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Back to Basics: A Practical Approach to Apply the Rudiments to Everyday's Playing

Presented by Sergio Bellotti

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Disclaimer: This handout is only intended to be a supplemental guide to the oral/performance presentation by Sergio Bellotti's at PASIC on 11/12/09 and not a stand alone. Some of the language and the items here listed require further explanation and demonstration. Feel free to reach Sergio Bellotti at sbellotti@berklee.edu or via www.sergiobellotti.com for more info .Lessons are also available in the Boston area and via Skype. Free "youtube" sample video tips at www.youtube/sbellotti

Legenda: C= Concept P= Performance PC= Please Clap 

T=Single/Tap U=Unison B=Buzz D=Double F=Flam R=Drag or Ruff

Many thanks to P.A.S and my sponsors: Taye Drums, Attack Drumheads, Vic Firth Sticks, Zildjian Cymbals, Beatnik metronomes and www.247drums.com. Also special thanks to my teachers and mentors: Skip Hadden, John Ramsay and Dom Famularo

Rudiment: Etymology: Latin *rudimentum* beginning, from *rudis* raw, rude

1: **a basic principle or element or a fundamental skill** —usually used in plural 2 a: something unformed or undeveloped: beginning —usually used in plural <the rudiments of a plan> b (1): a body part so deficient in size or structure as to be entirely unable to perform its normal function (2): **an organ just beginning to develop**

The sounds before the letters/syllables/words: The 6 basic sounds (please welcome the "unison stroke")

33 (trentatre'), thirsty, franchement, veinti etc (Italian, English, French, Spanish)

Objective: Develop a facility in execution of these strokes to perform/embellish any rhythm you choose to. SINGLES (tap) = freedom, natural motion, easy expression, "the need of an accent(s)"

UNISON: harmony, power, new sounds

BUZZ: long, continuous, legato, smooth, stretched, behind the beat

DOUBLES (diddle) = rebound, speed, shuffle, swing

FLAM =natural accent, space within the notes,

DRAG (ruff) = control, subtle, more space, more natural accent

Benefits: Rudiments expose us to: notation, accents, subdivision (P demonstration of the Dr. Beat exercise), and alternating/leading concept

Brief outlining on practical tips on how to execute the 6 main strokes (sounds).

Singles (no weapons please!) Unison (chokeitup! + on your way to flamville!) Buzz (whipped cream/ side motion) Doubles (seek teacher's advice LOL/ open close/ throw and catch etc) Flam (straight8's to shuffle to flam) Swing the Beat) Drag (close/open/3 stroke roll)

(P= permutation exercise in 16th notes + the triplet exercise for the 5 stroke roll)

How/Where/Why To Practice the rudiments: Pad or Pillow? - Alternating? The Double-Up theory- Metronome+Slow to Fast+Notation Audio and Video*+Interpretation (swing or straight ‘em)+ inversions, move accents+ rhythmic modulation+ numbers & rudiments +practice on tunes+” half a rudiment” (P=clap exercise)

Extra: the 3-2 Rumba Clave Exercise with the 6 sounds

1 TTT TT/ 2 DDD DD/ 3 UUU UU/ 4 FFF FF/5 RRR RR/ 6 BBB BB/ 7 TT RRR / 8 FF RRR/ 9 DDF RR/ 10 UFF TT /11 TDT FF /12 RRR BB etc...Improvise your own

DRUM SET TIPS TO IMPLEMENT THE RUDIMENTS IN YOUR EVERYDAY’S PLAYING:

26 American Rudiments x 2 weeks each = 1 years practice routine! (No Vacation....)

C=we must incorporate the Bass drum! (The Doumb-Bek concept)-/ Try to Find groove ideas before solo ideas/

Practical Steps: play as is on snare drums /also play on cymbals, loose tuned drums, cowbells, rims / move one hand on set/move opposite hand on set/move both hands on set/add bd/add hi hat/ add both/ substitute hand(s) with foot /play ostinatos on bottom (ritual!),use the rudiments ostinato while improvising on bottom, play from very slow to very fast, at every dynamic level, also with brushes and mallets and hands, implement all the steps from the snare page routine (swing it, rhythmic modulation, inversions, numbers etc). Please work on one rudiment only for 2 weeks. Only in “performance session” you can freely implement other rudiments into your playing. **C**=How to internalize new vocabulary.

Singles: (**P** slow rock/ samba / funk fusion / solo ideas/ no sticks roll)

Doubles: (**P** Inverted Doubles /non human doubles/ shuffle / digi-para/ slow 5)

Unison: (**P** harmony, solos, Funk bombs/anchors)

Flams: (**P** flamacue fills Flam accent grooves)

Drag: (open drags / ratamacues)

Buzz: (**P** one buzz note at the time, embellish melody) Raffle, Circus?

(P= Now is the Time on set with all 6 strokes) (P= Ending solo)

***audio and video** resources avail at

PAS <http://www.pas.org/TEACH/Rudiments1.aspx>

VIC FIRTH <http://www.vicfirth.com/education/rudiments.html> **Books:** The Drummer's Complete Vocabulary As Taught by Alan Dawson (John Ramsay) ; Rudimental Workshop by Matt Savage; Rudimental Primer by Mitchell Peters; All American Drummer by Wilcoxon

DVDs : The Rudiment Project by PAS; Speed Control Power and Endurance by Jim Chapin

Extras: hybrids at vicfirth.com , “rudiments from hell” by Terri Bozzio, Innovations by Alan Dawson and many more.

Basic rudiments for everyone to play a beat from lesson 1 (by Sergio Bellotti):

Drum Notation will be inserted here

