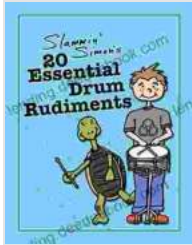


Slammin' Simon's 20 Essential Drum Rudiments: The Ultimate Guide to an Unstoppable Foundation



Slammin' Simon's 20 Essential Drum Rudiments

by Slammin' Simon

★★★★☆ 4.5 out of 5

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In the realm of drumming, rudiments hold the key to unlocking a world of rhythmic possibilities. They serve as the building blocks of every groove, fill, and solo, providing the foundation for any aspiring drummer's journey. Among the masters of rudimental drumming, none stands taller than the legendary Simon Phillips, known throughout the industry as "Slammin' Simon."

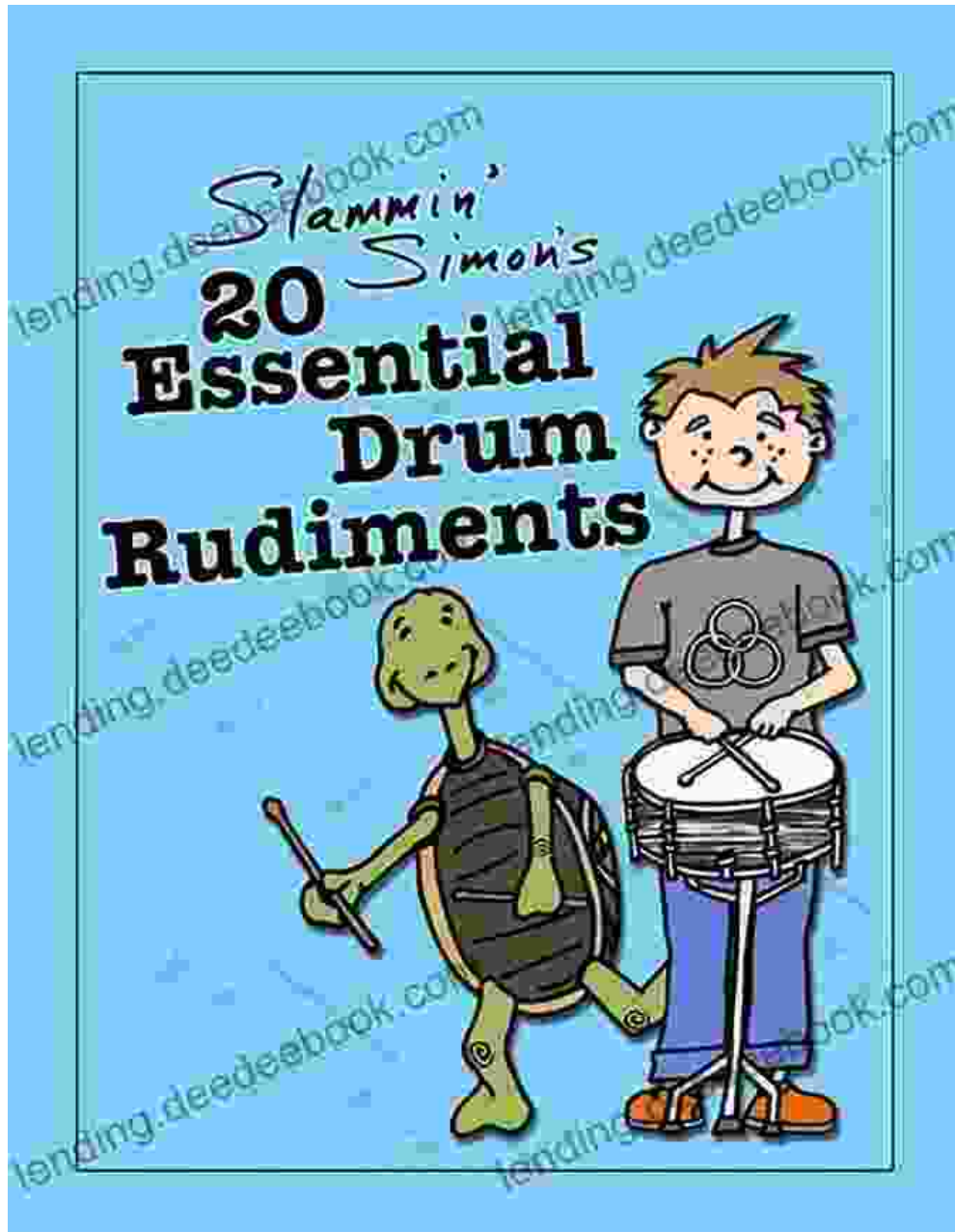
Over the years, Simon has meticulously crafted a set of 20 essential rudiments that encapsulate the fundamental techniques and patterns crucial for developing an unshakeable rhythmic foundation. These rudiments are not mere exercises; they are the very essence of drumming,

shaping the hands and feet to execute intricate and powerful grooves with precision and dexterity.

Whether you're a seasoned pro or just starting out, mastering these 20 rudiments will propel your drumming to new heights. They will enhance your hand and foot coordination, improve your timing, and unlock a vast repertoire of rhythmic variations. So, grab your sticks and let's dive into the world of Slammin' Simon's 20 essential drum rudiments.

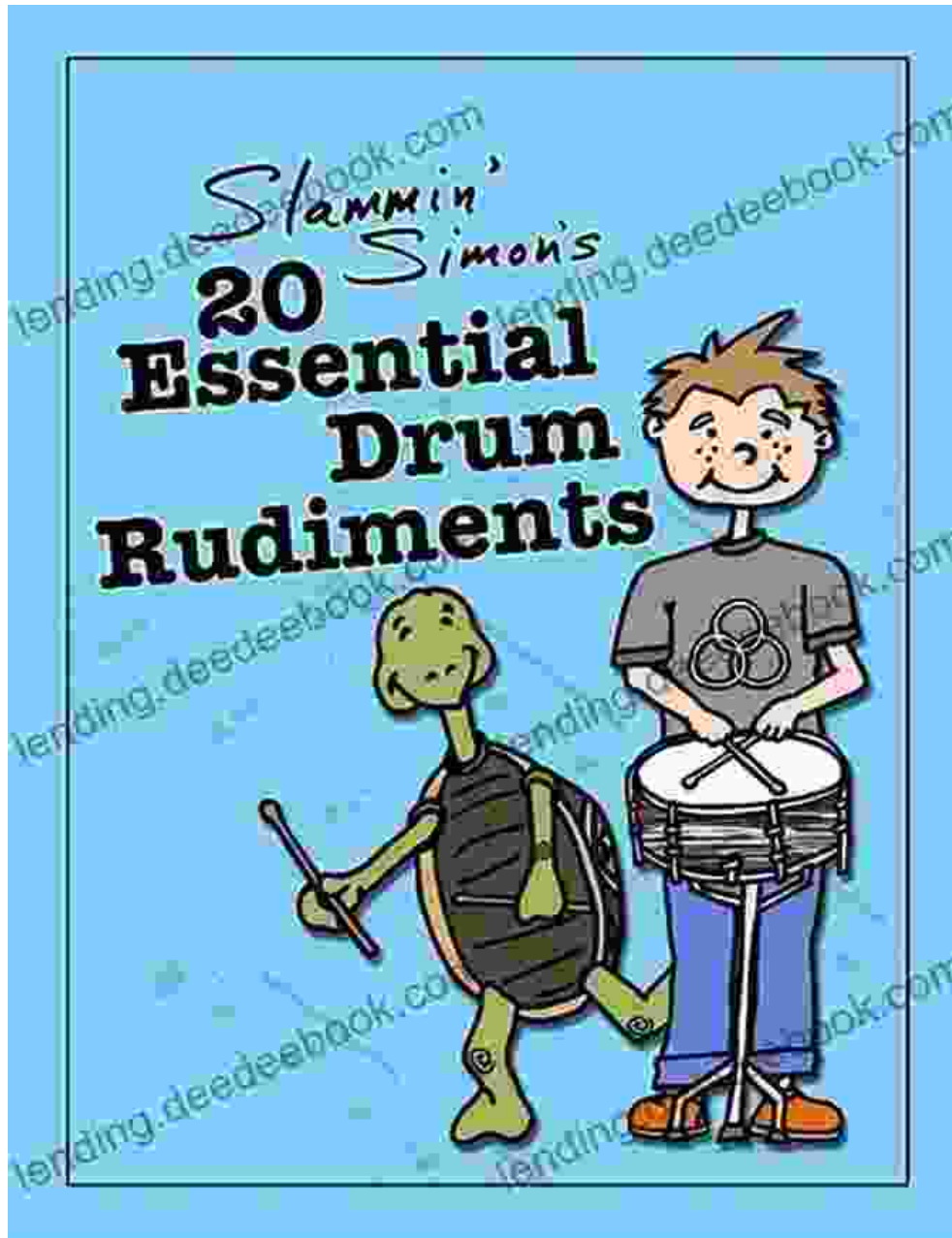
The 20 Essential Drum Rudiments

1. Single Stroke Roll



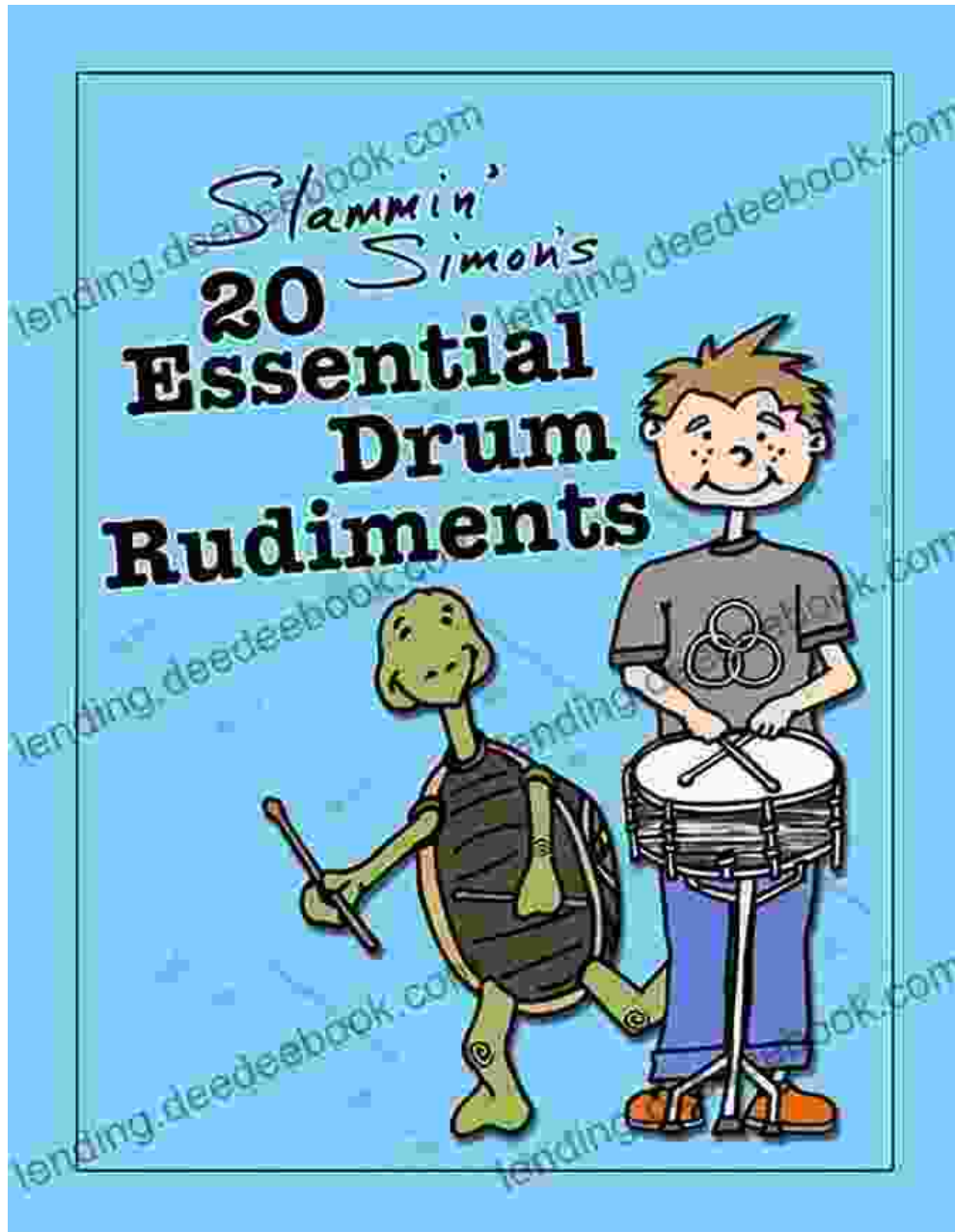
The single stroke roll is the cornerstone of all rudiments. It involves alternating single strokes between the right and left hands as quickly as possible. This fundamental technique builds stamina, control, and a solid foundation for more complex rhythms.

2. Double Stroke Roll



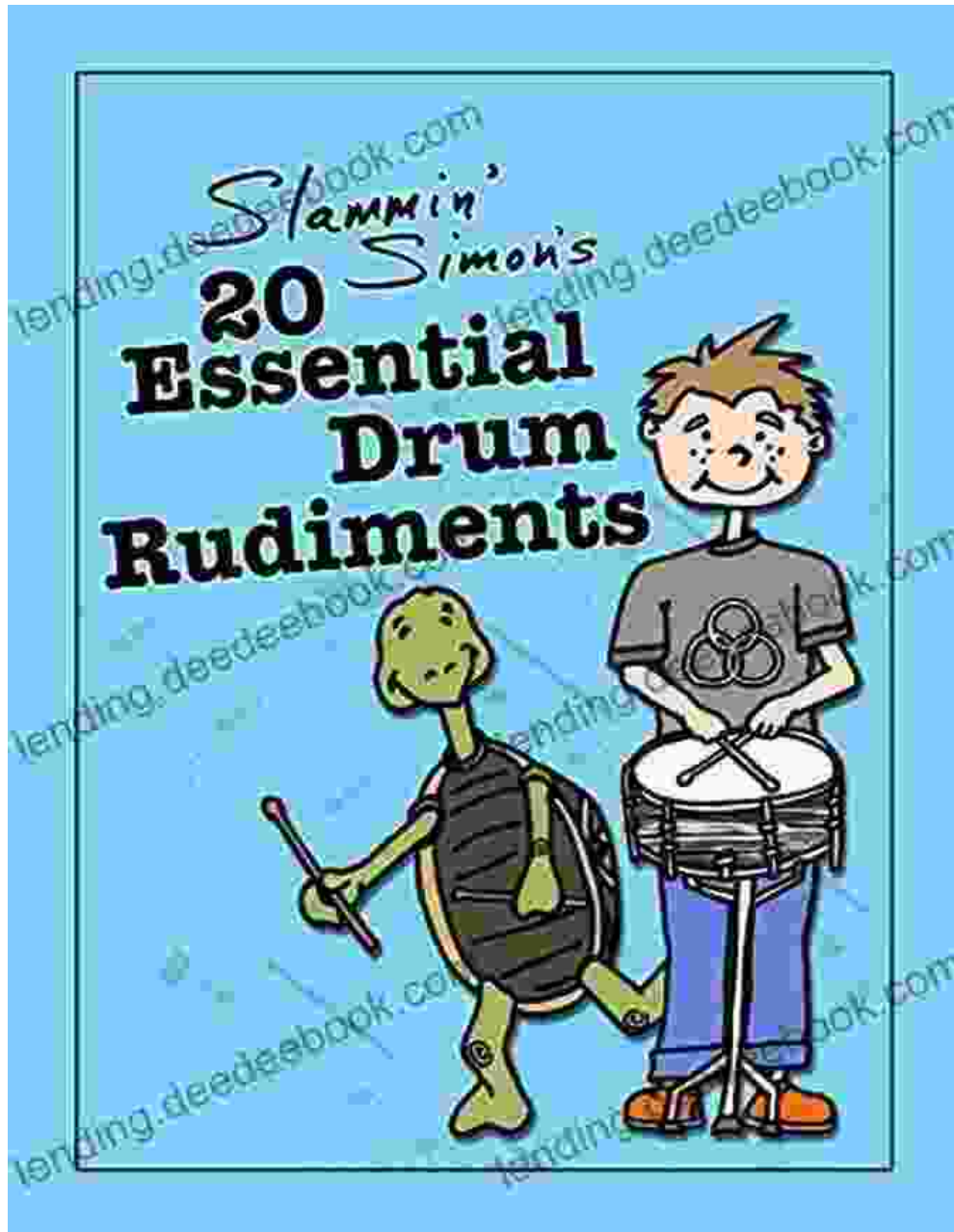
The double stroke roll is a variation of the single stroke roll, played by executing two strokes in rapid succession on each hand. This rudiment develops hand coordination, power, and the ability to generate a powerful backbeat.

3. Paradiddle



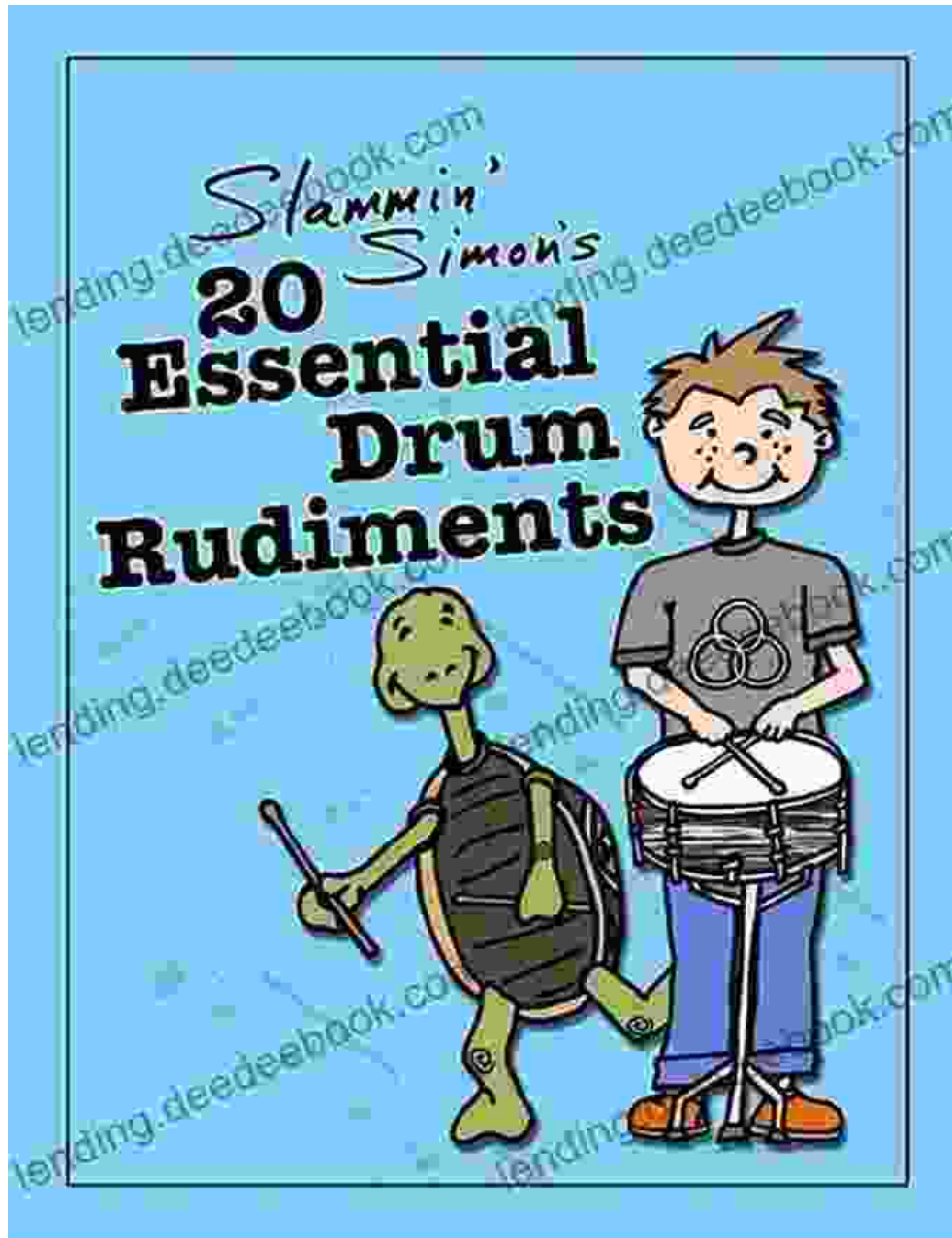
The paradiddle is a four-stroke rudiment that alternates single and double strokes between the hands. It improves coordination, control, and the ability to play evenly spaced notes.

4. Flam



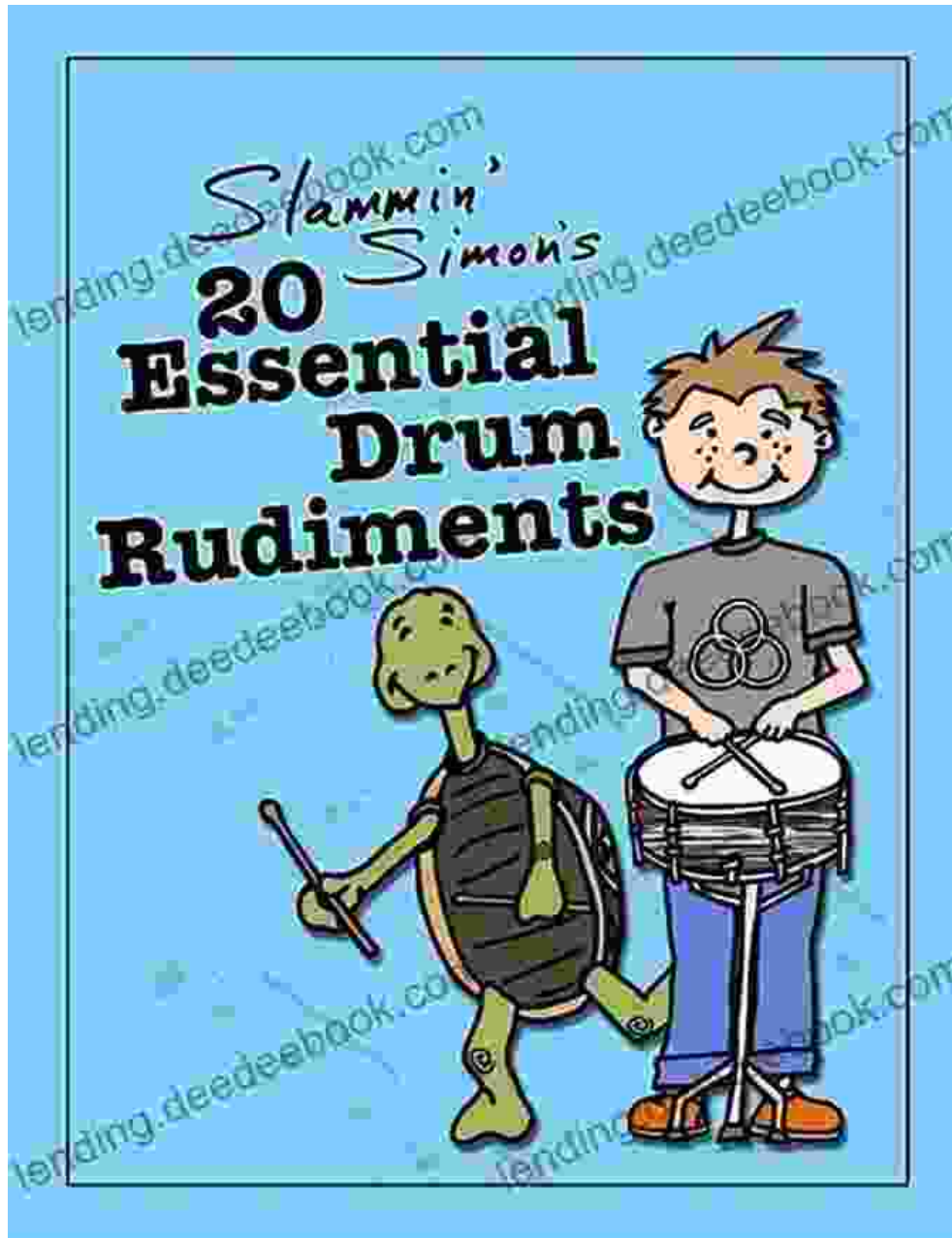
The flam is a quick, accented grace note followed by a single stroke on the same hand. This rudiment adds ornamentation and texture to grooves and fills, and develops hand speed and control.

5. Drag



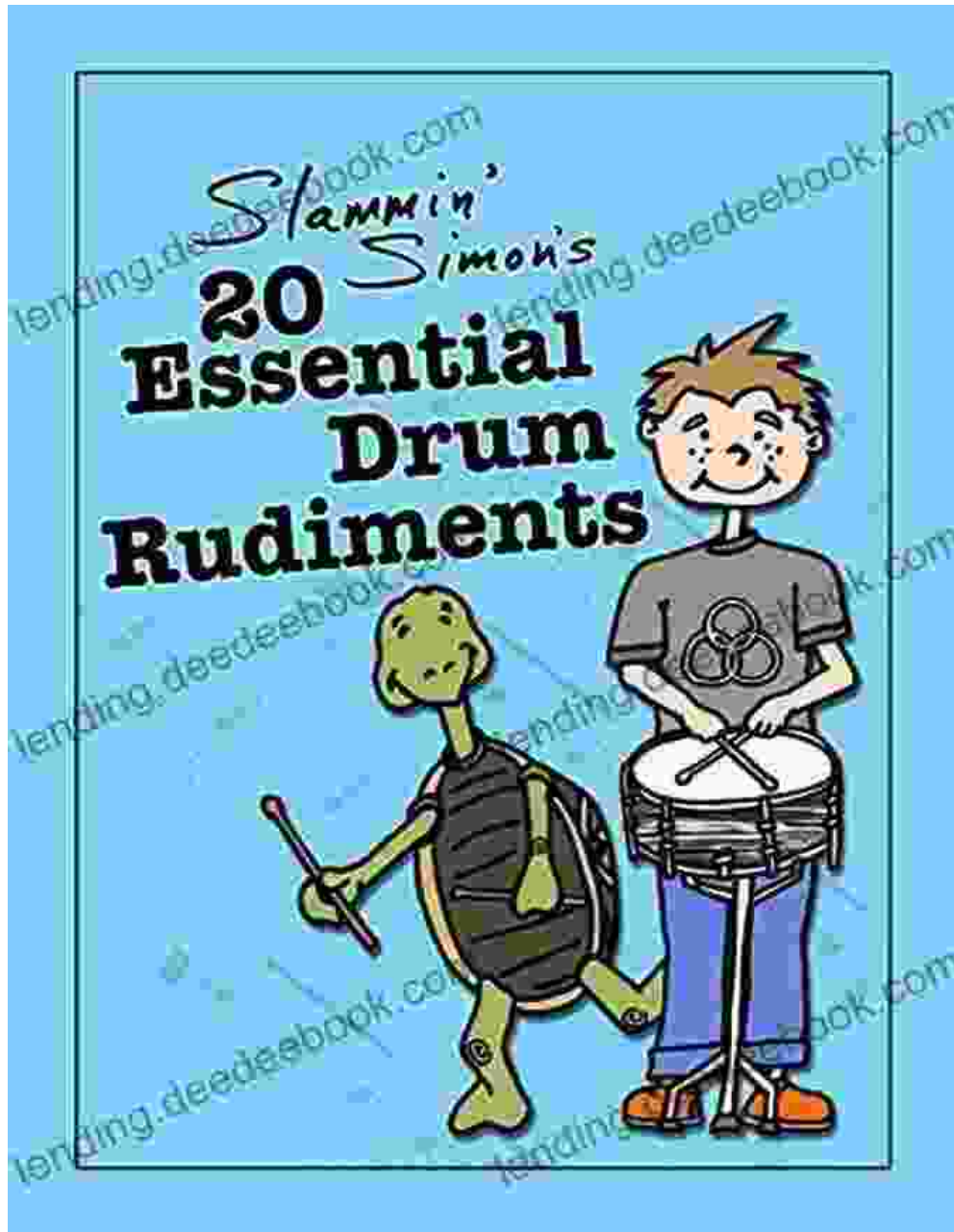
The drag is a single stroke followed by a quick double stroke on the same hand. It enhances hand coordination, timing, and the ability to create syncopated rhythms.

6. Ruff



The ruff is a three-stroke rudiment that consists of a single stroke followed by a double stroke on the opposite hand. This rudiment develops ambidexterity, coordination, and the ability to play complex patterns.

7. Double Paradiddle



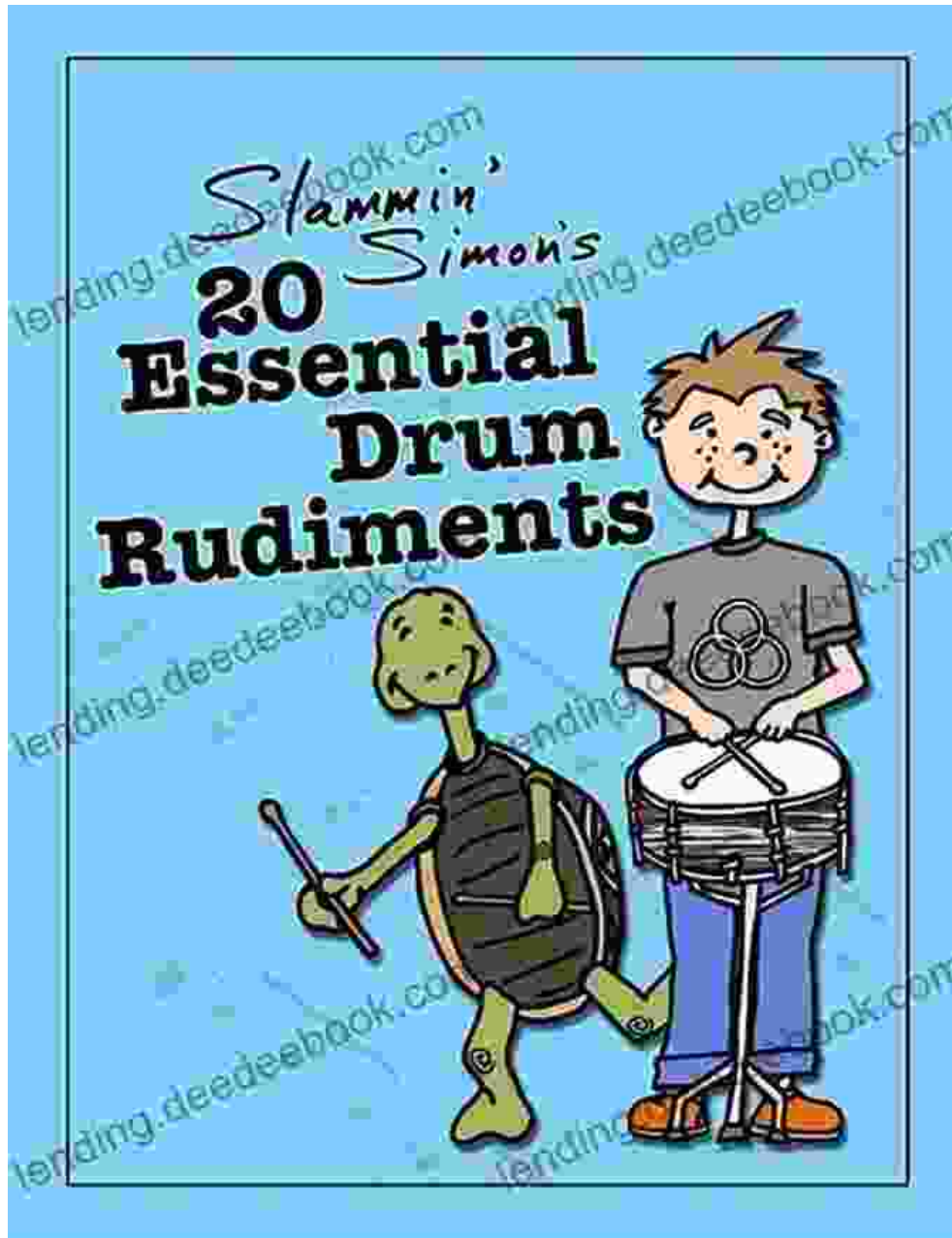
The double paradiddle is an eight-stroke rudiment that combines two paradiddles. It improves coordination, endurance, and the ability to play fast and complex rhythms.

8. Swiss Army Triplet



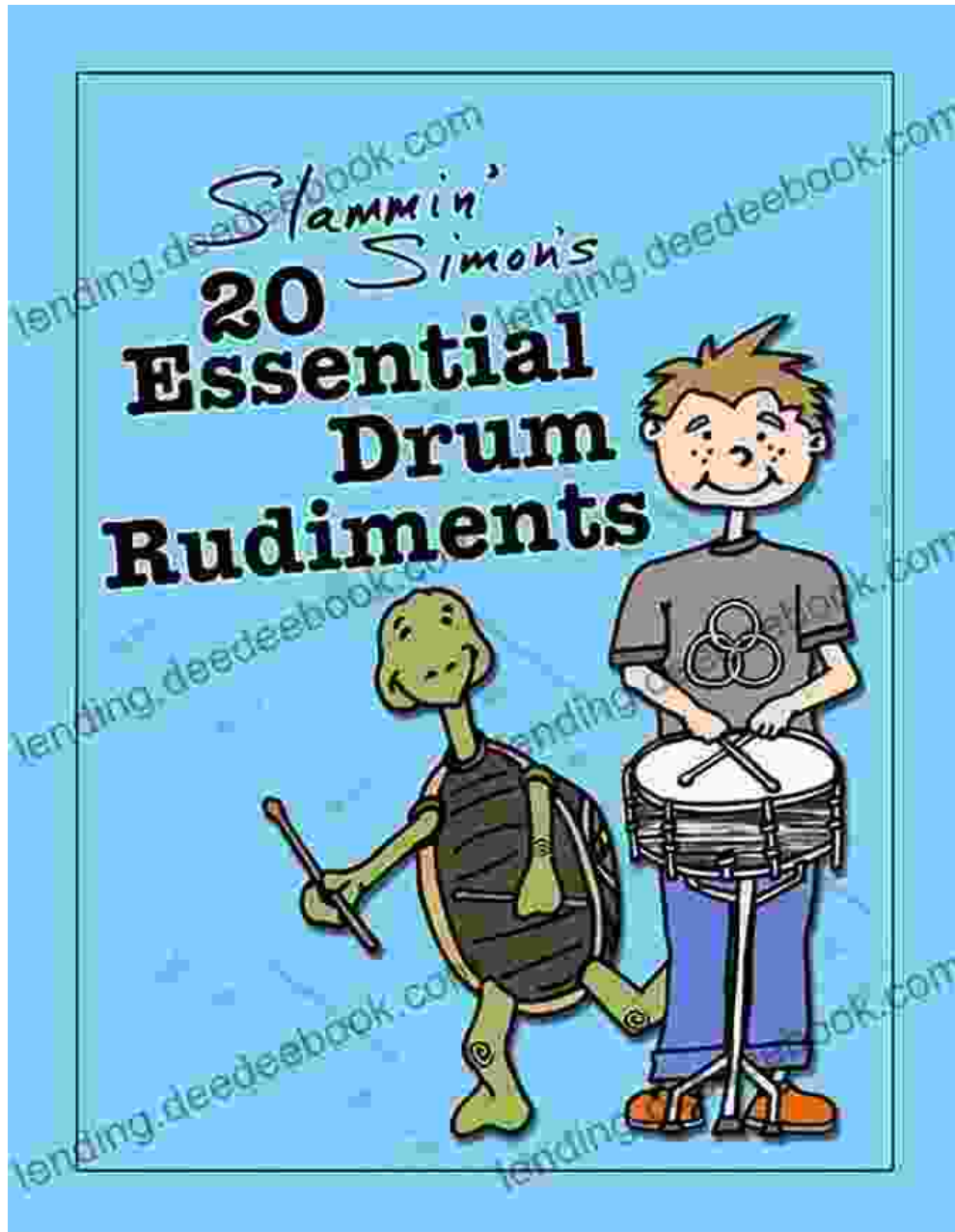
The Swiss army triplet is a three-stroke rudiment that alternates single and double strokes between the hands in a triplet rhythm. This rudiment develops coordination, timing, and the ability to play complex rhythms in odd time signatures.

9. Heel-Toe Technique



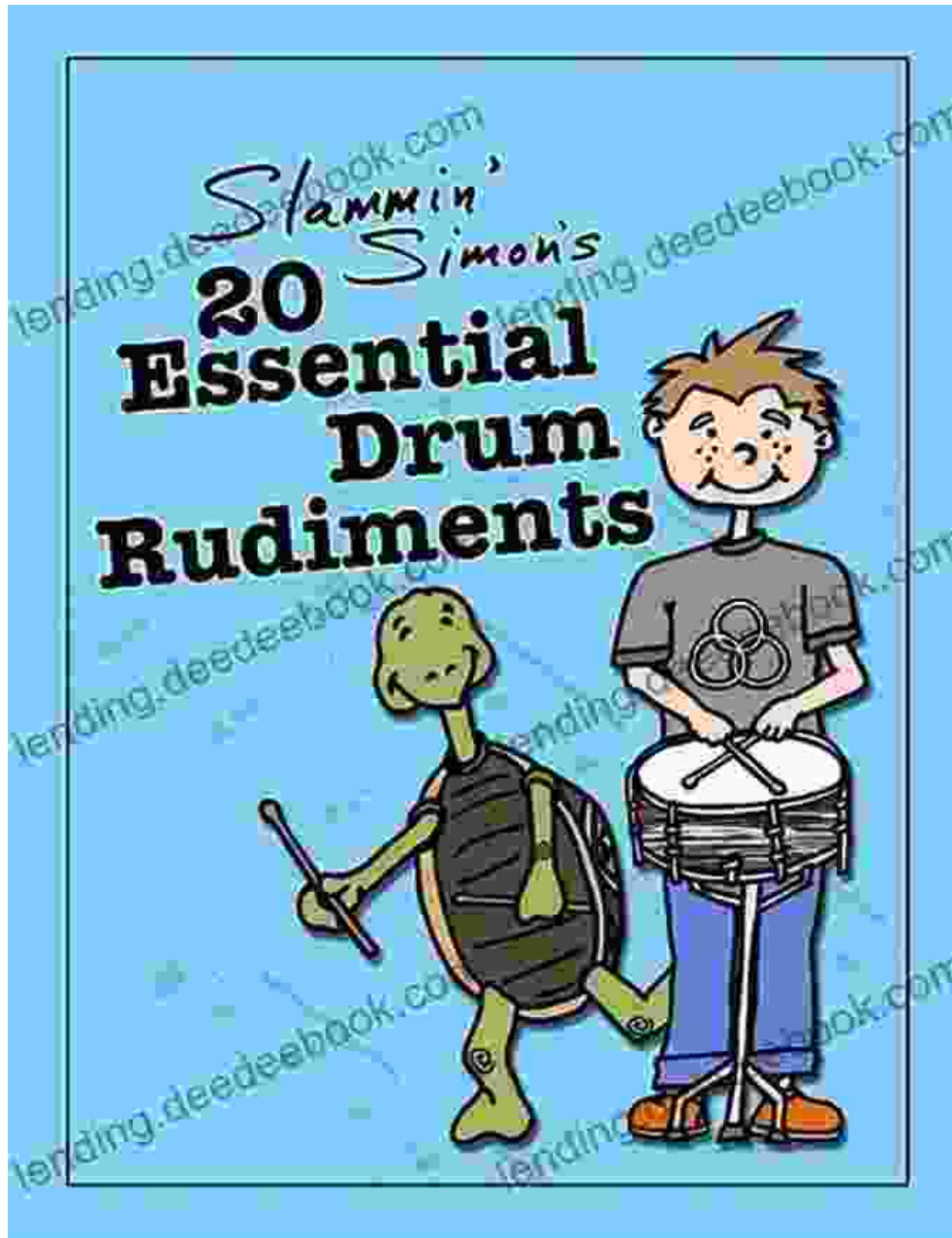
The heel-toe technique allows drummers to play double strokes on the bass drum using a combination of the heel and toe. This technique develops foot coordination, power, and the ability to create powerful grooves.

10. Moeller Technique



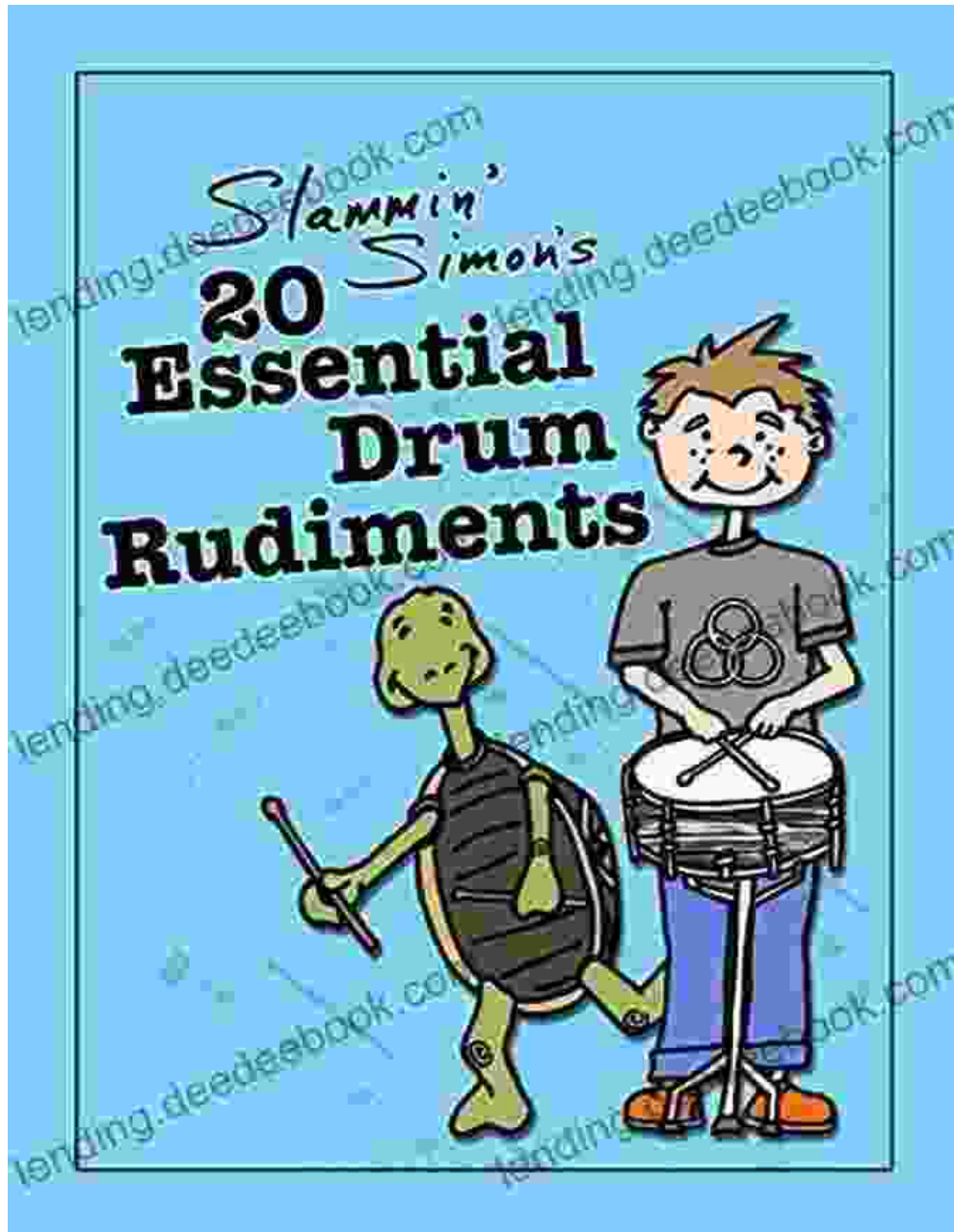
The Moeller technique is a hand technique that involves using a fulcrum motion to generate powerful and controlled strokes. This technique reduces fatigue, improves rebound, and enables drummers to play fast and complex rhythms with ease.

11. Push-Pull Technique



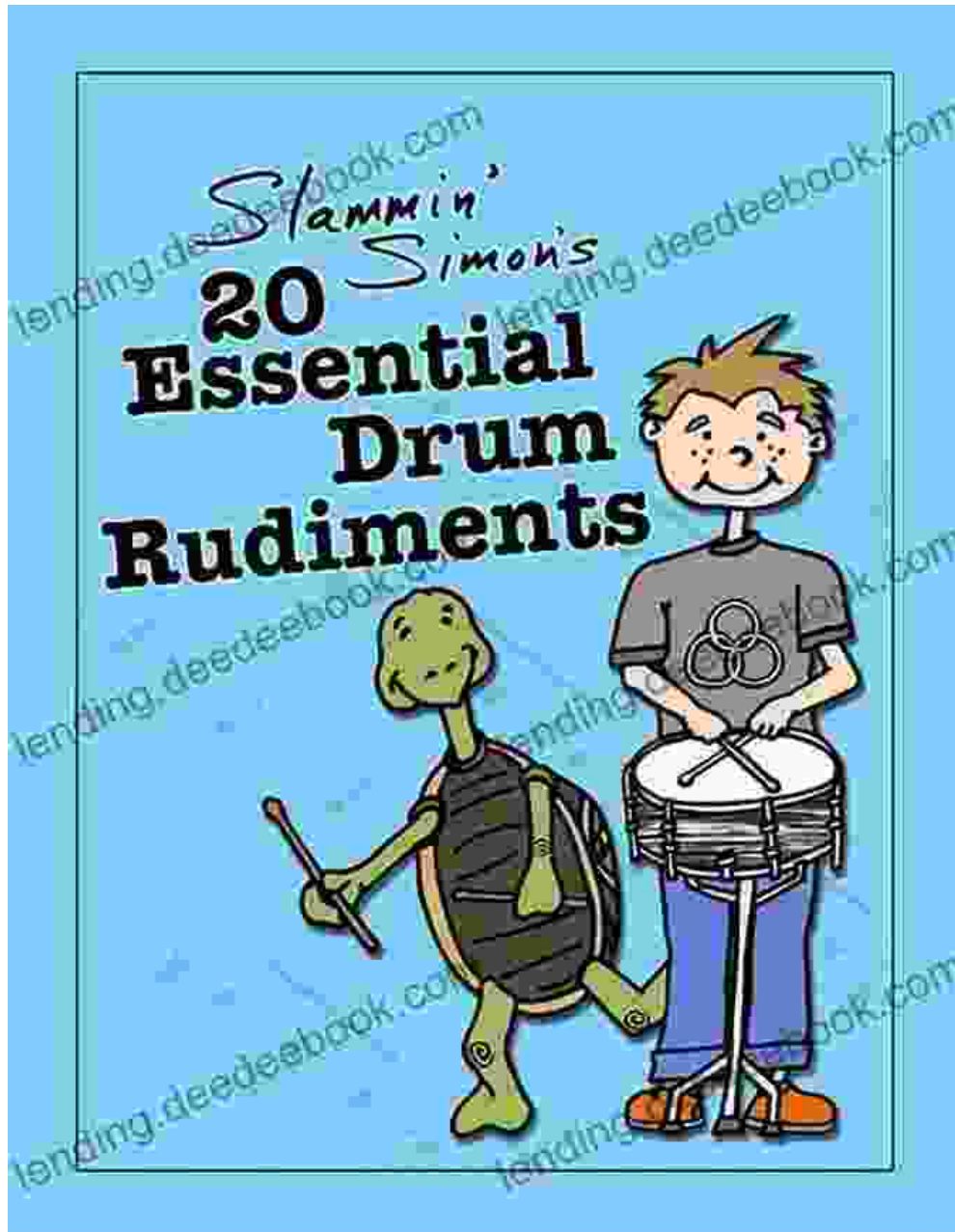
The push-pull technique is a foot technique that involves using a combination of pushing and pulling motions to play double strokes on the bass drum. This technique develops foot coordination, power, and the ability to create intricate and syncopated rhythms.

12. Granular Rudiment



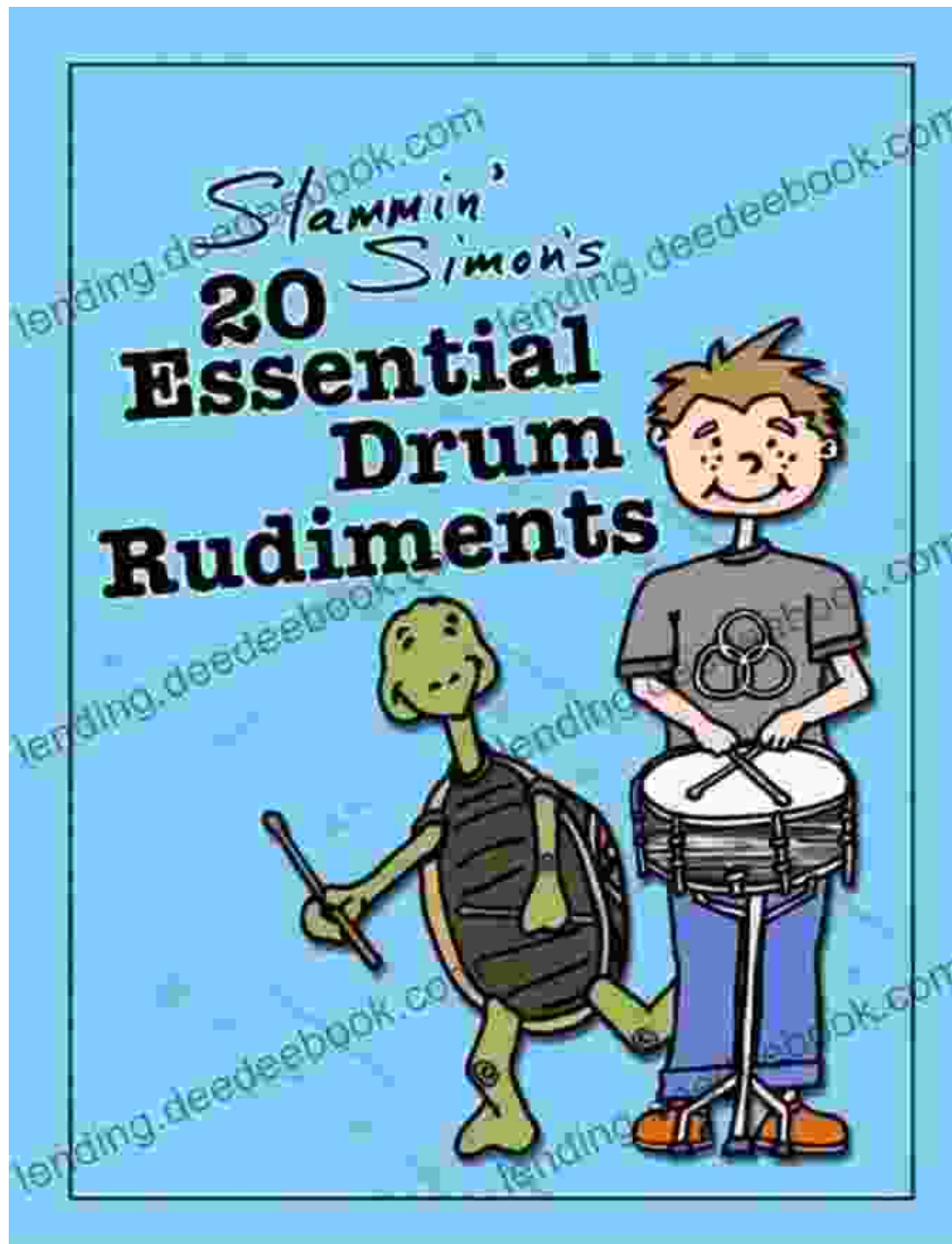
The granular rudiment is a complex rudiment that combines single strokes, double strokes, and flams in a rapid and intricate pattern. This rudiment develops coordination, control, and the ability to play difficult and technical rhythms.

13. Triple Paradiddle



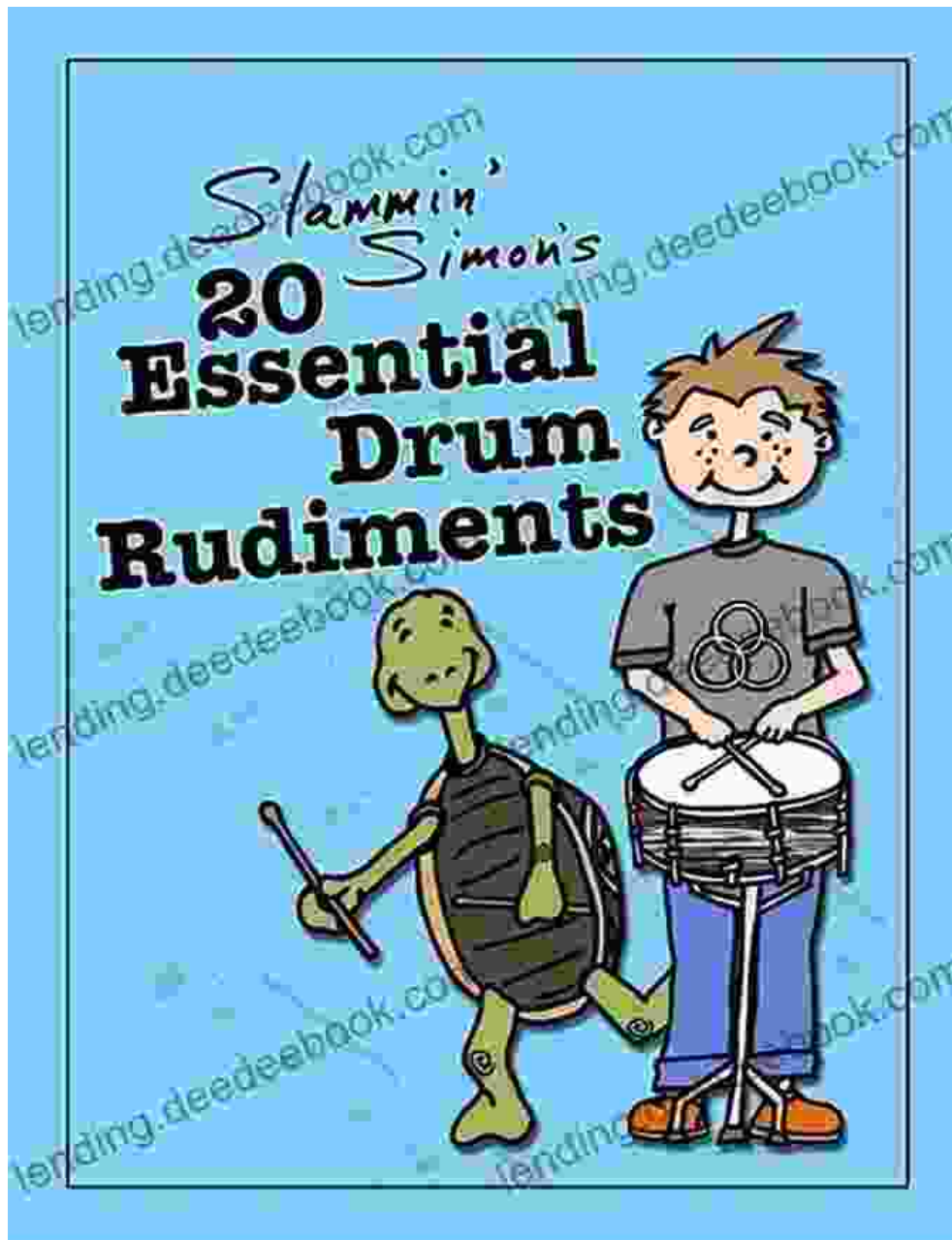
The triple paradiddle is a twelve-stroke rudiment that combines three paradiddles. This rudiment improves coordination, endurance, and the ability to play fast and complex rhythms.

14. Seven Stroke Roll



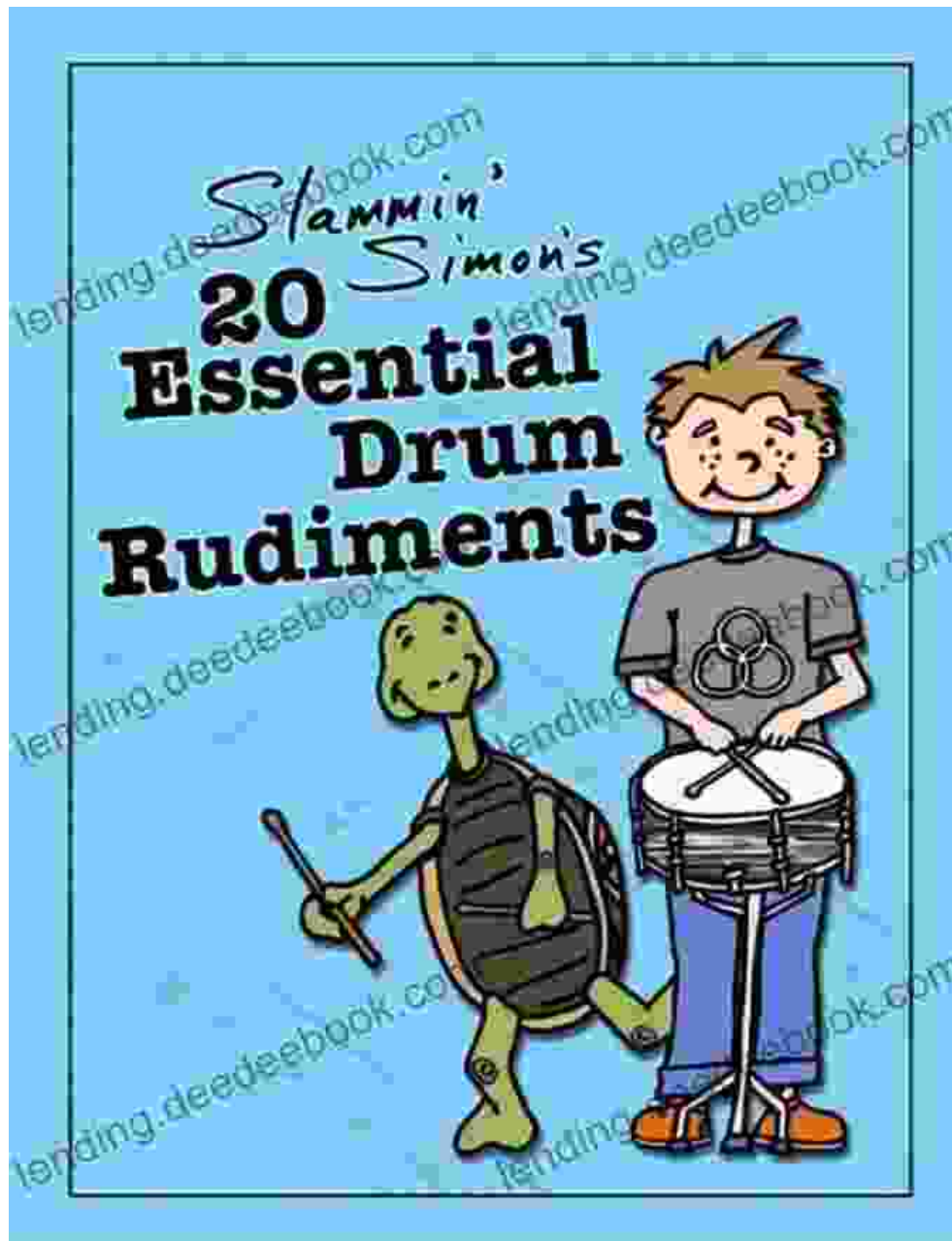
The seven stroke roll is a seven-stroke rudiment consisting of three single strokes followed by a paradiddle. This rudiment develops coordination, timing, and the ability to play complex rhythms.

15. Flam Tap



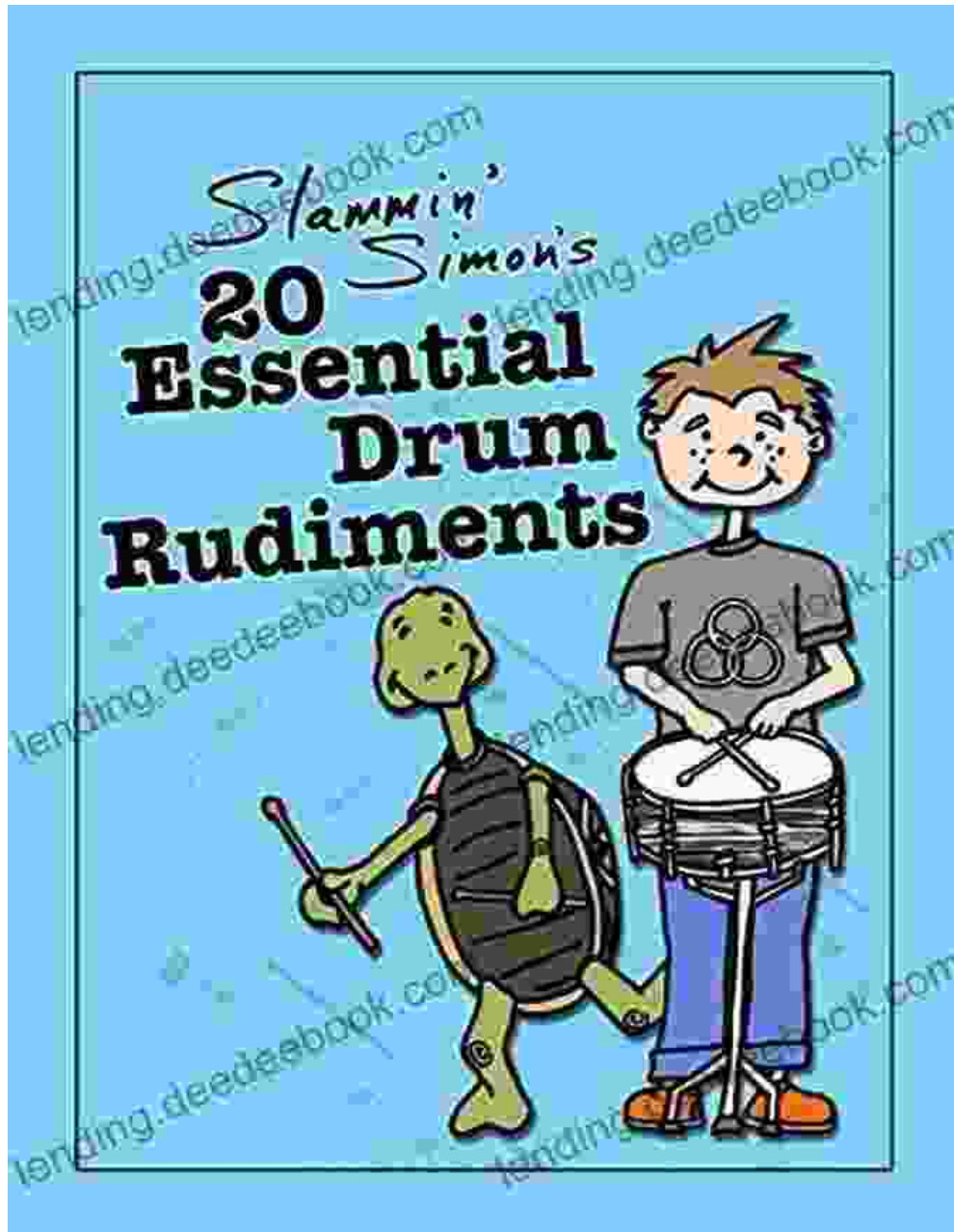
The flam tap is a two-stroke rudiment that combines a flam with a single stroke on the opposite hand. This rudiment adds ornamentation and syncopation to grooves and fills, and develops hand coordination and timing.

16. Accented Flam



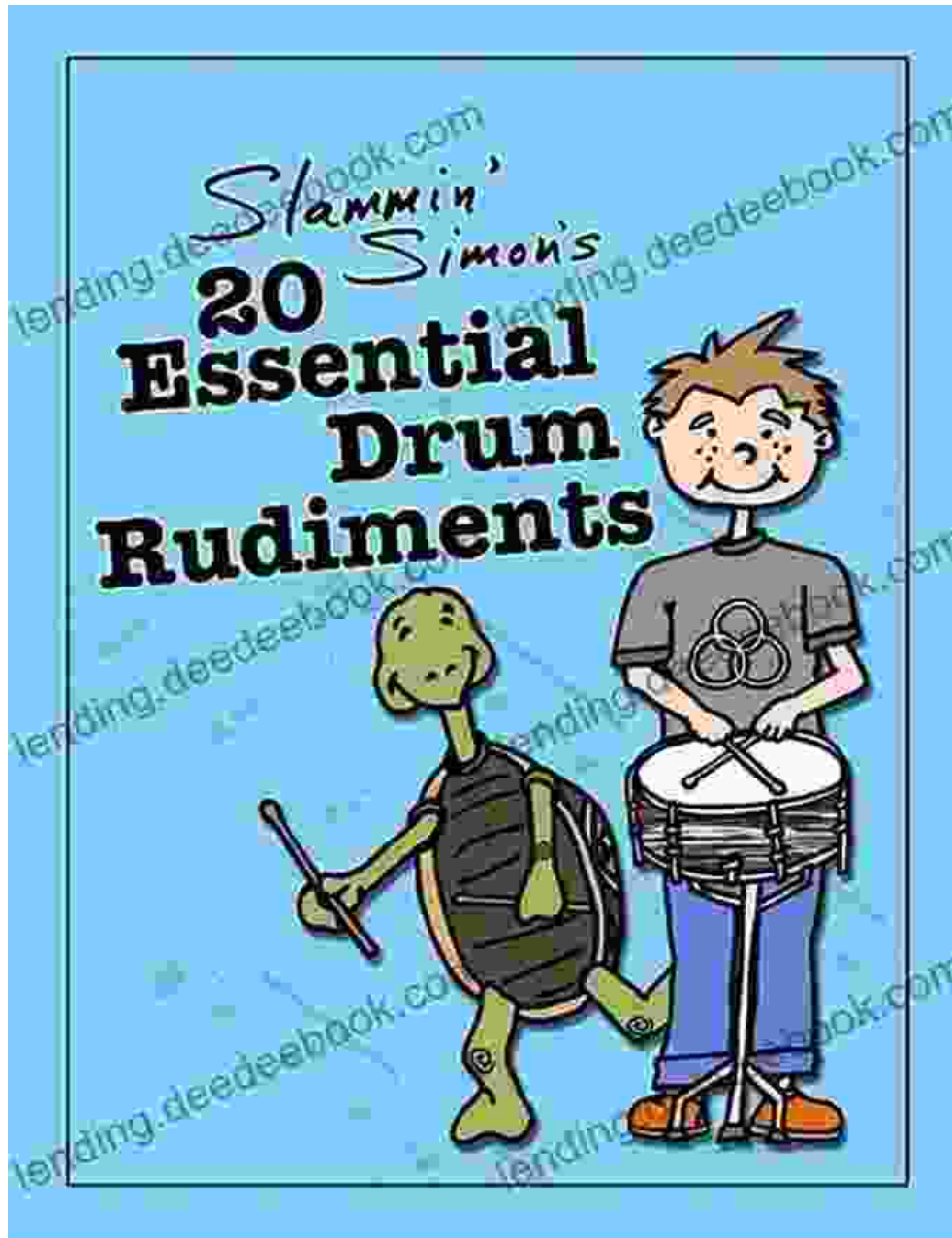
The accented flam is a two-stroke rudiment that involves accenting the second stroke of the flam. This rudiment adds emphasis and syncopation to grooves and fills, and develops hand control and coordination.

17. Flamacue



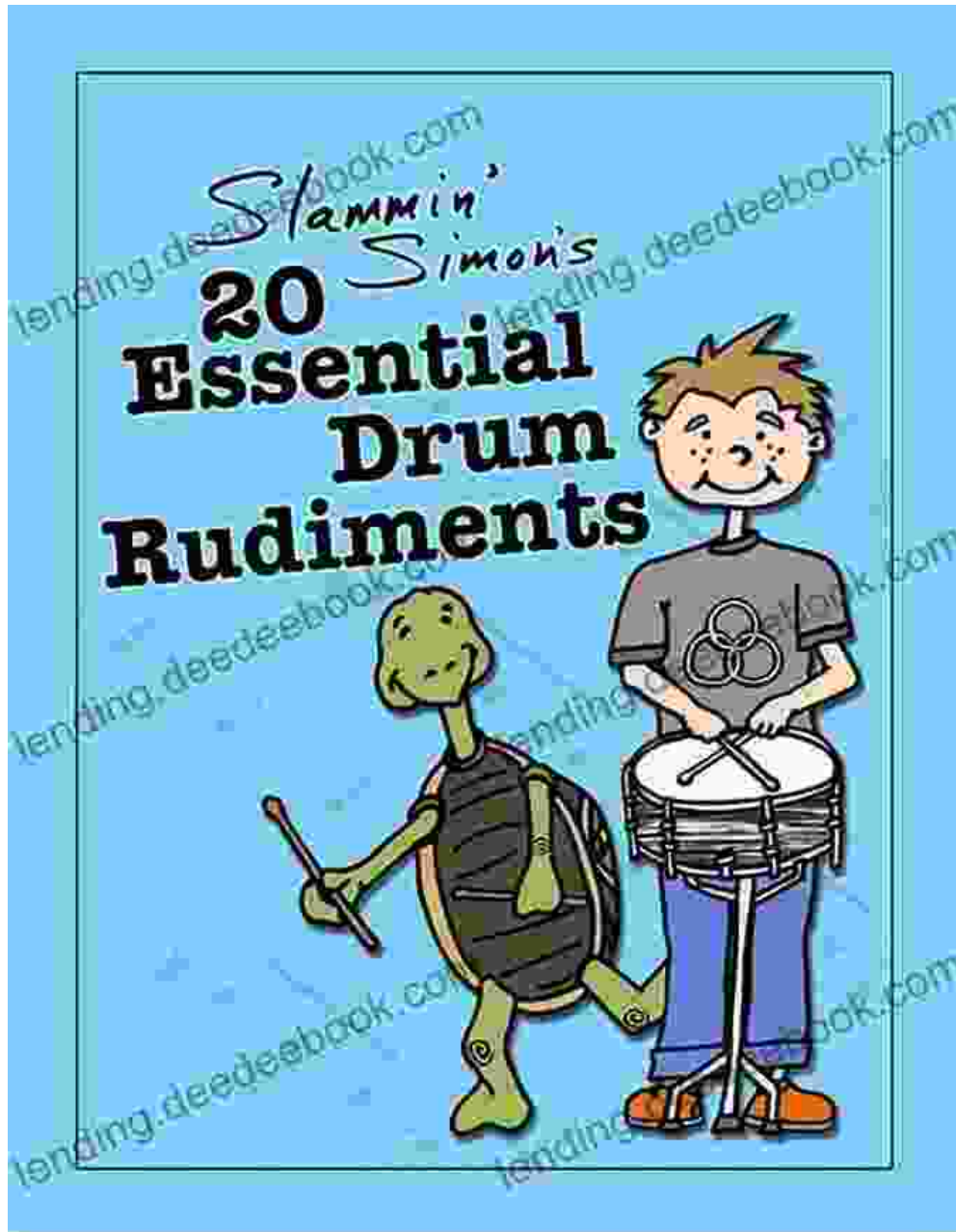
The flamacue is a four-stroke rudiment that combines a flam with a double stroke on the opposite hand. This rudiment adds flair and ornamentation to grooves and fills, and develops hand coordination and timing.

18. Ratamacue



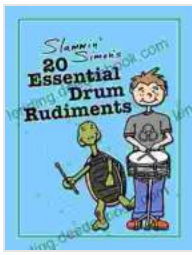
The ratamacue is a five-stroke rudiment that combines a single stroke, a flam, and a double stroke. This rudiment is commonly used in jazz and swing drumming, and develops coordination, timing, and the ability to play complex rhythms.

19. Double Ratamacue



The double ratamacue is a ten-stroke rudiment that combines two ratamacues. This rudiment improves coordination, endurance, and the ability to play fast and complex rhythms.

20.



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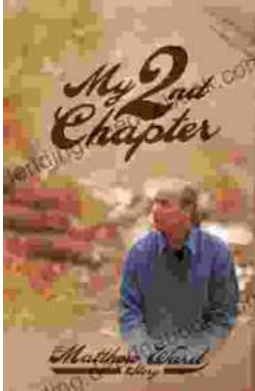
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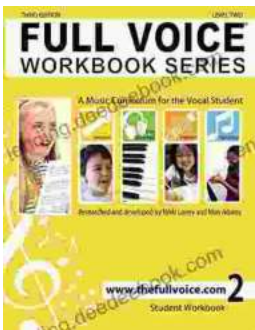
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