



2020 SNARE WORKSHOP

SATURDAY - JANUARY 18

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 - 3:30 PM
 SESSION 5: 3:45 - 4:30 PM

SUNDAY - JANUARY 19

SESSION 6: 9:30 - 10:15 AM
 SESSION 7: 10:20 - 11:05 AM

<u>SATURDAY</u> LOCATION	<u>Fisher</u> Ballroom A - 1st Floor - Holiday Inn	<u>Creighton</u> Ballroom B - 1st Floor - Holiday Inn	<u>Millar</u> Salon A - 1st Floor - Holiday Inn	<u>Cameron</u> Private Dining - 1st Floor - 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 (All)	n/a
SESSION 3: 1:00 PM	Technique (Grade 2)	Accent Development (All)	Grip & Posture for Adults (All)	Drum Setup (All)
SESSION 4: 2:45 PM	Technique (All)	Adv. Rudiments (Grade 2,1)	Roll Quality (All)	Drum Tuning (All)
SESSION 5: 3:45 PM	ALL INSTRUCTORS - Two Duthart Fanfares - Ballroom A, B, C - Holiday Inn			

<u>SATURDAY</u> LOCATION	<u>McWhirter</u> Ballroom C - 1st Floor - Holiday Inn	<u>Ward</u> Salon B - 1st Floor - Holiday Inn	<u>Brown</u> Salon C - 1st Floor - Holiday Inn
SESSION 1: 8:30 AM	Buzz Roll Development (Grade 2,1)	Flam & Drag Development (Grade 3,4)	Compound Marches (3/4, 6/8, 9/8, 12/8)
SESSION 2: 10:15 AM	Flam & Drag Development (Grade 3,4)	Buzz Roll Development (Grade 2,1)	Common Time Marches (2/4, 3/4)
SESSION 3: 1:00 PM	Buzz Roll Development (Grade 3,4)	Paradiddles (All)	Strathspeys
SESSION 4: 2:45 PM	Grip and Posture (All)	Strathspeys (Grade 3,4)	Reels
SESSION 5: 3:45 PM	ALL INSTRUCTORS - Two Duthart Fanfares - Ballroom A, B, C - Holiday Inn		

<u>SUNDAY</u> LOCATION	<u>Fisher</u> Ballroom A - 1st Floor - Holiday Inn	<u>Creighton</u> Ballroom B - 1st Floor - Holiday Inn	<u>Millar</u> Salon A - 1st Floor - Holiday Inn	<u>Cameron</u> N/A
SESSION 6: 9:30 AM	Stick Control Exercises (All)	Corps Setup (All)	Single Stroke Rudiments	N/A
SESSION 7: 10:20 AM	Stick Control Exercises (All)	Basic Score Writing (All)	What are Judges Looking For?	N/A

<u>SUNDAY</u> LOCATION	<u>McWhirter</u> Ballroom C - 1st Floor - Holiday Inn	<u>Ward</u> Salon B - 1st Floor - Holiday Inn	<u>Brown</u> Salon C - 1st Floor - Holiday Inn
SESSION 6: 9:30 AM	Swiss Rudiments (All)	Marches (Grade 3,4)	Jigs
SESSION 7: 10:20 AM	Paradiddles (Grade 3,4)	Double Stroke Rudiments (All)	Teaching Young Drummers (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	Two Duthart Fanfares	Play through Bolshoi '57 and Salute to Max Rayne.
Session 6	Stick Control Exercises (All)	A look at some fundamental exercises to perfect all of the details you learned yesterday.
Session 7	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	Two Duthart Fanfares	Play through Bolshoi '57 and Salute to Max Rayne.
Session 6	Corps Setup (All)	How to build a successful drum corps from one of the very best LDs in the business.
Session 7	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	Roll Quality	How to get your hands to sound the same and keep your buzzes creamy.
Session 5	Two Duthart Fanfares	Play through Bolshoi '57 and Salute to Max Rayne.
Session 6	Single Stroke Rudiments	Sticky singles? Let Duncan show you how to get them flowing. Focus on accented and drag singles.
Session 7	What are Judges Looking For?	Some insight on what judges are trained to do and how they actually assess your performance.

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
Session 5	Two Duthart Fanfares	Play through Bolshoi '57 and Salute to Max Rayne.

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	Two Duthart Fanfares	Play through Bolshoi '57 and Salute to Max Rayne.
Session 6	Swiss Rudiments (All)	It's not just cheese that Switzerland's best known for.
Session 7	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	Two Duthart Fanfares	Play through Bolshoi '57 and Salute to Max Rayne.
Session 6	Marches (Grade 3,4)	A look at some marches for the Grade 3 and 4 level.
Session 7	Double Stroke Rudiments (ALL)	The mama-dada roll is not something just for beginners. Learn it well or be forever struggling to keep up.

Brown

Session 1	Compound Marches (3/4, 6/8, 9/8, 12/8)	Boghall and Bathgate are famous for their compound marches. Learn how Gordon gets that drive and swing with the pipes.
Session 2	Common Time Marches (2/4, 3/4)	Learn the tricks to score composition, phrasing and dynamics to play better marches.
Session 3	Strathspeys	Cabar Feidh! Learn a couple of Boghall's famous strathspey scores. Hear scores of different levels for the same tunes.
Session 4	Reels	MSR's, Medleys, competitions, concerts, recordings, Gordon has done it all. Learn how to play reels correctly.
Session 5	Two Duthart Fanfares	Play through Bolshoi '57 and Salute to Max Rayne.
Session 6	Jigs	Effortless jig playing with incredible ensemble. A great way to finish the weekend!
Session 7	Teaching Young Drummers (All)	Boghall and Bathgate pioneered the feeder system. Learn how Gordon moves those players through the grades.