# music <br> PLaYIIng CaRDS <br> <br> INTERNATIONAL <br> <br> INTERNATIONAL DRUM RUDIMENTS 

by Dave Black
As with regular playing cards, there are four suits. Each suit represents a different rudimental family: Roll Rudiments, Diddle Rudiments, Flam Rudiments, and Drag Rudiments. Four jokers are included as well, each containing a brief history of the rudiments and how to practice them. Rudiments marked with an asterisk (*) are included in the original Standard 26 American Rudiments.

Each Card Contains the Following Rudimental Information:
$\begin{array}{ll}\text { - Name } & \text { - Music example } \\ \text { - Brief description } & \text { - Stickings }\end{array}$
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## PERCUSSIVE ARTS SOCIETY

## (PAS) INTERNATIONAL

## DRUM RUDIMENTS

With the goal of standardizing, revising, and updating the Standard 26 American Rudiments, the Percussive Arts Society (PAS) introduced the PAS International Drum Rudiments, using the

## Standard 26 American Drum

## Rudiments as their nucleus.

Added to the traditional twentysix rudiments are fourteen drum corps, orchestral, European, and contemporary drum rudiments, forming what is now referred to as the PAS 40 International Drum Rudiments.

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## Drag Rudiments SINGLE DRAG TAP

$$
\begin{aligned}
& \text { Single Drag Tap* } \\
& \text { The single drag tap consists of two alternating } \\
& \text { notes; the first note is preceded with a drag grace } \\
& \text { note and the second is accented. } \\
& \text { Sticking: LLRL R RLR }
\end{aligned}
$$




## Diddle Rudiments SINGLE PARADIDDLE-DIDDLE

Single Paradiddle-Diddle
A paradiddle-diddle is formed by adding
double strokes to the end of a paradiddle.
Sticking: RLRRLL or LRLLRR

