

Snare FUNdamentals

David Steinquest &
Frank Oddis



Rudiments: the “Meat & Three” of Snare Drum and Multiple Percussion

I. Basic Technique

- A. Instrument Setup
- B. Body Position
- C. Stick Choice
- D. Basic Grip(s)
- E. General Playing Area
- F. Stroke Production

II. The Rudiments

- A. Separate the right and left hand parts to determine exactly what their individual responsibilities are.
- B. Strip away the embellishments (diddles, flams, ruffs) to expose the skeletal rhythmic pattern and sticking.

III. Applying the Rudiments to the Music

- A. Analyze the music rudimentally.
- B. Practice each individual exercise.
- C. Put these components together to make music.
- D. Use these rudimental ideas in multiple percussion performance.

Snare FUNdamentals

David Steinquest &
Frank Oddis



1. Single Stroke Roll *

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

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

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

6. Double Stroke Roll (Long Roll) *

R R LLR R LLR R LL etc.

RLRLRLRLRLRLRLRL RLRLRLRLRLRLRLRL RLRLR RLRLR RLRLRLRLRL
LRLRLRLRLRLRLRLRL LRLRLRLRLRLRLRLRL LRLRL LRLRL LRLRLRLRL

7. Five Stroke Roll *

R R LLR LLR RL RR LL R LL RR 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

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

Snare FUNdamentals

David Steinquest &
Frank Oddis



9. Seven Stroke Roll *

R R LLR RL R R LLR RL LL R R LL R LL R R LL R
 LL R R LL R LL R R LL R R R LLR RL R R LLR RL

16. Single Paradiddle *

R L R R L R L L

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

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

Snare FUNdamentals

David Steinquest &
Frank Oddis



20. Flam *

20. Flam *
 Musical notation for Snare Flam rudiment, consisting of three staves. The first staff shows the basic stroke: a quarter note followed by an eighth note. The second staff shows a sequence of 16 strokes: 8 right-hand strokes (R) followed by 8 left-hand strokes (L). The third staff shows a sequence of 16 strokes: 8 alternating strokes (LR) followed by 8 alternating strokes (RL).

31. Drag (Ruff) *

31. Drag (Ruff) *
 Musical notation for Snare Drag (Ruff) rudiment, consisting of three staves. The first staff shows the basic stroke: a quarter note followed by an eighth note. The second staff shows a sequence of 16 strokes: 8 right-hand strokes (R) followed by 8 left-hand strokes (L). The third staff shows a sequence of 16 strokes: 8 alternating strokes (LR) followed by 8 alternating strokes (RL).

*These rudiments are included in the original Standard 26 American Drum Rudiments.

Snare FUNdamentals

David Steinquest &
Frank Oddis



ACCENTUATE

Solo No. 2
Level - Easy

by Edward Freytag

Rudiments Contained:

- | | |
|--------------------------|--------------------------|
| 5 stroke roll | flam tap |
| 9 stroke roll | flam |
| 17 stroke roll | flam accent |
| single paradiddle | double paradiddle |

Snare FUNdamentals

David Steinquest &
Frank Oddis



Two Pitches



New Material:



Four staves of musical notation for the 'Two Pitches' exercise. The first staff is in 11/4 time and contains a sequence of notes and rests. The subsequent three staves continue the exercise with various rhythmic patterns and rests, all using only two pitches.

Three Pitches



New Material: None

Three staves of musical notation for the 'Three Pitches' exercise. The first staff is in 11/4 time and contains a sequence of notes and rests. The subsequent two staves continue the exercise with various rhythmic patterns and rests, all using only three pitches.

Snare FUNdamentals

David Steinquest &
Frank Oddis



Four Pitches



Combination Study

Three staves of musical notation for a combination study. The first staff is in 2/4 time and contains six measures of music. The second staff contains six measures of music. The third staff contains six measures of music. The notation includes various rhythmic patterns and pitch combinations, such as eighth notes, quarter notes, and rests.