

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)

PERCUSSIVE ARTS SOCIETY INTERNATIONAL DRUM RUDIMENTS

All rudiments should be practiced: open (slow) to close (fast) to open (slow) and/or at an even moderate march tempo.

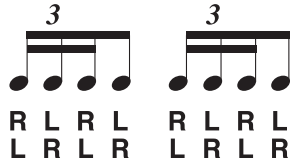
I. ROLL RUDIMENTS

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

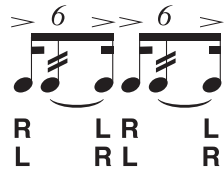
6. Double Stroke Open Roll *



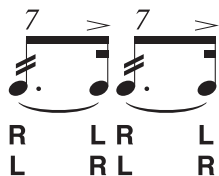
7. Five Stroke Roll *



8. Six Stroke Roll

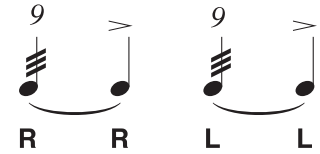


9. Seven Stroke Roll *

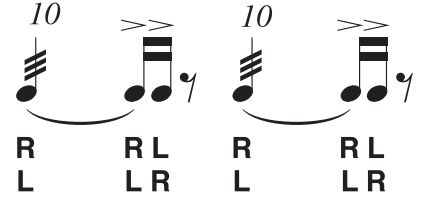


* These rudiments are also included in the original Standard 26 American Drum Rudiments.

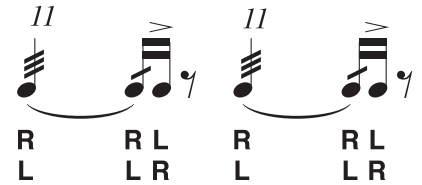
10. Nine Stroke Roll *



11. Ten Stroke Roll *



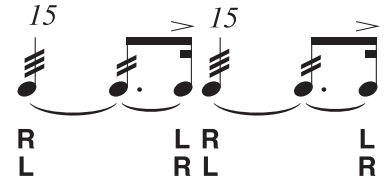
12. Eleven Stroke Roll *



13. Thirteen Stroke Roll *



14. Fifteen Stroke Roll *



15. Seventeen Stroke Roll



II. DIDDLE RUDIMENTS

16. Single Paradiddle *



17. Double Paradiddle *



18. Triple Paradiddle



19. Single Paradiddle-diddle



III. FLAM RUDIMENTS

20. Flam *



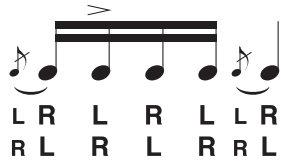
21. Flam Accent *



22. Flam Tap *



23. Flamacue *



24. Flam Paradiddle *



25. Single Flammed Mill



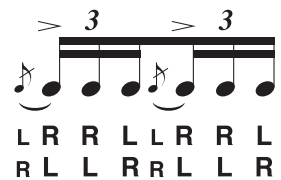
26. Flam Paradiddle-diddle *



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 *





PERCUSSIVE ARTS SOCIETY INTERNATIONAL DRUM RUDIMENTS


All rudiments should be practiced: open (slow) to close (fast) to open (slow) and/or at an even moderate march tempo.

I. ROLL RUDIMENTS


A. Single Stroke Roll Rudiments


1. 
R L R L R L R L

2. 
R L R L R L R L
L R L R L R L R


3. 
R L R L R L R L
L R L R L R L R


B. Multiple Bounce Roll Rudiments


4. 


5. 
R R R L L L R R R L L L

C. Double Stroke Open Roll Rudiments


6. 
R R L L R R L L


7. 
R R L L


8. 
R L R L L R L R


9. 
R L R L L R L R


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


10. 
R R L L

11. 
R L R L R L R L


12. 
R L R L R L R L


13. 
R R L L R R L L


14. 
R L L R L R L R


15. 
R R L L R R L L

II. DIDDLE RUDIMENTS


16. 
R L R R L L R L R R L L


17. 
R L R L R R L L R L R L R R L L


18. 
R L R L R L R R L L R L R L R L R R L L

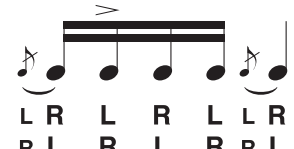
19. 
R L R R L L R L R R L L L R L L R R L R L L R R


III. FLAM RUDIMENTS


20. 
LR RL


21. 
LR L R RL R L


22. 
LR RRL LLR RRL L

23. 
LR L R LLR
RL R L RRL


24. 
LR L R RRL R L L


25. 
LR R L RRL L R L

26. 
LR L RRL L RL R L LRR


27. 
LR L RRL LLR L RRL


28. 
LR R LLR R L
RL L RRL L R


29. 
LR LRL RLR LRL R


30. 
LR L L RRL R R L


IV. DRAG RUDIMENTS


31. 
LLR RRL


32. 
LLR L RRL R


33. 
LLR LLR L RRL RRL R


34. 
LLR L R LLR L R
RRL R L RRL R L


35. 
RRL R R LLR L L

36. 
R LLR L R R L RRL R L L

37. 
R LLR LLR L RRL L RRL RRL R L L

38. 
LLR L R L RRL R L R

39. 
LLR LLR L R L RRL RRL R L R

40. 
LLR LLR LLR L R L RRL RRL RRL R L R

PASIC Training – 2016 – RUDIMENT TEMPOS

	GOLD	SILVER	BRONZE
ROLLS	140-120 (Sixteenth Based)	120-100 (Sixteenth Based)	100-80 (Sixteenth Based)

	GOLD	SILVER	BRONZE
DIDDLES	150-128 (Sixteenth Based)	128-112 (Sixteenth Based)	112-92 (Sixteenth Based)

	GOLD	SILVER	BRONZE
FLAMS	<ol style="list-style-type: none"> 1. Flams (8th based) 113-140 2. Flam Accent (dotted Q based) 140-152 3. Flam Tap (16th based) 112-128 4. Flamacue (16th based) 108-120 5. Flam Paradiddle (16th based) 108-120 6. Single Flammed Mill (16th based) 116-128 7. Flam Paradiddle-diddle (dotted Q based) 72-88 8. Patafla-fla (16th based) 104-120 9. Swiss Army Triplet (Sextuplet based) 92-112 	<ol style="list-style-type: none"> 1. Flams (8th based) 100-112 2. Flam Accent (dotted Q based) 128-140 3. Flam Tap (16th based) 100-112 4. Flamacue (16th based) 94-108 5. Flam Paradiddle (16th based) 92-108 6. Single Flammed Mill (16th based) 100-116 7. Flam Paradiddle-diddle (dotted Q based) 60-72 8. Patafla-fla (16th based) 90-104 9. Swiss Army Triplet (Sextuplet based) 80-92 	<ol style="list-style-type: none"> 1. Flams (8th based) 88-100 2. Flam Accent (dotted Q based) 110-128 3. Flam Tap (16th based) 92-100 4. Flamacue (16th based) 82-94 5. Flam Paradiddle (16th based) 80-92 6. Single Flammed Mill (16th based) 88-100 7. Flam Paradiddle-diddle (dotted Q based) 48-60 8. Patafla-fla (16th based) 75-90 9. Swiss Army Triplet (Sextuplet based) 70-80

PASIC Training – 2016 – RUDIMENT TEMPOS (cont.)

	GOLD	SILVER	BRONZE
FLAMS (cont.)	10. Inverted Flam Tap (16 th based) 100-112 11. Flam Drag (dotted Q based) 112-120	10. Inverted Flam Tap (16 th based) 88-100 11. Flam Drag (dotted Q based) 90-112	10. Inverted Flam Tap (16 th based) 70-88 11. Flam Drag (dotted Q based) 78-90

	GOLD	SILVER	BRONZE
DRAGS	1. Drags (8th note based) 92 - 104 2. Single Drag Tap 108 - 120 3. Double Drag Tap (dotted Q based) 76 - 82 4. Lesson 25 (16 th based) 94 - 108 5. Single Dragadiddle (16 th based) 112 - 120 6. Drag Paradiddle #1 (dotted Q based) 76 - 82 7. Drag Paradiddle #2 (dotted Q based) 104 - 120 8. Single Ratamacue 90 - 100 9. Double Ratamacue (dotted Q based) 68 - 76 10. Triple Ratamacue 90 - 108	1. Drags (8th note based) 80 - 92 2. Single Drag Tap 94 - 108 3. Double Drag Tap (dotted Q based) 68 - 76 4. Lesson 25 (16 th based) 82 - 94 5. Single Dragadiddle (16 th based) 112 - 94 6. Drag Paradiddle #1 (dotted Q based) 68 - 76 7. Drag Paradiddle #2 (dotted Q based) 92 - 104 8. Single Ratamacue 76 - 90 9. Double Ratamacue (dotted Q based) 58 - 68 10. Triple Ratamacue 76 - 90	1. Drags (8th note based) 68 - 80 2. Single Drag Tap 82 - 94 3. Double Drag Tap (dotted Q based) 60 - 68 4. Lesson 25 (16 th based) 70 - 82 5. Single Dragadiddle (16 th based) 94 - 88 6. Drag Paradiddle #1 (dotted Q based) 60 - 68 7. Drag Paradiddle #2 (dotted Q based) 80 - 92 8. Single Ratamacue 62 - 76 9. Double Ratamacue (dotted Q based) 50 - 58 10. Triple Ratamacue 62 - 76

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.