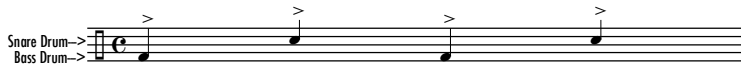


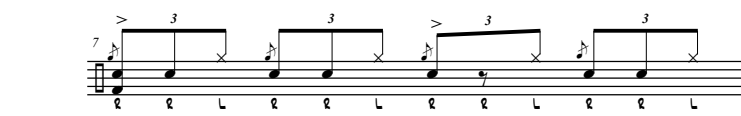
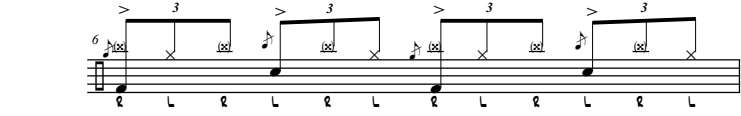
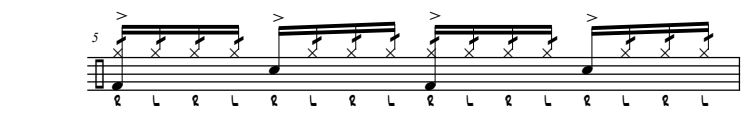
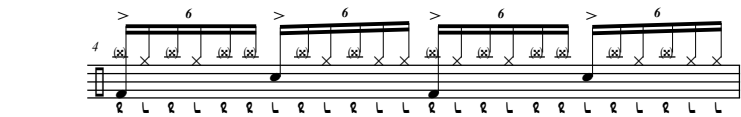
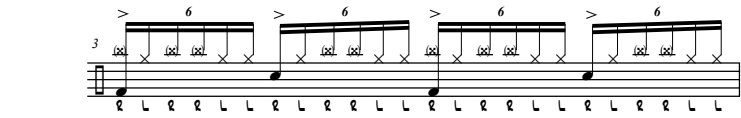
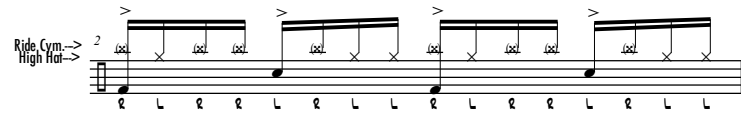
"The Transferring of Marching Percussion Techniques and Philosophies to Drum Set"

-Ryan Inselman

Snare Drum->
Bass Drum->



Ride Cym->
High Hat->



BEATS: These are Beats derived directly from rudiments. The concept is to keep the kick drum on 1 and 3 and the snare drum on 2 and 4 while playing the rudiment over the top on the ride cymbal and the High hat. You can also keep the left hand on the snare drum. Feel free to experiment and come up with your own versions.

-Paradiddles

-Paradiddlediddles

-Double Paradiddles

-16th note duple based Rolls

-Flam Accents

-Swiss Triplets



TOM 1->
TOM 2->
TOM 3->



Fills: these fills are all based off of rudiments using this common underlying rhythm. This rhythm is a good place to start when figuring out how to apply rudiments to drum set. There is definitely room for experimentation using other underlying rhythms and other rudiments, these are just a few.

-Single Sticking with accents all on the snare

-Single Sticking with accents using the 3 toms

-Flam accents using 3 toms keeping the grace notes on the snare

-Swiss triplets going from snare around the 3 toms

-Blurtas going from the snare around the 3 toms

-32nd note paradiddlediddles all non-accented notes on the snare all accents around the toms

For more information visit: WWW.INSELMAN.COM