize that they are based on 16th note subdivision. Finally, there are three parts to the roll - the diddles, the tap and the release. (often the tap and the release are the same thing. All three parts won't be present in every roll (the release is sometimes dropped).

Diddles Tap (release) Tap Diddles Release

5 Stroke Roll

The 5 Stroke is based on the rhythmic combination of 2 sixteenth notes and 1 eighth note tap (this can actually be any type of note but is generally an eighth. It can be played either on the beat or off of the beat. We tend to think of the 5 stroke roll as an eighth note roll

What your hands are doing

1 e + + a 3
R L R R L R
L R L L R L or L R L

How your sticks are bouncing

1 e + + a 3
R R L L R or R R L L R
L L R R L L L R R L

Written *What your hands are doing* *How your sticks are bouncing*

1e + 2e + 3e + 4e + 1 e + 2 e + 3 e + 4 e + 1 e + 2 e + 3 e + 4 e +
R R R R R R L R R L R R L R R L R R R L L R R L L R R R L L R R R L L R
L L L L L L R L L R L L R L L R L L L R R L L L R R L L L R R L L L R R L

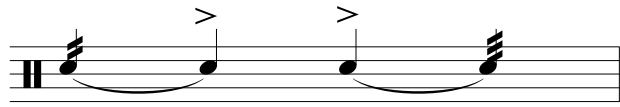
Written *What your hands are doing* *How your sticks are bouncing*

1 + a 2 + a 3 + a 4 + a 1 + a 2 + a 3 + a 4 + a 1 + a 2 + a 3 + a 4 + a
R R R R R R R L R R L R R L R R L R R R L L R R R L L R R R L L R R R L L
L L L L L L L R L L R L L R L L R L L L R R L L L R R L L L R R L L L R R

If you buzz this roll, your hands still move in the same way as the open version.

1e + 2e + +a 4+a 1 1 e + 2 e + + a 4 + a 1
R R R R R R R R L R R L R R L R R L R
L L L L L L L L R L L R L L R L L R L

9 Stroke Roll



The 9 Stroke is based on the rhythmic combination of 4 sixteenth notes and 1 quarter note tap (again, as with the 5 stroke this can be any note but is generally a quarter note). It can be played either on the beat or off of the beat. We tend to think of the 9 stroke as a quarter note roll.

What your hands are doing

1 e + a 2 3 4 e + a
 R L R L R R R L R L
 L R L R L L L R L R

How your sticks are bouncing

1 e + a 2 3 4 e + a
 R R L L R R L L R R R R L L R R L L
 L L R R L L R R L L L L R R L L R R

Written

What your hands are doing

What your hands are doing

1e+a 2 3e+a 4 1 e + a 2 3 e + a 4 1 e + a 2 3 e + a 4
 R R R R R L R L R R L R L R R R L L R R R L L R R L L R
 L L L L L L R L R L L R R L L L R R L L R R L L R R L L R R

Written

What your hands are doing

What your hands are doing

1 2e+a 3 4e+a 1 2 e + a 3 4 e + a 1 2 e + a 3 4 e + a
 R R R R R R L R L R R L R L R R R L L R R L L R R L L R R L L
 L L L L L L L R L R L L R R L L L R R L L R R L L R R L L R R

If you buzz this roll, your hands still move in the same way as the open version.

1e+a 2 3e+a 4 1 e + a 2 3 4 e + a
 R R R R R L R L R R R L R L R
 L L L L L L R L R L L R R L L R R

17 Stroke Roll



The 17 Stroke is based on the rhythmic combination of 1 half note and 1 quarter note tap (again, as with the 5 stroke this can be any note but is generally a quarter note). It can be played either on the beat or off of the beat. We tend to think of the 17 stroke as a half note roll.

What your hands are doing

1 e + a 2 e + a 3
 R L R L R L R L R
 L R L R L R L R L

How your sticks are bouncing

1 e + a 2 e + a 3
 R R L L R R L L R R L L R R L L R
 L L R R L L R R L L R R L L R R L

Written

1 e + a 2 e + a 3
 R R
 L L

What your hands are doing

1 e + a 2 e + a 3
 R L R L R L R L R
 L R L R L R L R L

How your sticks are bouncing

1 e + a 2 e + a 3
 R R L L R R L L R R L L R R L L R
 L L R R L L R R L L R R L L R R L

If you buzz this roll, your hands still move in the same way as the open version.

1 e + a 2 e + a 3
 R R
 L L

1 e + a 2 e + a 3
 R L R L R L R L R
 L R L R L R L R L

Formula to figure out how many hand strokes (16th notes) are in a numbered roll

Odd Number Rolls

- 1) Subtract 1 (for the tap) from the number
- 2) Divide the remaining number by 2
- 3) then add the tap back in

Example....

9 Stroke Roll

Step 1) $9 - 1 = 8$

Step 2) $8 \div 2 = 4$ Hand strokes plus the tap

Even Number Rolls

- 1) Subtract 2 (for the taps) from the number
- 2) Divide the remaining number by 2
- 3) then add the taps back in

Example....

6 Stroke Roll

Step 1) $6 - 2 = 4$

Step 2) $4 \div 2 = 2$ Hand strokes plus 2 taps

(For even stroke rolls the taps can be divided with the diddles in between.)

7 Essential Rudiments

1 Single Stroke Roll

Open

Closed

R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L
 L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R

2 Multiple Bounce (Buzz) Roll

Open

Closed

R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L
 L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R

3 Single Paradiddle

Open

Closed

R L R R L R L L R L R R L R L L R L R R L R L L R L R R L R L L R L R R L R L L
 L R L L R L R R L R L L R L R R L R L L R L R R L R L L R L R R L R L L R L R R

4 Double Stroke (Open) Roll

Open

Closed

R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L
 L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R

5 Flam

Open

Closed

L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L
 R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R R L L R

6 Drag (Ruff)

Open

Closed

L L R R L L R R L L L R R L L R R L L L R R L L R R L L L R R L L R R L
 R R L L R R L L R R R L L R R L L R R R L L R R L L R R R L L R R L L R

7 5 Stroke Roll

Open

Closed

R R L L R L L R R L R R L L R L L R R L R R L L R L L R R L R R L L R L L R R L R R L L R L L R R L R R L L R L L R R L
 L L R R L R R L L R L L R R L R R L L R L L R R L R R L L R L L R R L R R L L R L L R R L R R L L R L L R R L R R L L R