

Full 'o Crumb

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This exercise challenges your control of fulcrum pressure and finger assistance by juxtaposing singlestrokes, doublestrokes, and flam-taps. It will require a lot of dexterity to switch between the demands of the different rudiments: flam-taps require you to attack the drum and create additional bounces which dynamically decay, while the singlestrokes require you to play just as fast at a low height without any such decay. The doublestrokes will require more hang time between initial attacks, but with stronger fulcrum pressure and finger assistance to create the quick second note.

Remember: since your fulcrum/fingers will work against the rebound of the first note to create additional bounces, there must be sufficient rebound to really work with. The quickness of your wrist turn (high velocity, even across a small range of motion) will be responsible not only for your sound quality at the low dynamic, but also for your quickness and endurance on these fast figures. You must utilize the rebound efficiently, but you must also be aggressive enough to create a useful amount of rebound in the first place.

♩ = 88 – 128

Listening for Consistency

R r L l R r L l r r || r r || r l r l ... R r L l R r L l r l r l ... r r || r r ||

3 R r L l R r L l r r || r l r l r r || r l r l R r L l R r L l r l r l r r || r l r l r r ||

5 R r L l r r || r l r l R r L l r r || r l r l R r L l r l r l r r || R r L l r l r l r r ||

7 R r L l r r || R r L l r l r l R r L l r r || R r L l r l r l R r L l R r L l R

Matching Finer Muscle Groups

4

7

For more great ways to get better, check out *Quality Control for Rudimental Drummers*, available from www.fatmattdrums.com



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