



2019 SNARE WORKSHOP

SATURDAY - JANUARY 19

SESSION 1: 8:30 - 10:00 AM

SESSION 2: 10:15 - 11:45 AM

SESSION 3: 1:00 - 2:30 PM

SESSION 4: 2:45 - 4:15 PM

SUNDAY - JANUARY 20

SESSION 5: 9:15 - 10:00 AM

SESSION 6: 10:15 - 10:45 AM

<u>SATURDAY</u>	<u>Fisher</u>	<u>Creighton</u>	<u>Millar</u>	<u>Cameron</u>
LOCATION	Ballroom A - Holiday Inn	Ballroom B - Holiday Inn	Salon A - Holiday Inn	Salon C - Holiday Inn
SESSION 1: 8:30 AM	Technique (Grade 4)	B&T Integration (All)	Musicianship for Drummers (All)	n/a
SESSION 2: 10:15 AM	Technique (Grade 3)	Corps Management (All)	Effective Practicing (Grade 2,1)	n/a
SESSION 3: 1:00 PM	Technique (Grade 2)	Accent Development (All)	Grip & Posture (All)	Drum Setup (All)
SESSION 4: 2:45 PM	Technique (All)	Adv. Rudiments (Grade 2,1)	Power of Stopping (Grade 3,2,1)	Drum Tuning (All)

<u>SATURDAY</u>	<u>McWhirter</u>	<u>Ward</u>	<u>Stronach</u>
LOCATION	Ballroom C - Holiday Inn	Salon B - Holiday Inn	N/A
SESSION 1: 8:30 AM	Buzz Roll Development (Grade 2,1)	Flam & Drag Development (Grade 3,4)	N/A
SESSION 2: 10:15 AM	Flam & Drag Development (Grade 3,4)	Buzz Roll Development (Grade 2,1)	N/A
SESSION 3: 1:00 PM	Buzz Roll Development (Grade 3,4)	Paradiddles (All)	N/A
SESSION 4: 2:45 PM	Grip and Posture (All)	Strathspeys (Grade 3,4)	N/A

<u>SUNDAY</u>	<u>Fisher</u>	<u>Creighton</u>	<u>Millar</u>	<u>Cameron</u>
LOCATION	Ballroom A - Holiday Inn	Ballroom B - Holiday Inn	Salon A - Holiday Inn	N/A
SESSION 5: 9:15 AM	Stick Control Exercises (All)	Corps Setup (All)	Single Stroke Rudiments (Grade 3,4)	N/A
SESSION 6: 10:15 AM	Stick Control Exercises (All)	Basic Score Writing (All)	Warm-Up Exercises (ALL)	N/A

<u>SUNDAY</u>	<u>McWhirter</u>	<u>Ward</u>	<u>Stronach</u>
LOCATION	Ballroom C - Holiday Inn	Salon B - Holiday Inn	Salon C - Holiday Inn
SESSION 5: 9:15 AM	Swiss Rudiments (All)	Marches (Grade 3,4)	Teaching Beginners (All)
SESSION 6: 10:15 AM	Paradiddles (Grade 3,4)	Double Stroke Rudiments (ALL)	Sightreading (All)

DESCRIPTION

Fisher

Session 1	Technique (Grade 4)	Join the master of technique for a detailed lesson on holding and moving a pair of drumsticks.
Session 2	Technique (Grade 3)	More details.
Session 3	Technique (Grade 2)	Even more details.
Session 4	Technique (All)	A review of the details.
Session 5	Stick Control Exercises (All)	A look at some fundamental exercises to perfect all of the details you learned yesterday.
Session 6	Stick Control Exercises (All)	A continuation of the class before.

Creighton

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 play soft. Tips to increase
Session 4	Adv. Rudiments (Grade 2,1)	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 LDs in the business.
Session 6	Basic Score Writing (All)	You have to know how to write a simple score well, before you can write a complex one.

Millar

Session 1	Musicianship for Drummers (All)	A look at some essential skills for all drummers.
Session 2	Effective Practicing (Grade 2,1)	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	The Power of Stopping (Grade 3,2,1)	Learn why less is sometimes more.
Session 5	Single Stroke Rudiments (Grade 3,4)	Sticky singles? Let Duncan show you how to get them flowing.
Session 6	Warm-Up Exercises (ALL)	Every drummer needs them but few have them. Some routines to get your hands ready to go.

Cameron

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 drum properly set up learn the subtleties of tuning and enhance your sound

McWhirter

Session 1	Buzz Roll Development (Grade 2,1)	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	Grip and Posture (All)	From the current and multiple Solo World Champion Snare Drummer, Steven gives you all the secrets to looking like a pro drummer.
Session 5	Swiss Rudiments (All)	It's not just cheese that Switzerland's best known for.
Session 6	Paradiddles (Grade 3,4)	The lowly paradiddle. Often neglected, but this rudiment has been the secret to many a great drummer's path to success.

Ward

Session 1	Flam & Drag Development (Grade 3,4)	Flat flams? Loose Drags? Learn what to listen for and how to practice them effectively.
Session 2	Buzz Roll Development (Grade 2,1)	Learn some of the more advanced buzz roll movements from one the very best in the business.
Session 3	Paradiddles (All)	The variations of this rudiment are limitless. Eric takes you through a few of his favourites.
Session 4	Strathspeys (Grade 3,4)	Modern Strathspey playing is more than just triplets.
Session 5	Marches (Grade 3,4)	A look at some marches for the Grade 3 and 4 level.
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.

Stronach

Session 5	Teaching Beginners (All)	Some insight into getting new drummers up and running quickly and effectively.
Session 6	Sightreading (All)	Need to get ahead quickly? This essential skill will have you learning new music like the pros!