Requirements for Percussion Comprehensive Exams - Percussion Primary Students

1. PAS Rudiments
   a. Each student will be randomly tested on the 40 PAS Rudiments
   b. Rudiments will be asked to be played either open/closed/open or consistent tempo (single tempo)
   c. 10 rudiments will be chosen, student must pass 8/10 to pass.
   d. The student will pass each rudiment if:
      i. Rudiments are successfully identified/played correctly after the rudiment is called verbally.
      ii. Rudiments are played within the Silver tempo level based on the PAS rudiment training tempi for each rudiment. (top tempo for open/closed/open or top tempo of consistent tempo)
   e. All information is provided in the following pages:
      i. Official list of PAS rudiments
      ii. PAS Rudiment Quiz (for your reference)
      iii. PAS Rudiment Training Tempo Ratings
      iv. Rudiment Overview (Practice Tips)
I. ROLL RUDIMENTS

A. Single Stroke Roll Rudiments

1. Single Stroke Roll *

2. Single Stroke Four

3. Single Stroke Seven

B. Multiple Bounce Roll Rudiments

4. Multiple Bounce Roll

5. Triple Stroke Roll

C. Double Stroke Open Roll Rudiments

6. Double Stroke Open Roll *

7. Five Stroke Roll *

8. Six Stroke Roll

9. Seven Stroke Roll *

II. DIDDLE RUDIMENTS

10. Nine Stroke Roll *

11. Ten Stroke Roll *

12. Eleven Stroke Roll *

13. Thirteen Stroke Roll *

14. Fifteen Stroke Roll *

15. Seventeen Stroke Roll

16. Single Paradiddle *

17. Double Paradiddle *

18. Triple Paradiddle

19. Single Paradiddle-diddle

* These rudiments are also included in the original Standard 26 American Drum Rudiments.
III. FLAM RUDIMENTS

20. Flam *

21. Flam Accent *

22. Flam Tap *

23. Flamcue *

24. Flam Paradiddle *

25. Single Flammed Mill

26. Flam Paradiddle-diddle *

27. Pataflafla

28. Swiss Army Triplet

29. Inverted Flam Tap

30. Flam Drag

IV. DRAG RUDIMENTS

31. Drag *

32. Single Drag Tap *

33. Double Drag Tap *

34. Lesson 25 *

35. Single Dragadiddle

36. Drag Paradiddle #1 *

37. Drag Paradiddle #2 *

38. Single Ratamacue *

39. Double Ratamacue *

40. Triple Ratamacue *
I. ROLL RUDIMENTS
A. Single Stroke Roll Rudiments
1. 

2. 

3. 

B. Multiple Bounce Roll Rudiments
4. 

5. 

C. Double Stroke Open Roll Rudiments
6. 

7. 

8. 

9. 

II. DIDDLE RUDIMENTS
16. 

17. 

18. 

19. 

* These rudiments are also included in the original Standard 26 American Drum Rudiments.
III. FLAM RUDIMENTS

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IV. DRAG RUDIMENTS

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For more information on becoming a Percussive Arts Society subscriber contact PAS at:
110 W. Washington Street, Suite A, Indianapolis, IN 46204 . E-mail: percarts@pas.org . Web site: www.pas.org
# PASIC Training – 2016 – RUDIMENT TEMPOS

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<thead>
<tr>
<th>ROLLS</th>
<th>GOLD</th>
<th>SILVER</th>
<th>BRONZE</th>
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<tr>
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<td>2. Flam Accent (dotted Q based) 140-152</td>
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<td>7. Flam Paradiddle-diddle (dotted Q based) 72-88</td>
<td>7. Flam Paradiddle-diddle (dotted Q based) 60-72</td>
<td>7. Flam Paradiddle-diddle (dotted Q based) 48-60</td>
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<td>8. Patafla-fla (16th based) 104-120</td>
<td>8. Patafla-fla (16th based) 90-104</td>
<td>8. Patafla-fla (16th based) 75-90</td>
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<td>9. Swiss Army Triplet (Sixtuplet based) 92-112</td>
<td>9. Swiss Army Triplet (Sixtuplet based) 80-92</td>
<td>9. Swiss Army Triplet (Sixtuplet based) 70-80</td>
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RUDIMENT OVERVIEW

1. All Open — Closed — Open (Slow – Fast – Slow)
2. Follow the Sticking on list (alternate or not?)
3. Follow the written rhythm
4. Be sure to include accents in appropriate place. Do not add accents.
5. Start and end with the correct rhythm and accent scheme (even if you change at fast tempos)

Rolls
1. For the open stroke rolls:
   a. Subtract 1 from name, that’s the number of doubles + release.
   b. Learn the rhythm base for each roll, the “pre-doubled” rhythm.
2. Confirm to students that these names are not applicable to closed (buzz) rolls.

Diddle
1. Know the “words”
2. Know if they alternate
3. Alternate accent schemes? (one, two accent)

Flam
1. Flam interpretation does not change as the tempo changes
2. Know the accent scheme
3. Know if it alternates or not.
4. Control Flam Rudiments/Rebounding Flam Rudiments

Drags/Ruffs
1. Retain the integrity of the original rhythm.
2. Drag changes proportionally, but only minimally, not to distort the base rhythm.
3. Group into 3 categories
   a. Group 1 – Slash notation
   b. Group 2 – Paradiddle sticking
   c. Group 3 – don’t turn in to 5 or sextuplet based too early in the accel.