

2018: Snare Drumming Curriculum



Saturday 13th

Session 1 8:30 to 10:00
 Session 2 10:15 to 11:45
 Session 3 1:00 to 2:30
 Session 4 2:45 to 4:15

Sunday 14th

Session 5 9:15 to 10:00
 Session 6 10:15 to 10:45

| <u>Saturday</u> | <u>Fisher</u> | <u>Turner</u> | <u>Jorgensen</u> | <u>Creighton</u> |
|-----------------|------------------------|------------------------------------|--------------------------------|----------------------------|
| Hotel Location | Holiday Inn Ballroom A | Holiday Inn Salon B | Holiday Inn Board Room | Holiday Inn Ballroom B |
| Session 1 | Technique (Grade 4) | Basic Score Writing (Grade 3,4) | Hornpipes and Jigs (Grade 1,2) | B&T Integration (All) |
| Session 2 | Technique (Grade 3) | Advanced Score Writing (Grade 1,2) | Teaching Beginners (All) | Corps Management (All) |
| Session 3 | Technique (Grade 2) | Swiss Rudiments (All) | Grip & Posture (Grade 3,4) | Accent Development (All) |
| Session 4 | Technique (All) | Marches (Grade 3,4) | Composition (All) | Adv. Rudiments (Grade 1,2) |

| <u>Saturday</u> | <u>Brown</u> | <u>McWhirter</u> | <u>Millar</u> | <u>Cameron</u> |
|-----------------|-------------------------------------|--|----------------------------------|----------------------------|
| Hotel Location | Holiday Inn Salon C | Holiday Inn Ballroom C | Holiday Inn Salon A | Holiday Inn Private Dining |
| Session 1 | Flam & Drag Development (Grade 3,4) | Buzz Roll Development (Grade 1,2) | Double Stroke Rolls (Grade 3,4) | |
| Session 2 | Buzz Roll Development (Grade 1,2) | Flam & Drag Development (Grade 3,4) | Effective Practicing (Grade 1,2) | |
| Session 3 | Teaching Beginners (All) | Buzz Roll Development (Grade 3,4) | Grip & Posture (All) | Drum Setup (All) |
| Session 4 | Marches (Grade 3,4) | Solo Performance Technique (Grade 3,4) | Hornpipe & Jigs (Grade 1,2) | Drum Tuning (All) |

| <u>Sunday</u> | <u>Fisher</u> | <u>Turner</u> | <u>Jorgensen</u> | <u>Creighton</u> |
|---------------|-------------------------------|-----------------------------------|-------------------------|---------------------------|
| Hotel | Holiday Inn | Holiday Inn | Holiday Inn | Holiday Inn |
| Location | Ballroom A | Salon B | Board Room | Ballroom B |
| Session 5 | Stick Control Exercises (All) | Buzz Roll Development (Grade 3,4) | Paradiddles (Grade 3,4) | Corps Setup (All) |
| Session 6 | Stick Control Exercises (All) | Bass & Tenor Arrangments (All) | Strathspeys (Grade 1,2) | Performance Anxiety (All) |

| <u>Sunday</u> | <u>Brown</u> | <u>McWhirter</u> | <u>Millar</u> | <u>Stronach</u> |
|---------------|-------------------------------|---------------------|-------------------------------------|----------------------|
| Hotel | Holiday Inn | Holiday Inn | Holiday Inn | Holiday Inn |
| Location | Salon C | Ballroom C | Salon A | Private Dining |
| Session 5 | Strathspeys (Grade 3,4) | Band Workshop (All) | Single Stroke Rudiments (Grade 1,2) | FOUR (All) |
| Session 6 | Double Stroke Rudiments (All) | Band Workshop (All) | Warm-Up Exercises (All) | FOUR Continued (All) |

2018: Snare Drumming Outlines



| <u>Fisher</u> | <u>Class</u> | <u>Description</u> |
|---------------|-------------------------------|--|
| Session 1 | Technique (Grade 4) | Join the master of technique for an in-depth lesson on holding and moving a pair of drumsticks. |
| Session 2 | Technique (Grade 3) | The master of technique starts you on a path to drumming success. |
| Session 3 | Technique (Grade 2) | Getting close to the top by lack that extra spark in your playing? Join John for the answers to your technique woes. |
| Session 4 | Technique (All) | Haven't thought about technique since you started playing? John will help focus your playing where it counts most: your hands. |
| Session 5 | Stick Control Exercises (All) | A look at some fundamental exercises to perfect yesterday's tutorials on technique. |
| Session 6 | Stick Control Exercises (All) | A continuation of the class before. |

| <u>Turner</u> | <u>Class</u> | <u>Description</u> |
|---------------|------------------------------------|--|
| Session 1 | Basic Score Writing (Grade 3,4) | Trouble writing effective scores for your band or solo? Join Paul as he walks you through the basic principles of good score writing. |
| Session 2 | Advanced Score Writing (Grade 1,2) | Playing good material is key to a solid band and solo presentation. Paul gives his knowledge and insight to effective score writing at this level. |
| Session 3 | Swiss Flam Rudiments (All) | Swiss flams, swiss army triplets and their development within pipe band drumming covered in this tutorial. |
| Session 4 | Marches (Grade 3,4) | Some Grade 3 and 4 level marches and how to play them with the tune. |
| Session 5 | Buzz Roll Development (Grade 3,4) | Special to pipe band drumming, the buzz roll is worth a sizable portion of your time to develop correctly. |
| Session 6 | Bass & Tenor Arrangements (All) | Concrete advice on how best to write and arrange tenor and bass drum parts to the score. |

| <u>Jorgensen</u> | <u>Class</u> | <u>Description</u> |
|------------------|------------------------------|--|
| Session 1 | Hornpipes & Jigs (Grade 1,2) | A look at some Grade 1 and 2 level scores. |
| Session 2 | Teaching Beginners (All) | Who doesn't need new drummers for their corps? Exactly! Teach them quickly and effectively with Jacob's proven methods. |
| Session 3 | Grip & Posture (Grade 3,4) | Why is grip and posture so important to drumming? Find out here. |
| Session 4 | Composition (All) | Learn Jake's secrets to delivering high powered ensemble through effective score writing. |
| Session 5 | Paradiddles (Grade 3,4) | Join Jake as he discusses some paradiddle rudiments designed to get your playing on the right path. |
| Session 6 | Strathspeys (Grade 1,2) | Strathspeys elude even the most seasoned players. Jake takes you through his approach to understanding and playing better strathspeys. |

| <u>Cameron</u> | <u>Class</u> | <u>Description</u> |
|----------------|-------------------|--|
| Session 3 | Drum Setup (All) | Learn the secrets of setting up your drum internally to make it sound better and make tuning easier. |
| Session 4 | Drum Tuning (All) | With your drums properly setup, learn the subtleties of tuning and enhance your sound. |

| <u>Millar</u> | <u>Class</u> | <u>Description</u> |
|---------------|-------------------------------------|---|
| Session 1 | Double Stroke Rolls (Grade 3,4) | A look at some basic but essential rudiments for the Grade 3 and 4 drummer. |
| Session 2 | Effective Practicing (Grade 1,2) | Why do some drummers get so good so quickly? This class may have the answer. |
| Session 3 | Grip & Posture (All) | From one of the most effortless players on the planet, learn his secrets to good stick control. |
| Session 4 | Hornpipes & Jigs (Grade 1,2) | Let loose with some round hornpipes and jigs from one of the best. |
| Session 5 | Single Stroke Rudiments (Grade 1,2) | Single sticky? Let Duncan show you how to loosen them up. |
| Session 6 | Warm Up Exercises (All) | Every drummer needs them but few have them. Some routines to get your hands ready to go. |

| <u>Stronach</u> | <u>Class</u> | <u>Description</u> |
|-----------------|----------------------|---|
| Session 5 | FOUR (All) | Find out why the number four is so important when it comes to drumming. |
| Session 6 | FOUR Continued (All) | A continuation of the previous class (above). |

| <u>McWhirter</u> | <u>Class</u> | <u>Description</u> |
|------------------|-------------------------------------|---|
| Session 1 | Buzz Roll Development (Grade 1,2) | If you don't have a killer roll then you're not getting very far in pipe band drumming. Taught by a master of roll development. |
| Session 2 | Flam & Drag Development (Grade 3,4) | The essential building blocks for more advanced playing. Accurate flam and drag movements are essential. |
| Session 3 | Buzz Roll Development (Grade 3,4) | Get started on the right path with Steven's proven techniques for roll development. |
| Session 4 | Solo Performance Techniques (All) | From the current and multiple Solo World Champion Snare Drummer, Steven gives you all the secrets to successful Solo competition. |
| Session 5 | Band Workshop (All) | Details TBA. |
| Session 6 | Band Workshop (All) | Details TBA. |

| <u>Brown</u> | <u>Class</u> | <u>Description</u> |
|--------------|-------------------------------------|--|
| Session 1 | Flam & Drag Development (Grade 1,2) | Flat flams? Loose drags? Learn what to listen for and how to practice them effectively. |
| Session 2 | Buzz Roll Development (Grade 1,2) | The combinations are limitless. Learn some of the more advanced buzz roll movements from one of the very best in the business. |
| Session 3 | Teaching Beginners (All) | Few have done it better than the Boghall & Bathgate Pipe Band. Learn to teach well and your drumming woes could soon be sorted for good. |
| Session 4 | 2/4 Marches (Grade 3,4) | A look at some Grade 3 and 4 Marches in 2/4 time. |
| Session 5 | Strathspey (Grade 3,4) | Modern Strathspey playing is more than just triplets. Gordon shows you the balance you need to strive for. |
| Session 6 | Double Stroke Rudiments (All) | The mama-dada roll is not something just for beginners. Learn it well or be forever struggling to keep up. |

| <u>Creighton</u> | <u>Class</u> | <u>Description</u> |
|------------------|--------------------------------|--|
| Session 1 | B & T Integration (All) | Learn how to compliment the snare score and tune with effective bass and tenor arrangements. |
| Session 2 | Corps Management (All) | It's not just about the playing. Find out how to successfully manage your corps and band from one of the best. |
| Session 3 | Accent Development (All) | Learn to hit hard and increase your dynamic range. |
| Session 4 | Advanced Rudiments (Grade 1,2) | A look at Stephen's trickier rudiments designed to improve and finesse your playing. |
| Session 5 | Corps Setup (All) | How to build a successful drum corps from one of the very best LD's in the business. |
| Session 6 | Performance Anxiety (All) | Find out how the pros turn a little nerves into a winning performance. |