

MULTIPLE BOUNCE STROKE ROLLS

Playing percussion requires lots of technique that we do not get a chance to discuss in class very often. Many of these techniques are called “rudiments.” They are like scales for drums/percussion. These rudiments are what you should be working on in your warm up when the wind/string instruments are doing long tones, lip slurs, etc. The first technique we will work on is called the “Multiple Bounce Stroke,” otherwise known as the “Buzz Stroke”

Here are some resources for you to understand what we are trying to do with your multiple bounce stroke, and eventually multiple bounce roll. These videos will give you lots of tips on how to make these rolls sound great.

[PDF explaining how to work on developing multiple bounce stroke rolls.](#) The above document includes the multiple bounce stroke warm up, #1-10. It includes some exercises to work on leading up to the introduction to this rudiment. *Steps 1-10 will serve as your “long tone warm up” when the winds are doing their long tones.*

VIDEO TUTORIAL: [CLICK HERE](#) for a demo/tutorial video of these exercises

HERE ARE SOME VIDEOS GIVING TIPS ON MULTIPLE BOUNCE STROKE ROLLS. PLEASE WATCH THESE VIDEOS AS PART OF THIS ASSIGNMENT.

[Vic Firth Multiple Bounce Roll Video](#)

[40 Drum Rudiments Multiple Bounce Roll Video](#)

After going through this material, it’s time to work on playing these exercises as a permanent new part of your daily warm up routine.

- For this to be a true warmup, it should take *more than* 1-2 minutes. Play each exercise with at least 4 repeats. If you are experienced, you can play a faster tempo. If you struggle with rolls, please slower/medium tempos.
- For best results, work slowly at first and focus on good stick/hand technique.
- Work on each line many times before moving on to the next one. ***Playing through each line one time will not benefit your playing at all.***

****HELPFUL TIP**** In notating music, the “Multiple Bounce Stroke Roll” will be notated with a “Z” going through the stem of the note.