Concert SD: Roll Density

Rolls always have an underlying rhythm. Find it with a simple equation

Tempo x Subdivision = Roll Speed (400-500bpm is best)

Once you have your roll speed, you can further refine your sound for smoothness, relaxation, or intensity by using 2, 3, or 4+ bounces
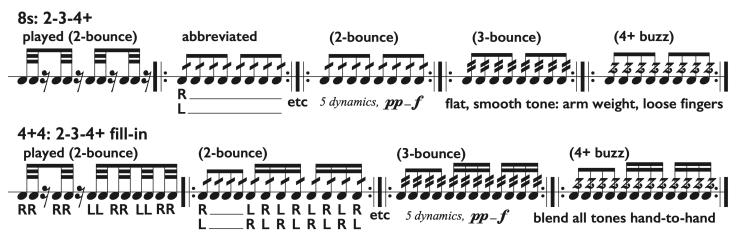
Roll Speed x Bounces = Roll Density

bpm:	800	1300	1600	2000
Feel:	Rhythmic/ Relaxed	Smooth	Intense	

Explore and combine exercise segments from ♩ = 80-140

8s: 2-3-4+
played (2-bounce) — abbreviated — (2-bounce) — (3-bounce) — (4+ buzz)

R _____ L _____ etc   *5 dynamics,* **pp–f**   flat, smooth tone: arm weight, loose fingers

4+4: 2-3-4+ fill-in
played (2-bounce) — (2-bounce) — (3-bounce) — (4+ buzz)

RR RR LL RR LL RR

R ____ L R L R L R L R
L ____ R L R L R L R L   etc   *5 dynamics,* **pp–f**   blend all tones hand-to-hand

Use playing zones and 5 dynamic levels to refine touch.

Strive for smoothness, even when the tempo makes it difficult

to maximize control and develop listening sensitivity

DAN KRUMM PERCUSSION ACADEMY