



Paradiddles, Flams and why they Matter

Pocono Dulcimer Festival April 26 & 27, 2024

Paradiddles flams and why they matter - Cliff Cole (Int-Adv)

Paradiddles and flams are two of the basic rudiments that every student of percussion learns. Since the dulcimer is a percussion instrument, we'll explore these and other rudiments, and see how they can be integrated into your playing to add flavor and spice.



Rudiments We Will Explore

- Single Stroke Roll
- Double Stroke Roll
- Paradiddles *Totally Fun!*
- Flams (and "dulcimer flams")
- PAS: Rudiments

Other Related Topics:

- Basic Syncopation
- Some Other Time Signatures

– Most exercises are shown in 4/4 time





A Few Reason Why Rudiments Matter

- The HD is a percussion instrument (end of story)
- Knowing the rudiments helps you with sticking patterns on the tunes you learn
- Knowing rudiments helps leads the player down the road of left and right hand independence; the "holy grail" of percussion
- Rudiments are fun to learn!

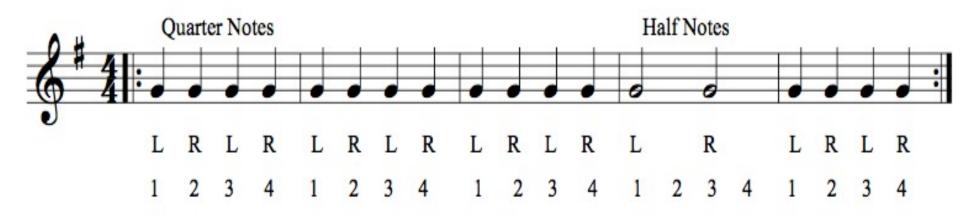
– Words like "paradiddle" and "flam" are cool...





Rudiment Exercises

- Stay on one string to simplify things
- Go Very Slowly
- Alternate Left and Right hands (as a rule)
 - except when using patterns that use doubling (two notes in a row)
- GO SLOWLY; Speed comes with practice
- Work on your mechanics; strive for perfect percussion
 - The author advocates for using "drop and bounce" method
- Strive for Left and Right Hand Mechanics to be the same
- Make the exercises more interesting by moving to different strings
 - Or Integrate scale and chord exercises with rudiments







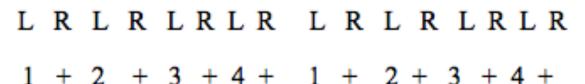
Rolls



- Carefully observe the sticking patterns
- Count out loud
- Go Slowly

Single Stroke Roll





Double Stroke Roll



LLRRLLRR LLRRLLRR

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



Paradiddles

- Keep the timing even; the notes are still eighth notes
- Don't speed up the "doubled" notes
- On a drums we say: "down-up-tap-tap, down-up-tap-tap"
 - The "doubled notes" have less emphasis, but are in proper time
- On the HD play notes on two sides of the bridge; Left and Right

Paradiddle



LRLLRLRR LRLLRLRR

Double Paradiddle: Time Signature 6/8



LRLRLL RLRLRR

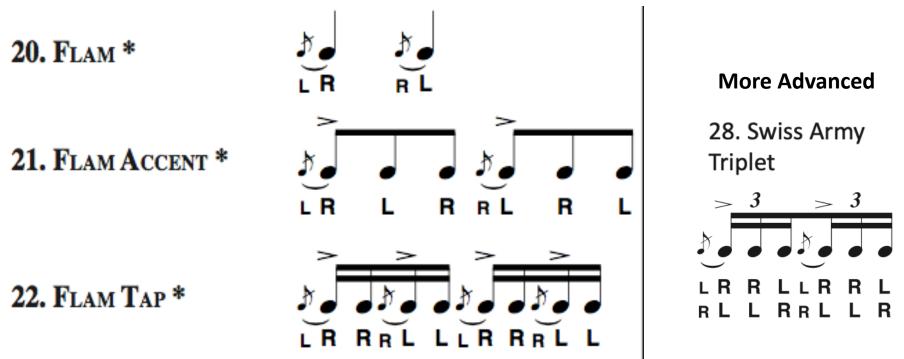




Flams

- A flam is a "grace note" that proceeds a "main" note
- The grace note has less volume and "accents" the main note
- Often on the HD a grace note is a separate note from the main note
- Sometime percussing a string in-between bridges to make two notes is called a "flam" (will be demonstrated)
 - In the author's opinion this is a misuse of the term; perhaps its a flim-flam \odot

Flams from the PAS Rudiments List





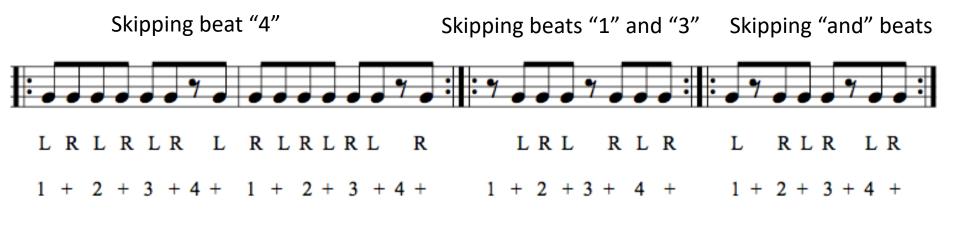


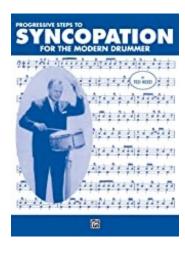
Basic Syncopation

- According to Wikipedia, Syncopation is "a disturbance or interruption of the regular flow of rhythm"
- Put another way, syncopation helps make the timing in music much more interesting...
- "Progressive Steps to Syncopation for the Modern Drummer" by Ted Reed is a classic book used to teach drum students rhythm
 - This book is highly recommended

Some Basic Syncopation Exercises

- Count: one and two and three and four and ...
- Alternate sticking Left Right Left Right hands









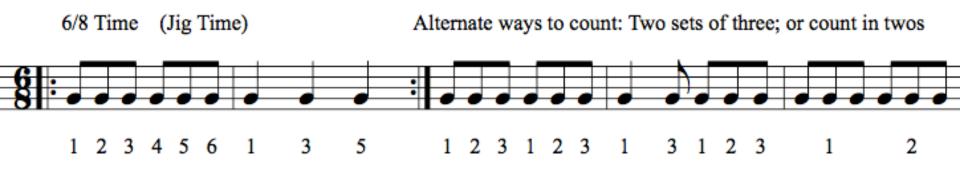


Triplets

In 4/4 time



6/8 Time





Percussive Arts Society Rudiments

https://www.pas.org/resources/rudiments

A sample of the first few

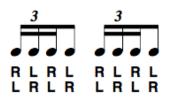
I. ROLL RUDIMENTS

A. SINGLE STROKE ROLL RUDIMENTS

1. SINGLE STROKE ROLL *



2. SINGLE STROKE FOUR

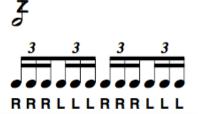


3. SINGLE STROKE SEVEN



B. MULTIPLE BOUNCE ROLL RUDIMENTS

4. MULTIPLE BOUNCE ROLL

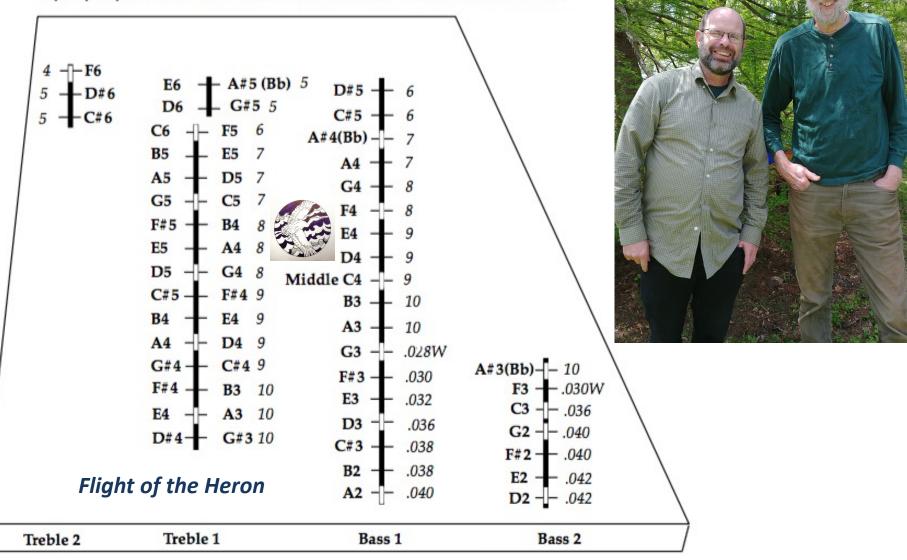


5. TRIPLE STROKE ROLL

Tuning Chart and String Gauges

James Jones - Custom Performance

3/16/18/7 Four Octave Electric Hammer Dulcimer



https://www.jamesjonesinstruments.com/

This material and other workshops Cliff has presented are on "Cliff's Dulcimer Page" <u>http://daybreakfolk.com/cliffs-hammered-dulcimer/</u> <u>cliffcole@daybreakfolk.com</u>

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