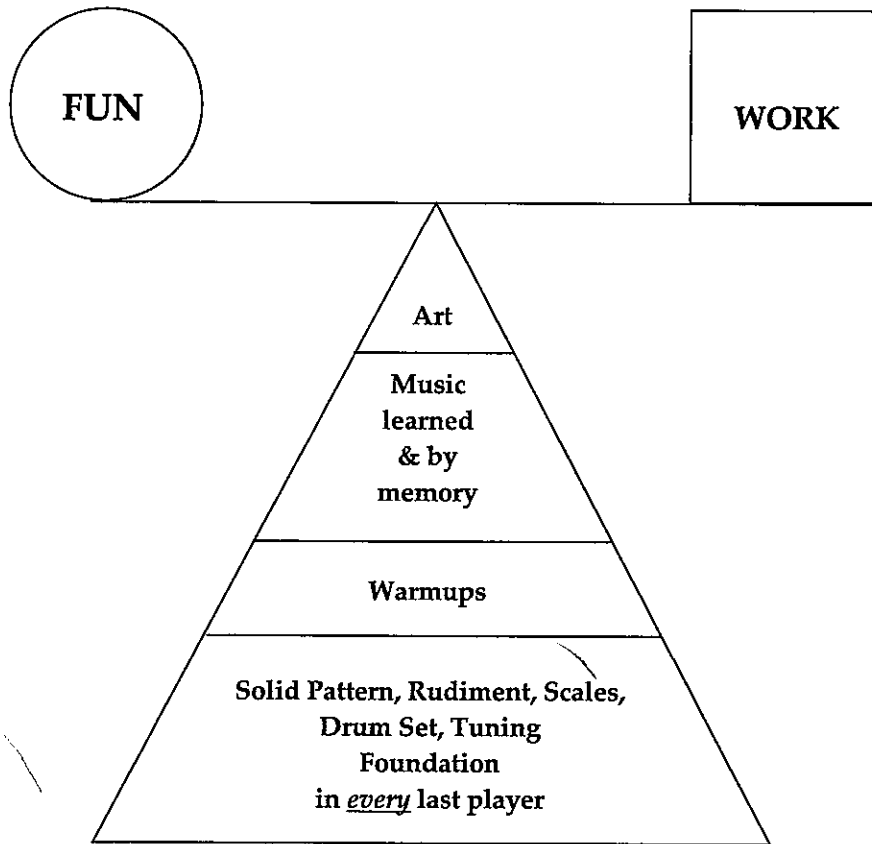


Pat Flaherty Marching Percussion Workshops



<u>TYPICAL COMPARISONS</u>	<u>HIGH SCHOOL BANDS</u>	<u>DCI CORPS</u>
INDIVIDUAL PRACTICE – AT HOME	5 MIN. DAILY AVERAGE	WHATEVER IT TAKES +LESSONS
AVERAGE TIME FOR GROUP PRACTICE	2 HOURS DAILY AVERAGE	4-12 HOURS DAILY
CONTESTS PER SEASON	5-7 PER – SEPT through NOV	34-40 JUNE through AUGUST



"Teaching Drums & Percussion in Idaho for over 35 Years"
 Idaho State Music Teacher Certified & Master of Music Degree in Percussion
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 208-602-2488

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COORDINATION of HANDS and FEET and MOUTH

PLAY
LOUD

COUNT
LOUD

MARCH
LOUD

1's

2's

3's

4's

6's

SPEED GOALS: 40 60 80 100 120 140

PATTERN DEVELOPMENT 2

COUNT LOUD → A
 PLAY LOUD → R L
 MARCH LOUD → L R

HANDS
FEET

B

L R L R

C

L R L R

D

L R L R

E

L R L R

F

L R L R

G

L R L R

H

L R L R

I

L R L R L R L R

YOUR SPEED GOALS

→ 40 60 80 100 120 140

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COUNT LOUD → **A** 
 PLAY LOUD → **R L R L R L R L R L R L**
 MARCH LOUD → **L R L R**

B 
 or **R L R L R L R L R L R L**
L R L R

C 
 or **R R L R L R L R L R L R**
L R L R

D 
 or **R R L R L R L R L R L R**
L R L R

E 
 or **R R L R R L R R L R R L**
L R L R

F 
 or **L R L L R L L R L R L L**
L R L R

G 
R L R L R L R L R L R L R L R L R L

YOUR SPEED GOAL → 40 60 80 100 120 140

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COUNT LOUD → 1 2 3 4
 PLAY LOUD → RLRLRLRLRLRLRLRL
 MARCH LOUD → L R L R

B
 1 2 3 4
 RLRLRLRLRLRLRLRL
 L R L R

C
 1 2 3 4
 RLRLRLRLRLRLRLRL
 L R L R

D
 1 2 3 4
 RLRLRLRLRLRLRLRL
 L R L R

E
 1 2 3 4
 LRLRLRLRLRLRLRL
 L R L R

F
 1 2 3 4
 RLRLRLRLRLRLRLRL
 L R L R

G
 1 2 3 4
 RLRLRLRLRLRLRLRL
 L R L R

H
 1 2 3 4
 LRRLRLRLRLRLRLRL
 L R L R

I
 1 2 3 4
 RLRLRLRLRLRLRLRL
 L R L R

J
 1 2 3 4
 LRLRLRLRLRLRLRL
 L R L R

YOUR SPEED GOAL → 40 60 80 100 120 140

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 *

RLRLRLRL

2. SINGLE STROKE FOUR

RLRL RLRL
LRRL LRLR
RLRL LRLR

3. SINGLE STROKE SEVEN

RLRLRLR
LRLRLRL
RLRLRLR LRLRLR

B. MULTIPLE BOUNCE ROLL RUDIMENTS

4. MULTIPLE BOUNCE ROLL

"BUZZ"

5. TRIPLE STROKE ROLL

a. NOT BOUNCED FAST
b. BOUNCED and CLEAR

RRLLLRRLLL

C. DOUBLE STROKE OPEN ROLL RUDIMENTS

6. DOUBLE STROKE OPEN ROLL *

RRLRLRL

7. FIVE STROKE ROLL *

RRLRLRL

8. SIX STROKE ROLL

RLRLRL or RLLRL

R LR RL L R

SEVEN STROKE ROLL *

LLRRLR

R LR RL L R

10. NINE STROKE ROLL *

RRRLRLRLRL

R R L L

11. TEN STROKE ROLL *

RRRLRLRL

R L RL RL R L RL RL

12. ELEVEN STROKE ROLL *

LRRLRLRLR

R L RL RL R L RL RL

13. THIRTEEN STROKE ROLL *

RRRLRLRLRL alt.

R R L L

14. FIFTEEN STROKE ROLL *

LRRLRLRLRLR

R L RL RL R L RL RL

15. SEVENTEEN STROKE ROLL

R R L L

II. DIDDLE RUDIMENTS

16. SINGLE PARADIDDLE *

RLRLRLRL

17. DOUBLE PARADIDDLE *

RLRLRLRLRLRL

18. TRIPLE PARADIDDLE

RLRLRLRLRLRLRLRL

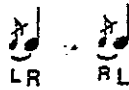
19. SINGLE PARADIDDLE-DIDDLE

Both RLRLRLRLRLRLRLRL
LRLRLRLRLRLRLRL

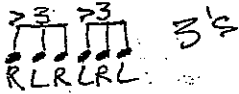
*These rudiments are also included in the original Standard 26 American Drum Rudiments.

III. FLAM RUDIMENTS

20. FLAM *



21. FLAM ACCENT *



22. FLAM TAP *



23. 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



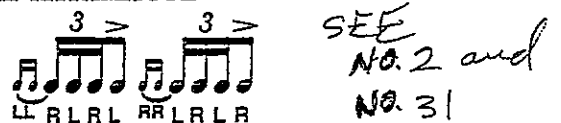
36. DRAG PARADIDDLE #1 *



37. DRAG PARADIDDLE #2 *



38. SINGLE RATAMACUE *



39. DOUBLE RATAMACUE *



40. TRIPLE RATAMACUE *



A recording of the International Drum Rudiments as performed by Rob Carson, the three-time WORLD SNARE DRUM CHAMPION, is available from Alfred Publishing Co., Inc.

VISIT: VICFIRTH.COM for Rudiments Pg. 7 of 7

"Lesson One"

George Hamilton Green

♩ = 60-160+

Musical notation for 'Lesson One' consisting of two staves. The first staff begins with the rhythmic pattern 'R L R L R..'. The music is written in treble clef with a 4/4 time signature. The notes are eighth and sixteenth notes, creating a rhythmic exercise.

- Prepare all major and minor keys.

DAILY CHOPS
BUILDERS

- RLRL e RRL e RLRLRL
- start slow - keep even
gradually speed up
- DOUBLE BOUNCE - 60^{MIN} DAILY
- rRrR e rRR LL

Hi Hat - NEVER STOPS!

- 1 Heel
- 2 Toe
- 3 Heel
- 4 Toe

Basic Beats

Patrick Flaherty

1
COUNT LOUD!

RH - Cymbal
LH - Snare

RF - Bass
LF - HiHat
1 + 2 + 3 + 4 + 2 + 2 + 3 + 4 +

COUNT LOUD!

1 + 2 + 3 + 4 + 2 + 2 + 3 + 4 +

COUNT LOUD!

1 T L 2 T L 3 T L 4 T L 2 T L 2 T L 3 T L 4 T L

COUNT LOUD!

1 E + A 2 E + A 3 E + A 4 E + A 2 E + A 2 E + A 3 E + A 4 E + A

COUNT LOUD!

1 + 2 + 3 + 4 + 2 + 2 + 3 + 4 +

MEMORIZE ALL BEATS AS QUICKLY AS POSSIBLE

- ① WRITE OUT COUNT 1+2+3+4+ EVERY MEASURE.
- ② PLAY LOUD & COUNT LOUD.
- ③ PLAY LOUD & COUNT LOUD & MARCH LOUD.

READING MUSIC 1

1 $\frac{4}{4}$ ○

2 ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ |

3 ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ |

4 ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ |

5 ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ |

6 ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ |

7 ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ |

8 ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ |

9 ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ |

10 ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ |

11 ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ |

12 ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ | ○ ○ ○ ○ |

YOUR
SPEED
GOAL

→ 40 60 80 100 120 140

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- ① WRITE ...
- ② PLAY LOUD + COUNT LOUD.
- ③ PLAY LOUD + COUNT LOUD + MARCH LOUD.

READING MUSIC 2

Handwritten musical notation for 'READING MUSIC 2' in 4/4 time. The piece consists of 12 staves of music. The first staff is a simple melody. The second staff is a rhythmic accompaniment. The third staff includes a count '1 + 2 + 3 + 4 + 5' under the first measure. The remaining staves (4-12) show a progression of rhythmic patterns and melodic lines, with many notes marked with a '7' below them, possibly indicating a specific rhythm or pitch.

YOUR
SPEED
GOAL

→ 40 60 80 100 120 140

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- ① WRITE OUT THE MUSIC
- ② PLAY LOUD + COUNT LOUD.
- ③ PLAY LOUD + COUNT LOUD + MARCH LOUD.

READING MUSIC 3

1 $\frac{4}{4}$

2 1e+A2TL3e+A4e+A

3

4

5

6

7

8 $\frac{6}{8}$

9 (+2+3+4+5+6+

10

11

12

YOUR
SPEED
GOAL

→ 40 60 80 100 120 140

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