

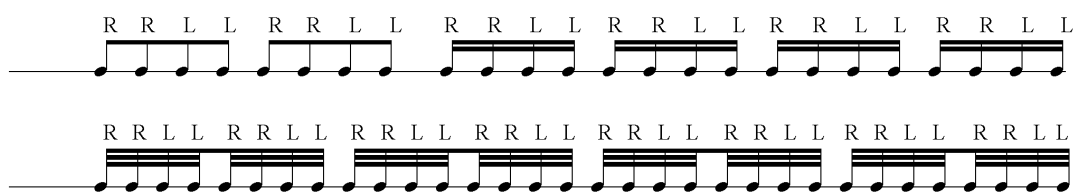
Keuzemodule rudiments niveau 1

Technische vaardigheden – rudiments

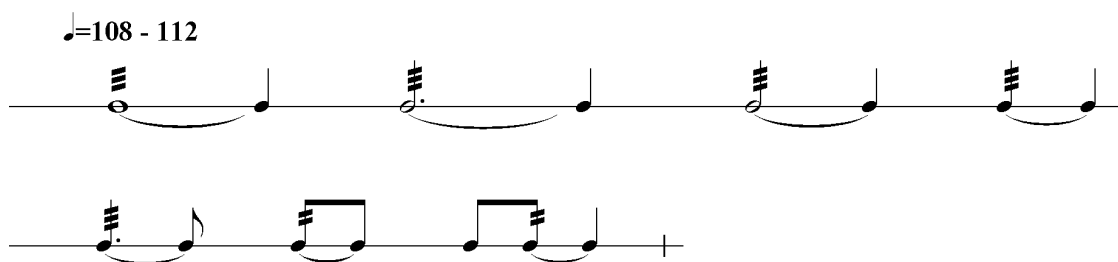
Rudiments zullen in de speelstukken altijd in een muzikale context geplaatst zijn. Onderstaande voorbeelden zijn indicaties in welke context de rudiments niveau 1 in rudimental speelstukken gedacht zijn.

Rudiments

Opbouw van de open roffel



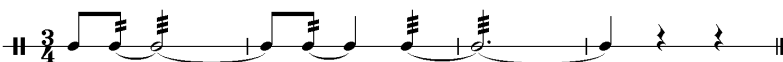
33 – 25 – 17 – 13 – 9 – 5 stroke roll



Voorbeeld 1



Voorbeeld 2



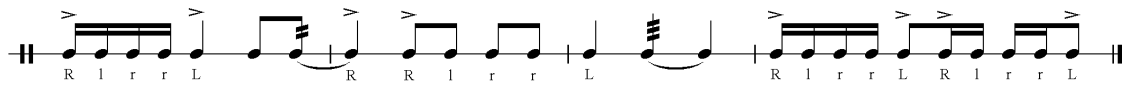
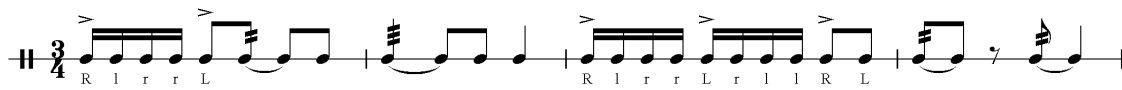
Voorbeeld 3



Voorbeeld 4

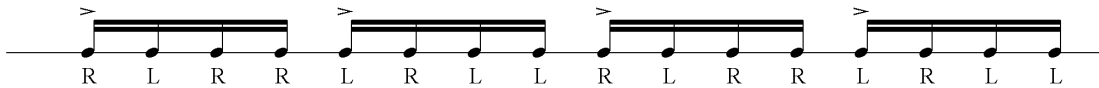
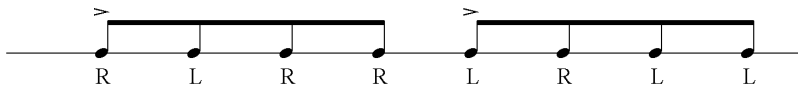


Voorbeeld 5



single paradiddle

♩=108 - 112



Voorbeeld 6



double paradiddle

[paraparadiddle]

♩=108 - 112

Musical notation for double paradiddle at 108-112 bpm. The notation consists of six eighth-note pairs on a single staff. The first pair is accented. The rhythm is R L R L R R L R L R L L.

♩ = 72 - 80

Musical notation for double paradiddle at 72-80 bpm. The notation consists of four eighth-note groups on a single staff. The first group is accented. The rhythm is R L R L R L R L R R L R L R L L.

[paraparadiddle]

♩=108 - 112

Musical notation for paraparadiddle at 108-112 bpm. The notation consists of six eighth-note pairs on a single staff. The first pair is accented. The rhythm is R L R R L L R L R R L L.

♩ = 72 - 80

Musical notation for paraparadiddle at 72-80 bpm. The notation consists of four eighth-note groups on a single staff. The first group is accented. The rhythm is R L R L R L R L R R L L R L R R L L.

Voorbeeld 7

Musical notation for Voorbeeld 7 in 4/4 time. It consists of two staves of eighth-note patterns with various rhythmic groupings and accents. The notation includes a variety of R and L notes, some with accents, and some with beams connecting them.

Voorbeeld 8

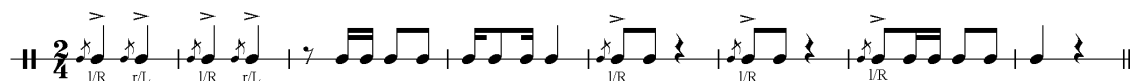
Musical notation for Voorbeeld 8 in 6/8 time. It consists of two staves of eighth-note patterns with various rhythmic groupings and accents. The notation includes a variety of R and L notes, some with accents, and some with beams connecting them.

flam

♩=108 - 112

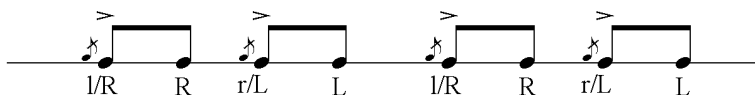


Voorbeeld 9



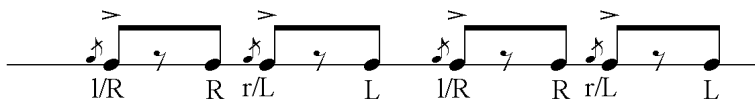
flamtap

♩=108 - 112

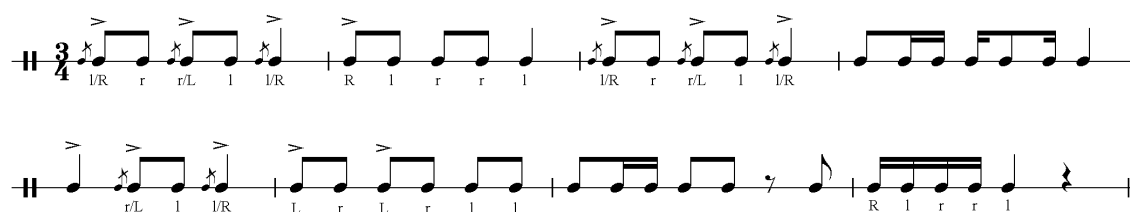


(ook)

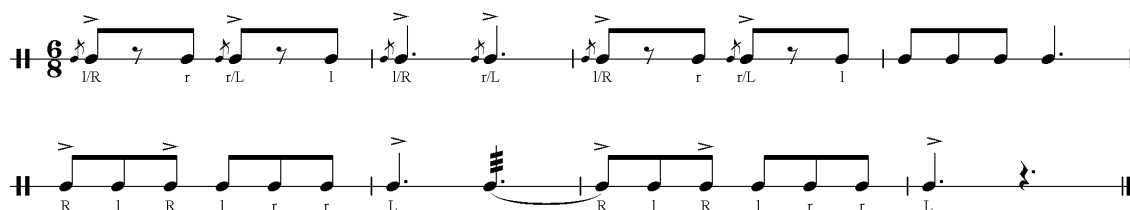
♩ = 108 - 112



Voorbeeld 10

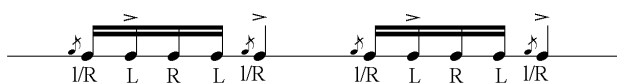


Voorbeeld 11

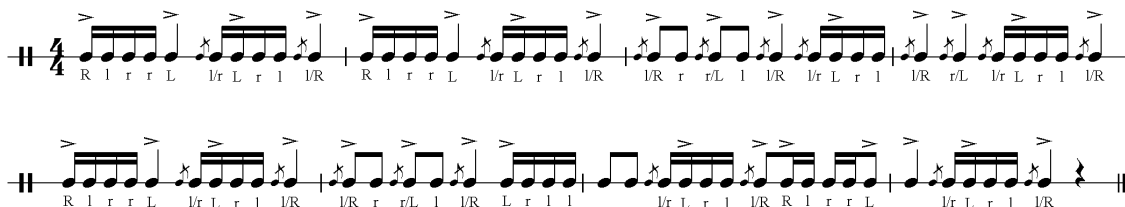


flamacue

♩ = 108 - 112

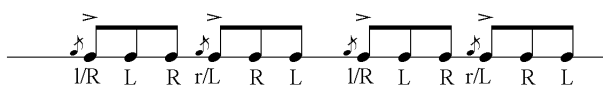


Voorbeeld 12



flamaccent

♩ = 108 - 112



Voorbeeld 13

