



## **Technique Guidelines for Snare and Tenor**

1. Wrist – primary mover
2. Fingers – rebound control and speed
3. Arm – “afterburner”

### **“Wrist only” motion**

- For rhythms played at forte in which each hand plays steady or broken patterns that have no more than 1 note space in between them, only the wrist will be used, fingers extended down from the palm no more than 1 inch.
- For rhythms containing “internal dynamics” (i.e. two height, tap/accent, etc.) or rhythms played at piano (taps), only the wrist will be used, fingers contracted to keep the sticks under control close to the palm.

### **Finger Motion**

- For up-tempo double-stroke and three-stroke rolls, as well as rhythms containing fast diddles, both the wrist and fingers will be used (the wrist is used to guide the strokes while the fingers work to snap second or third strokes into the palm.)
- For fast singles or the occasional cases where the wrist is not fast enough to carry out a stream of notes. The fingers will be used (and only the fingers), extending and contracting quickly to produce the notes.
- For rhythmic passages that change dynamically, the fingers will also be changing, either to allow more breathing room or more control, depending on the application. The fingers will pull away from the palm while attached to the stick  $\frac{1}{4}$  inch for piano,  $\frac{1}{2}$  inch for mezzo piano,  $\frac{3}{4}$  inch for mezzo forte, and one inch only for forte and any other large dynamics. The fingers will never extend past 1 full inch.

### **Arm motion**

- In order to take strain off the wrist for fast rolls the arms will be used to a minimal extent (especially for snares) in order to create a smooth consistent sound efficiently.

**\* Under no circumstances will the above motions or any combinations of the above motions involve pounding or otherwise “tight” playing. The overall goal of this approach is to achieve not only a GOOD QUALITY OF SOUND that is consistent and smooth but also chops, efficiency and control.**