

# Rudiment Kombinator

Folgende Rudiments werden in den Tabellen kombiniert:

- **R3 = Triple Stroke (RLL or RRL)**
- **Rx = x-stroke roll (x = 3,5,7,9,6,8)**
- **PD = Paradiddle**
- **2PD = Double Paradiddle (RLRLRR - LRLRLL)**
- **3PD = Triple Paradiddle (RLRLRLRR - LRLRLRLL)**
- **FT = Flam Tap (IRR - rLL)**
- **FAC = Flam Accent (IRLR - rLRL)**
- **Beispiel: R3-PD Kombination: RLL RLL RLL RLRR LRR LRR LRR LRLL**

Sie spielen die Kombinationen so,

- **Dass sie in EINEN 4/4 Takt passen, oder (z.B. R3+R3+R3+PD+R3=RLL RLL RLL RLRR LRR = 16/16 = 4/4 Takt)**
- **Sie „over the bar line“ figuren ergeben, oder**
- **Sie in der Kombination einen ungeraden Takt ergeben (R3+R3+PD+PD: RLL RLL RLRR LRLL = 14/16 = 7/8 Takt)**

Das erfordert ein wenig Rechenarbeit, doch die sich ergebenden Figuren entschädigen Dich dafür.

# Rudiment Matrix

	R3	R5	R7	R9	R6	R8	PD	2PD	3PD	FT	FAC
R3	R3-R3	R3-R5	R3-R7	R3-R9	R3-R6	R3-R8	R3-PD	R3-2PD	R3-3PD	R3-FT	R3-FAC
R5	R5-R3	R5-R5	R5-R7	R5-R9	R5-R6	R5-R8	R5-PD	R5-2PD	R5-3PD	R5-FT	R5-FAC
R7	R7-R3	R7-R5	R7-R7	R7-R9	R7-R6	R7-R8	R7-PD	R7-2PD	R7-3PD	R7-FT	R7-FAC
R9	R9-R3	R9-R5	R9-R7	R9-R9	R9-R6	R9-R8	R9-PD	R9-2PD	R9-3PD	R9-FT	R9-FAC
R6	R6-R3	R6-R5	R6-R7	R6-R9	R6-R6	R6-R8	R6-PD	R6-2PD	R6-3PD	R6-FT	R6-FAC
R8	R8-R3	R8-R5	R8-R7	R8-R9	R8-R6	R8-R8	R8-PD	R8-2PD	R8-3PD	R8-FT	R8-FAC
PD	PD-R3	PD-R5	PD-R7	PD-R9	PD-R6	PD-R8	PD-PD	PD-2PD	PD-3PD	PD-FT	PD-FAC
2PD	2PD-R3	2PD-R5	2PD-R7	2PD-R9	2PD-R6	2PD-R8	2PD-PD	2PD-2PD	2PD-3PD	2PD-FT	2PD-FAC
3PD	3PD-R3	3PD-R5	3PD-R7	3PD-R9	3PD-R6	3PD-R8	3PD-PD	3PD-2PD	3PD-3PD	3PD-FT	3PD-FAC
FT	FT-R3	FT-R5	FT-R7	FT-R9	FT-R6	FT-R8	FT-PD	FT-2PD	FT-3PD	FT-FT	FT-FAC
FAC	FAC-R3	FAC-R5	FAC-R7	FAC-R9	FAC-R6	FAC-R8	FAC-PD	FAC-2PD	FAC-3PD	FAC-FT	FAC-FAC

# The Flamatrix

	FT	FAC	FQ	FPD	SF
FT	FT-FT	FT-FAC	FT-FQ	FT-FPD	FT-SF
FAC	FAC-FT	FAC-FAC	FAC-FQ	FAC-FPD	FAC-SF
FQ	FQ-FT	FQ-FAC	FQ-FQ	FQ-FPD	FQ-SF
FPD	FPD-FT	FPD-FAC	FPD-FQ	FPD-FPD	FPD-SF
SF	SF-FT	SF-FAC	SF-FQ	SF-FPD	SF-SF

- FT = Flam Tap
- FAC = Flam Accent
- FQ = Flamacue
- FPD = Flamadiddle
- ST = Swiss Flam Triple (IRRL or rLLR)

# Paradiddle Matrix

	PD	2PD	3PD	PDD
PD	PD-PD	PD-2PD	PD-3PD	PD-PDD
2PD	2PD-PD	2PD-2PD	2PD-3PD	2PD-PDD
3PD	3PD-PD	3PD-2PD	3PD-3PD	3PD-PDD
PDD	PDD-PD	PDD-2PD	PDD-3PD	PDD-PDD

- **PD = Paradiddle**
- **2PD = Double Paradiddle (RLRLRR - LRLRLL)**
- **3PD = Triple Paradiddle (RLRLRLRR - LRLRLRLL)**
- **PDD = Paradiddle-diddle (RLRRLL - RLRRLL)**

# Roll Matrix

	R5	R7	R9	R6	R10
R5	R5-R5	R5-R7	R5-R9	R5-R6	R5-R10
R7	R7-R5	R7-R7	R7-R9	R7-R6	R7-R10
R9	R9-R5	R9-R7	R9-R9	R9-R6	R9-R10
R6	R6-R5	R6-R7	R6-R9	R6-R6	R6-R10
R10	R10-R5	R10-R7	R10-R9	R10-R6	R10-R10

- R5 = 
 R7 = 
 R9 = 
 R6 = 
 R10 =