

Mitchell Peters - Intermediate Snare Drum Studies Practice Method

This excellent book provides simple rhythmic studies remarkably similar to much symphony orchestra and wind ensemble snare drum literature. The etudes are ideal for addressing sound production, dynamic control, reading ability, and tempo flexibility. Practice each etude with different routines for flexibility. Initially, use a metronome, keeping written records of all tempi mastered. Later, audio and/or video record the etudes, without metronome, to check accuracy of dynamics, tempo, and sound quality.

Practice systems:

Etudes I - XI. (Roman numerals) Play each practice routine twice - first forte, then piano. It is crucial that you spend considerable time practicing soft as it is generally less familiar and initially more difficult. Effortless mastery will result from familiarity and reasonable tempi.

I. Quarters, Eighths, Sixteenths.

1. Right hand only. Quarter note = 112.
2. Left hand only. Quarter note = 112.
3. Unison hands. Quarter note = 112.
These first three systems can be done several ways to accomplish different goals.
 - i. Open-close technique.
 - ii. Traditional wrist only strokes.
 - iii. Arm only – for loud, forceful playing.
4. Alternate sticking. Quarter note = 188.
Feel two macrobeats per measure at faster tempi.
5. Double stroke all sixteenth note pairs, otherwise alternate. Quarter note = 216.
Feel two macrobeats per measure at faster tempi.
6. Triple bounce all sixteenth notes, alternate. Use arm motions on all printed notes. Quarter note = 60-130.
Use slower tempi for softer playing.
7. Double bounce all sixteenth note pairs, alternate. Play at mp-p.
8. Multiple bounce all sixteenth notes, alternate. Play a pp-p.
9. Apply flams to all quarter and eighth notes, alternate. Quarter note = 148.
10. Apply drags to all quarter and eighth notes, alternate. Quarter note = 90.

II. Sixteenth note triplets.

1. Right hand only. Quarter note = 72
2. Left hand only. Quarter note = 72
3. Alternate. Quarter note = 144.
4. Triple stroke all sixteenth note triplets. Quarter note = 100.
5. Triple bounce all 16th notes. Slower tempi for soft playing.
6. Apply double bounce to each sixteenth note. Play at mp-p.
7. Multiple bounce each sixteenth note. Play at pp-p.

III. 12/8 Measure Signature

1. Alternate. Dotted quarter note = 132.
2. Double stroke all sixteenth note pairs, otherwise alternate. Dotted quarter note = 132.
3. Double bounce all sixteenth note pairs, otherwise alternate. Play mp-p.
4. Triple bounce all sixteenth notes, otherwise alternate.

IV. Accents

- Use one playing area throughout. Accents played one dynamic level louder.
1. Right hand only. Quarter note = 90
 2. Left hand only. Quarter note = 90

3. Alternate. Quarter note = 160.
4. Apply flams to each accent. Quarter note = 116.

V. Three Camps - Memorize before practicing. Formal structure is A4, A4, B4, B4, C2, C2, B4, B'4.

1. Dotted quarter = 170. Practice R and L lead.
2. Double bounce all sixteenth note pairs, otherwise alternate. Play mp-p.

VI. Three Camps - Quarter note = 126. Practice R and L lead.

VII. Three Camps - Quarter note = 100.

VIII. Three Camps - Dotted Quarter note = 80.

IX. Rolls in 2/4 Release untied rolls on the “an” of beat with a soft tap.

1. Triple bounce rolls
 - A. Four arm strokes per quarter note. Alternate. Quarter = 140.
 - B. Six arm strokes per quarter note. Alternate. Quarter note = 80.
 - C. Eight arm strokes per quarter note. Alternate. Quarter note = 60.
2. Double stroke rolls
 - A. Four arm strokes per beat - eight notes. Quarter = 140.
 - B. Six arm strokes per beat - twelve notes. Quarter = 96.
 - C. Eight arm strokes per beat - sixteen notes. Quarter = 72.
3. Double bounce rolls. Play at mp-p.
 - A. Four arm strokes per quarter note. Alternate. Fast tempo.
 - B. Six arm strokes per quarter note. Alternate. Moderate tempo.
 - C. Eight arm strokes per quarter note. Slow tempo.
4. Multiple bounce rolls. Play at pp-p.
 - A. Four arm strokes per quarter note.
 - B. Six arm strokes per quarter note.
 - C. Eight arm strokes per quarter note.

X. Rolls in 12/8

- 1 Triple bounce rolls.
 - A. Two arm strokes per eighth note. Alternate. Dotted quarter = 80.
 - B. Three arm strokes per eighth note. Alternate. Dotted quarter = 60.
2. Double stroke rolls.
 - A. Two arm strokes per eighth note. Dotted quarter = 90.
 - B. Three arm strokes per eighth note. Dotted quarter = 60.
3. Double bounce rolls. Play at mp-p.
 - A. Two arm strokes per eighth note.
 - B. Three arm strokes per eighth note.
4. Multiple bounce rolls. Play at pp-p.
 - A. Two arm strokes per eighth note.
 - B. Three arm strokes per eighth note.

XI – Flams & Drags

1. Alternate. Quarter note = 90.
2. Interpret each flam as a drag. Quarter note = 68.

Etudes (Arabic numbers). Play dynamics as indicated. Be sure to practice tempi well outside of those printed on the

etudes for added versatility.

1. 1. Alternate. Quarter note = 180.
 - A. First learn entirely in one beating spot.
 - B. Later move beating spot to increase dynamic contrast.
2. Alternate. Dotted quarter = 122.
3. Alternate. Dotted quarter = 112.
4. Alternate. Quarter note = 140.
5. Alternate. Quarter note = 140.
6. Alternate. Dotted quarter = 84.
7. Alternate. Quarter note = 180.
8. Alternate. Quarter note = 120.
9. Alternate. Dotted quarter = 90.
10. Alternate. Eighth note = 250.
11. Alternate. Quarter = 125, Eighth note = 250.
19. March tempo. Right lead. Double stroke rolls.
20. March tempo. Double stroke rolls. Flam taps.
23. Accuracy of subdivision. Eighth note = 140.
28. Meter changes. Quarter note= 130.
29. Meter changes. Quarter note= 120.

