

5. EVERY SOUND IS PRECIOUS AND ETERNAL

I am careful of the sound I give birth to - Many times you can just tell by the way an individual approaches an instrument that he is an artist. It has alot to do with the attention that gives to the task at hand. At first it will take time to develop that kind of stage presence/awareness but after awhile it will reflect in everything about the performer's art. As you are concerned with perfection of sound, you will perform perfection of sound.

6. I WILL CONSIDER ALL ADVICE AND/OR CRITICISM THAT WILL HELP IMPROVE MYSELF AND MY CRAFT

Absolutely anything that might help your performance must be tried and/or experimented with. What is not of value now may help to put the pieces together at a later date. Never let your ego get in the way of understanding another observer's point of view. The best bet is to absorb everything like a giant sponge.

7. I WILL LEARN FROM ALL MY COMPETITIONS AND OBSERVE BUT NOT JUDGE THEM

It is important to be as neutral as possible when comparing others to yourself. A certain performance, style or quality may be different from your own but it does not mean that it is of less value. Each performance has moments of perfection and that is what you should be in tune with.

8. TIMING IS ESSENTIAL

Everything has some kind of pitch or frequency and a drummer must be a master of time. I make it mandatory that all my drummers set up some kind of pulse of eighth notes, either verbally or silently, before they begin to play, during rest and after they finish. A subconscious metronome.

9. I WILL BE CAREFUL OF WHAT I THINK AND SAY

I know that people will judge me by my thoughts and words, so I will be careful of what I think and say.

10. MY STICKS ARE MY TOOLS AND WHERE I GO, THEY GO

Although one can overdo anything, generally drummers are fortunate in that they can practice at almost any time and any place. One of the things that we can never make up for is lost time, so use it! Even while watching television you can practice on the floor or your knee..so get with it!!

11. I WILL MARCH TIME WHENEVER PRACTICAL

I will march time to all exercises and patterns when practical, because a drummer who can't walk (march) and chew buggle gum (play) at the same time is not a rudimental drummer.

12. EACH TIME I AM BEATEN IT IS JUST A TEST OF A TEST TO STRENGTHEN MY BEING AND MY GROWTH

These tests are to determine who is the strongest to go on and face the battle. Many will fail.....I WILL NOT.

.....NOW TO BEGIN.....

13. ACHIEVING MY GOALS

My goals are achieved by a constant trekking forward. Each day I will take a new chop at the great tree until I have cut my way through ALL LIMITATIONS.

Paradiddles

Paradiddles are a series of single and double stroke sticking patterns. The shortest is a four note combination which consists of two single strokes and a double stroke, and is then reversed to form an eight note cycle.

These paradiddles can occur in four possible permutations. The accents are traditionally placed as follows, marking the location of the first single stroke in each permutation. The first of these patterns is referred to as the "single paradiddle" and is included on the Percussive Arts Society "list of seven essential rudimental patterns".

These appear in G.L. Stone
Stick Control on pg 5, #5-8

||: RLRR RLRL :|| Memorize position
||: RLR LRRL :|| of double strokes
||: RRLR LRLR :||
||: RRL LRLR :||

The following patterns are extensions of the single paradiddle.

> RLRLRR > LRLRLL = Double Paradiddle

> RLRLRLRR > LRLRLRLL = Triple Paradiddle

> RLRRLL or > LRLLRR = Paradiddle-diddle

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||: RLRR LRLL :|| Memorize position
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||: RRLR LLRL :||
||: RRLR LRLR :||

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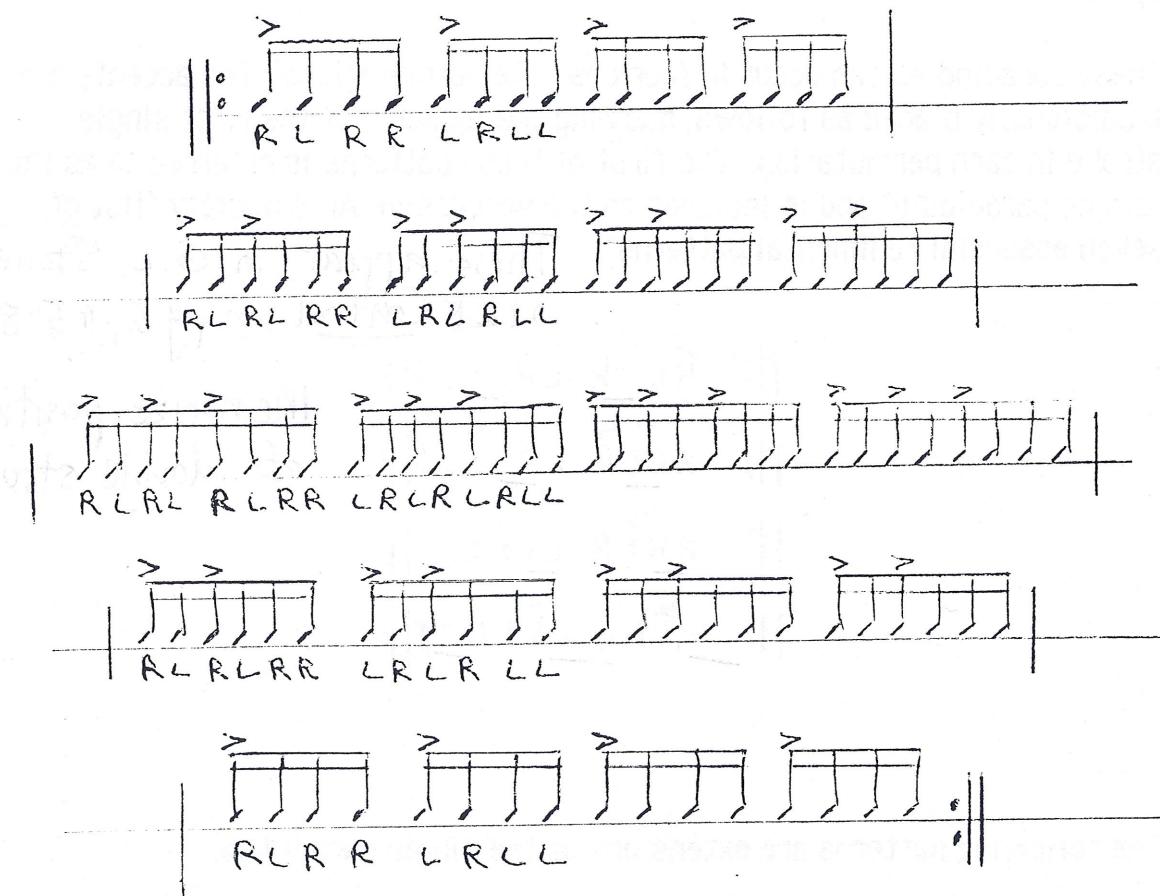
> RLRLRR > LRLRLL = Double Paradiddle

> RLRLRLRR > LRLRLRLL = Triple Paradiddle

> RLRRLL or > LRLLRR = Paradiddle-diddle

Paradiddle pyramid

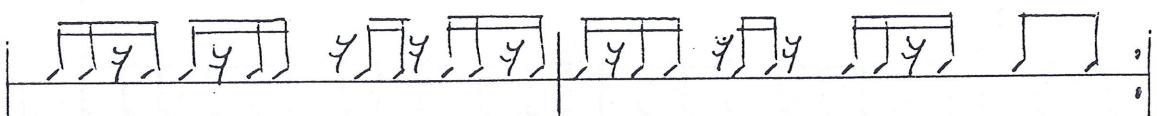
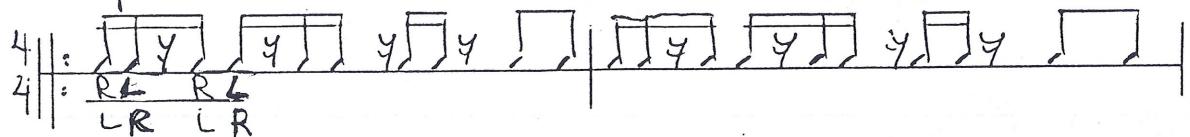
The paradiddle pyramid combines the single, double, and triple paradiddles. It should be played repeatedly without interruption.



Single Strokes

Play the following in either fourth or first position.

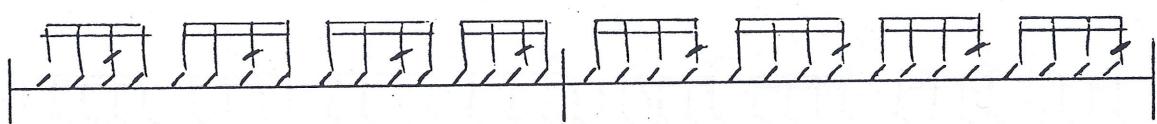
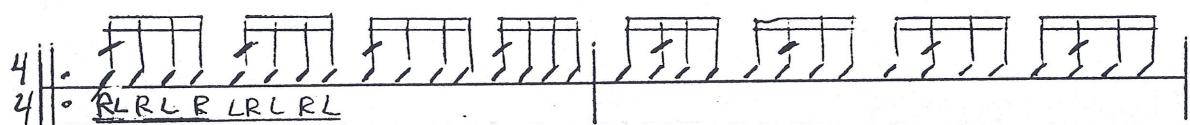
Warm-up M.M.=



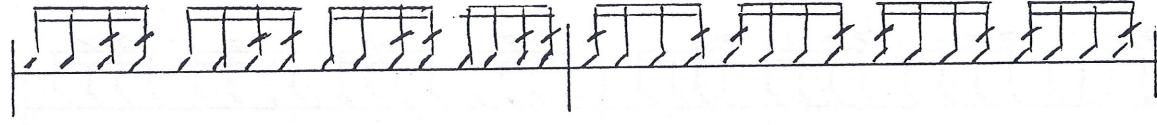
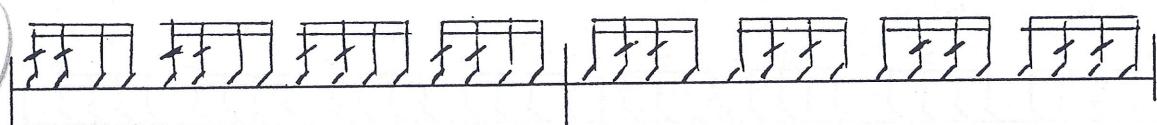
Duple groupings

M.M.=

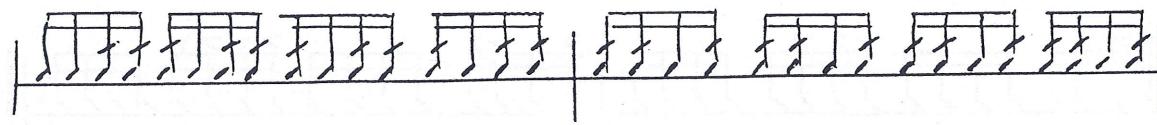
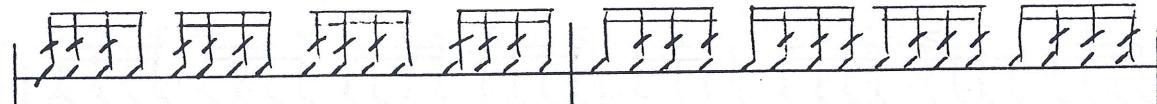
(A)



(B)

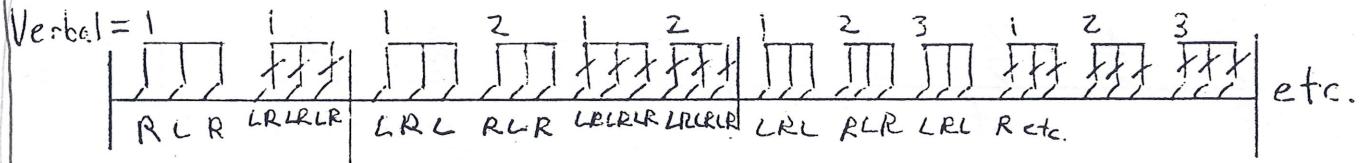


(C)



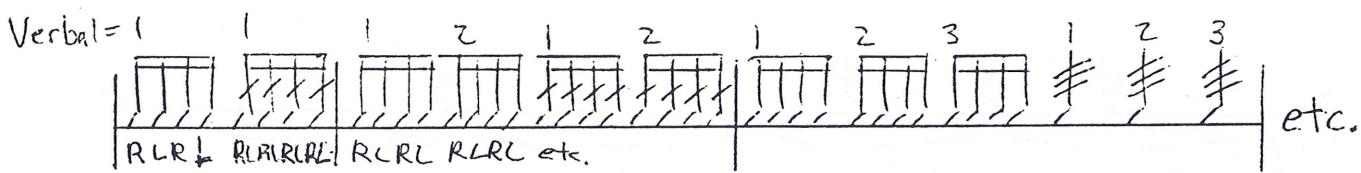
Single Stroke Pyramids

Triple grouping
M. M. =



Continue to add counts until you reach count 50.

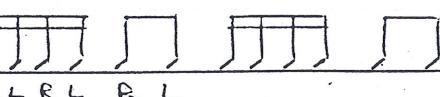
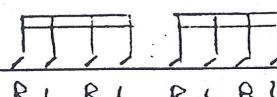
Duple groupings
M. M. =

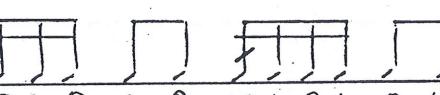
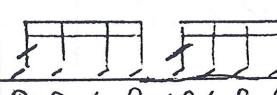


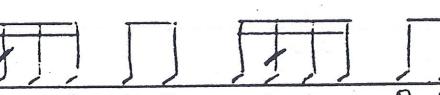
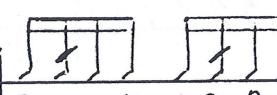
Continue to add counts until you reach count 50.

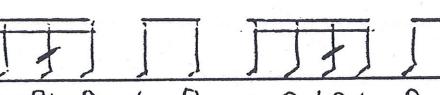
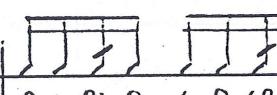
Single strokes

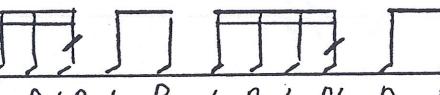
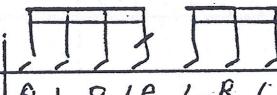
M.M. =

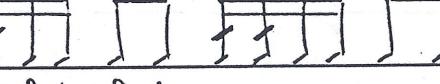
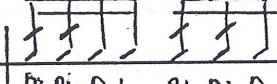
1) | 4  | 4  | R L R L R L | R L R L R C R L R L | R L R L R L | R L R L R L | R L R L R L | R L R L R L |

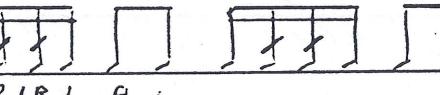
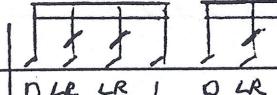
2) |  |  | R R L R L R L R | R L R L R L R C | R R L R L R L R C | R R L R L R L R C | R C R L | R C R L |

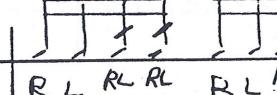
3) |  |  | R L R L R L R C | L R L R L R C | R L R L R L R C | R L R L R L R C | R L R L R L | R L R L R L | R L R L R L |

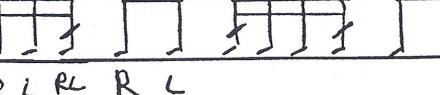
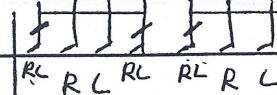
4) |  |  | R L R R R L R C | C R L P L R C | R L R R R L R C | R L R R R L R C | R L R R R L | R L R R R L | R L R R R L |

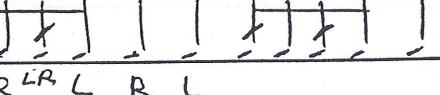
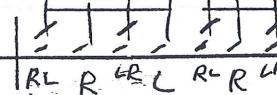
5) |  |  | R L R C R L R C | L R L C R L R C | R L R C R L R C | R L R C R L R C | R L R C R L | R L R C R L | R L R C R L |

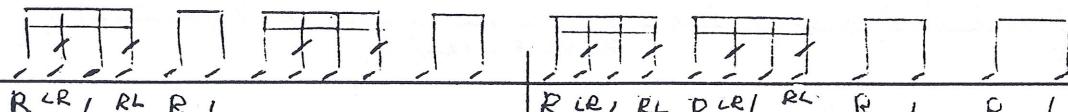
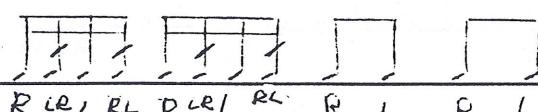
6) |  |  | R R R R R C R L | R R R R R C R L | R R R R R C R L | R R R R R C R L | R L R L R L | R L R L R L | R L R L R L |

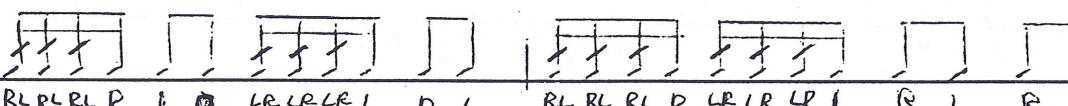
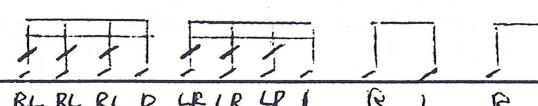
7) |  |  | R L R L R L R C | R L R L R L R C | R L R L R L R C | R L R L R L R C | R L R L R L | R L R L R L | R L R L R L |

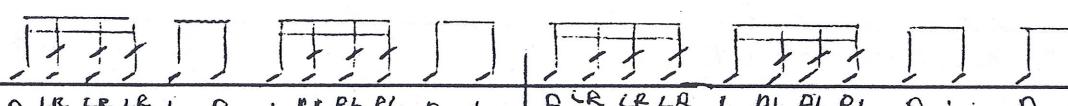
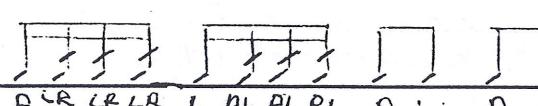
8) |  |  | R L R R R L R C | R L R R R L R C | R L R R R L R C | R L R R R L R C | R L R R R L | R L R R R L | R L R R R L |

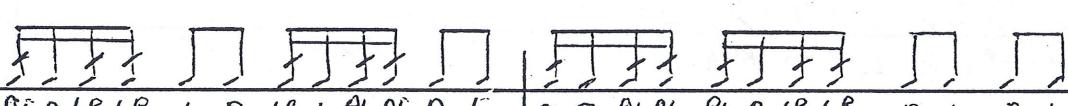
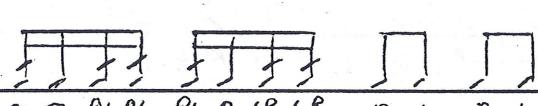
9) |  |  | R L R L R L R C | R L R L R L R C | R L R L R L R C | R L R L R L R C | R L R L R L | R L R L R L | R L R L R L |

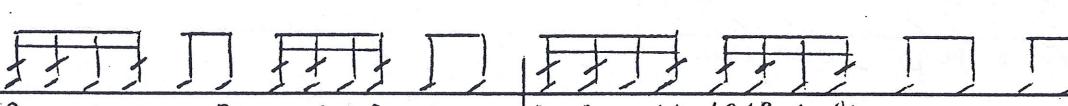
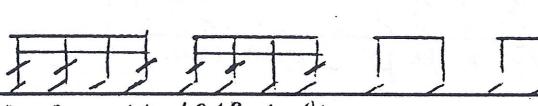
10) |  |  | R L R L R L R C | R L R L R L R C | R L R L R L R C | R L R L R L R C | R L R L R L | R L R L R L | R L R L R L |

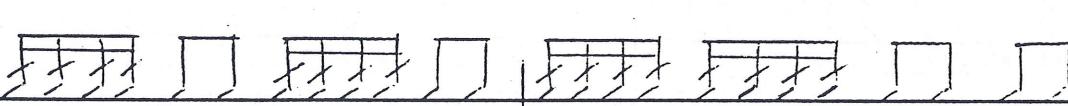
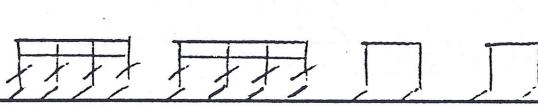
11) |  | 

12) |  | 

13) |  | 

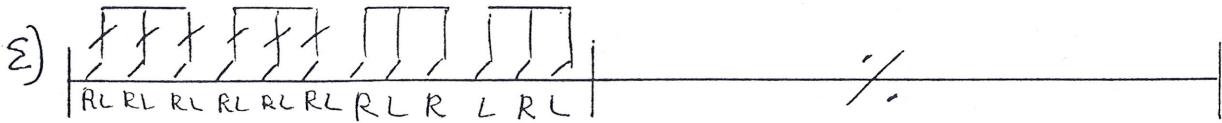
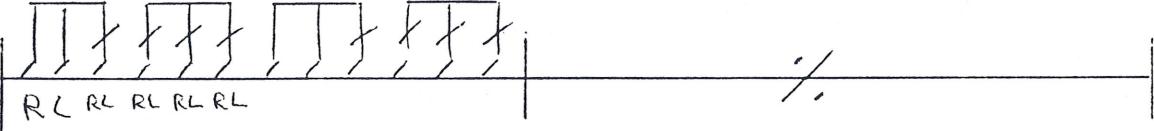
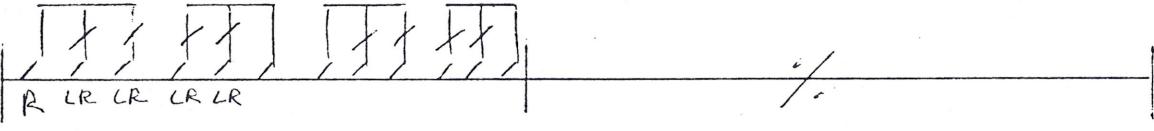
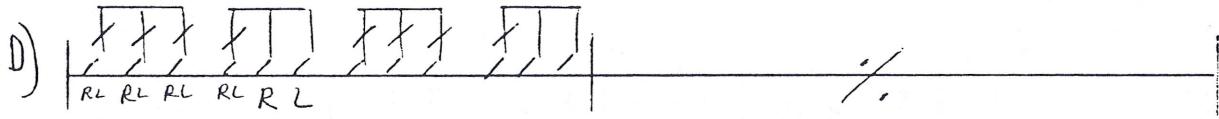
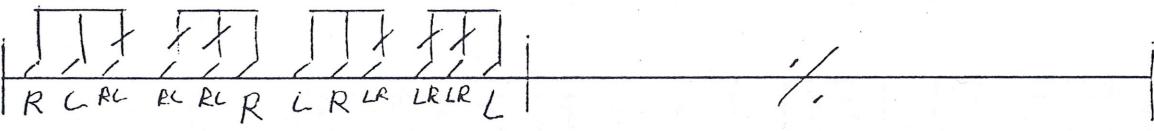
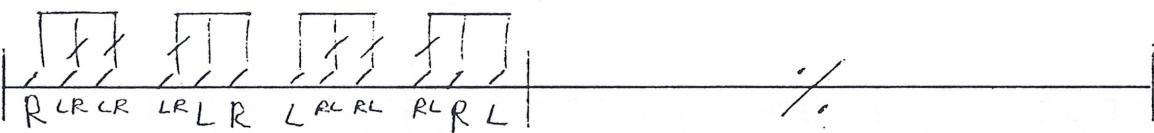
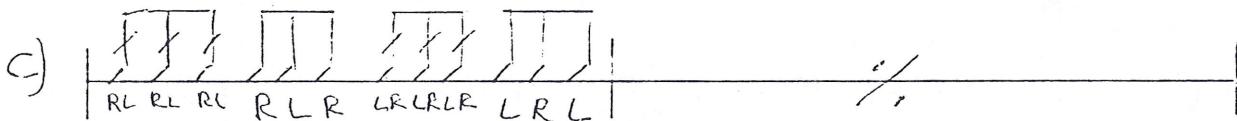
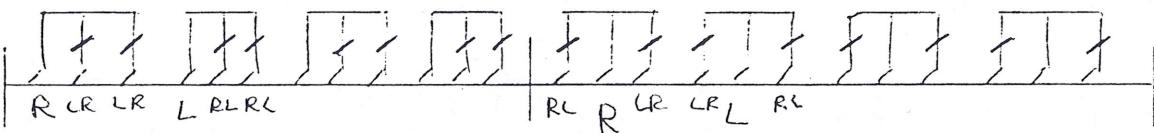
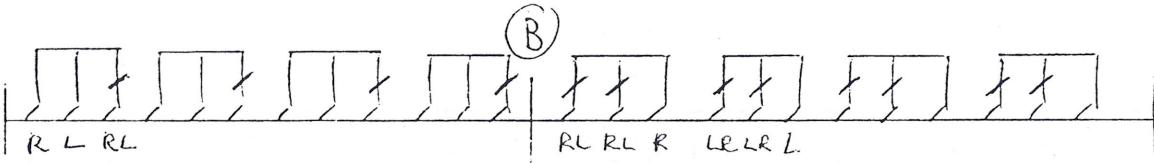
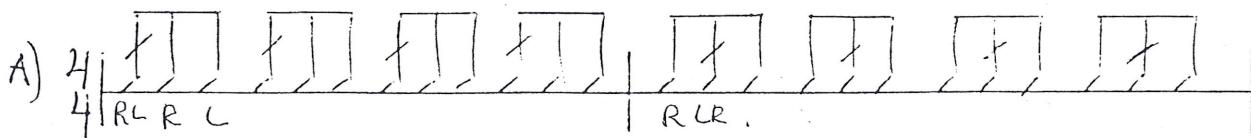
14) |  | 

15) |  | 

16) |  | 

Triple groupings

M.M. =



CAVIAR**FULL MONOTONE STROKES**

S

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

Q

R L R L R L R L R L R

B

R L R R L R

C

vert

Vertical strokes

M

orch

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

S

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

Q

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

B

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

C

up-v

Vertical strokes

M

up-o

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

S

Q

B

C

M

S

Q

B

C

M

ACCENT SHIFT

- | | | |
|----------|--------------|------------------|
| 1. Taps | 4. Stutters | 7. Flam Drags |
| 2. Flams | 5. Fives | 8. Flam Stutters |
| 3. Drags | 6. Tap Rolls | 9. Flam Fives |

S

1 > > > >

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

Q

1 > > > >

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

B

1 R R R R L L L L R R R R R R

C

1 vert

M

1 RLRLRLRL...

ACCENT SHIFT

S

Q

B

C

M

R orch R RL RL R R RL RL R vert R L R R L

7 RLRLRLRL...

> > > > > > > > > > > > > > > >
 R L R L R L R L R L R L R L R L R L R L R L R
 10 > > > > > > > > > > > > > > >
 R L R L R L R L R L R L R L R L R L R L R L R
 10 > > > > > > > > > > > > > >
 R L R L R L R L R L R L R L R L R L R L R L R
 10 R RL R RL R RL R vert R RL R RL R RL R RL R
 vert R RL R
 10 LR
 L R L R R L R L R L R L R L R L R L R L R L R

ACCENT SHIFT

Dean Ponseti - Drumline Aerobics
-15- *singles-all 16th

6/8 ACCENT SHIFT

- 1. Taps 4. Stutters 7. Flam Drags
- 2. Flams 5. Fives 8. Flam Stutter
- 3. Drags 6. Tap Rolls 9. Flam Fives

(A)

S 12/8 R L R R L R R L R R L R

Q 12/8 R L R R L R R L R

B 12/8 R L R R L R R L R R L R

M 12/8 R L R R L R R L R ...

up-v crchk scrp

(B)

S 12/8 R L R R L R R L R R L R

Q 12/8 R L R R L R R L R

B 12/8 R L R R L R R L R R L R

M 12/8 R L R R L R R L R R L R

taps up-v crchk

6/8 ACCENT SHIFT

of triplets accents

S

Q

B

C

M

B'

C

scrp

taps

up-v

crchk

S

8 L LR R

8 R RL L L

8 L LR R

8 R RL L L

Q

B

C

M

scrp

taps

rest

8

8

ACCENT-TAP EXERCISES

1 CHICAGO FOUR

1

5

fp

5

9

A musical staff showing a continuous sequence of eighth-note patterns. The first measure starts with a bass note followed by six eighth notes. Subsequent measures show a repeating pattern of two eighth notes followed by a bass note. The pattern continues across the page with labels 'R' and 'L' under each pair of eighth notes.

13

17

2 CHICAGO THREE

A musical score for a band featuring a bassoon part. The score consists of ten measures. Measures 1-4 show eighth-note patterns: R-L-R-L, R-L-R-L, R-L-R-L, R-L-R-L. Measures 5-8 show eighth-note patterns: R-L-R-L, R-L-R-L, R-L-R-L, R-L-R-L. Measures 9-10 show sixteenth-note patterns: R-L-R-L-R-L, R-L-R-L-R-L.

21

25

fp cresc.

29