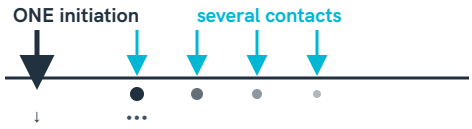
Many Bounces, One Roll Span

Each hand initiates a stream of bounces. The written note value sets the span; the rebound continues until the rest.

1 · ONE INITIATION, MANY CONTACTS



One stroke sends the stick bouncing. Each contact is a rebound — not a new stroke. The hand supplies one downward impulse; the head's elasticity does the rest.

Multiple-bounce roll = many such initiations in quick alternation, giving a sustained texture. The rebound speed is not fixed.

2 · DELIBERATE DOUBLE VERSUS MULTIPLE-BOUNCE ROLL

(a) Deliberate double — 2 separate strokes



Two separate strokes, each controlled. Left side of the figure above.

(b) Multiple-bounce roll — many rebounds from one impulse

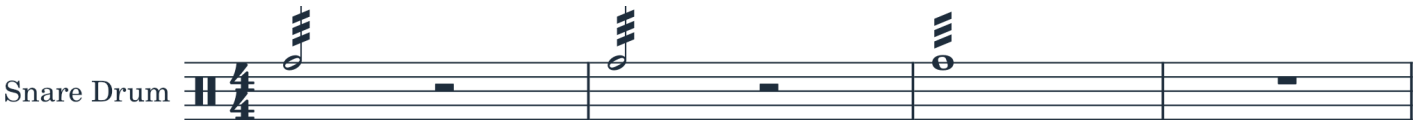
Three slashes on the stem (or through a whole-note head) = buzz/multiple-bounce roll. Right side of figure above. No fixed rebound count.



≈ multiple-bounce roll (no fixed count)

3 · KEEP THE ROLL INSIDE THE WRITTEN SPAN

The written note value sets how long to roll. A **half note** = 2 beats of sustained texture. A **whole note** = 4 beats. Stop cleanly at the rest — the written silence is part of the exercise.



≈ = multiple-bounce roll (no fixed rebound count) · Active spans: beats 1–2, 5–6, 9–12 · Rests: beats 3–4, 7–8, 13–16

Try it Play the first bar slowly. **Start the roll on beat 1**, keep it going until beat 3, then **stop completely in the rest**. The silence on beats 3–4 is as important as the sound on beats 1–2. The teacher chooses which hand begins; alternate for the second pass.

Self-check: **Half note = span of 2 beats.** **Whole note = span of 4 beats.** Written note value sets the span, not an exact rebound count.

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