Sticking Detective: Keep the Hands in Order.

Complete the hand patterns, repair one wrong letter, then keep the pulse through two original routes.

Cover Section 3 with a blank sheet of paper. Complete Sections 1 and 2 before uncovering the playing routes.

1 · COMPLETE SIX STRINGS

R = right; L = left. Singles: alternate hands. Doubles: two strokes per hand. Paradiddle: two singles + a double, then switch the lead. Fill each blank. Each string has eight strokes.

1. Singles · start R
R _ R L _ L R _

2. Singles · start L
L R _ _ L R _ R

3. Doubles · start R
_ R L _ R _ L L

4. Doubles · start L
L _ R R _ L R _

5. Paradiddle · start R
R L _ R L _ _ L

6. Paradiddle · start L
_ R L _ R L R _

2 · FIND ONE WRONG LETTER PER CARD

Number strokes 1–8. Write the wrong stroke number and its correct letter.

7. Singles · start R
RLLL RLRL
Stroke number: ____ Change to: ____

8. Doubles · start L
LLRR LRRR
Stroke number: ____ Change to: ____

9. Paradiddle · start R
RLRR LRRL
Stroke number: ____ Change to: ____

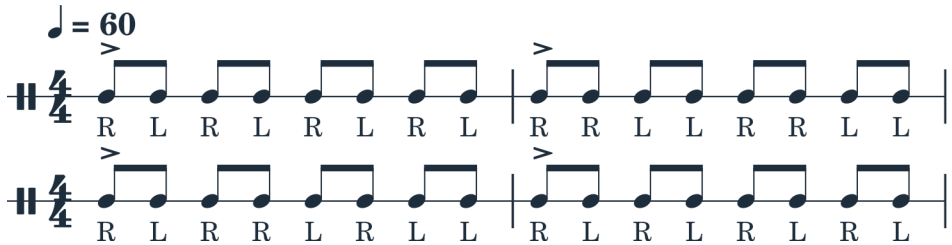
10. Paradiddle · start L
LRLR RLRR
Stroke number: ____ Change to: ____

3 · PERFORM TWO FOUR-BAR ROUTES

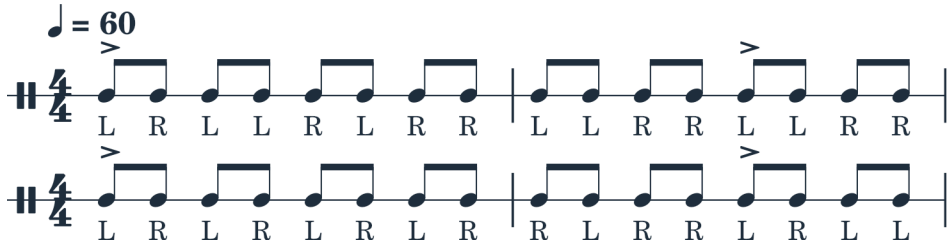
Uncover after completing Sections 1–2.

4/4 · quarter note = 60 BPM. Eight even eighths per bar. Make the printed accents stronger. Use a teacher-approved grip and pad.

Route 1 · bars 1–4, left to right, then next line.



Route 2 · bars 1–4, left to right, then next line.



Teacher rubric: even spacing · stated hands · audible printed accents. Check each separately; audio cannot verify hands.

Try it Say the hand letters before playing. Ask a teacher to watch the hands while you keep the continuous click.

Listen: tissimo.co/worksheets/snare-sticking-pattern-check
60 BPM · one click-only count-in bar, then continuous quarter-note clicks.
Synthetic snare timing/accent models. Equal hits cannot reveal hand choice.

Complete strings: 1. RLRL RLRL · 2. LRLR LRLR · 3. RRLL RRLL · 4. LLRR LLRR · 5. RLRR LRLL · 6. LRLL RLRR
Repairs: 7: stroke 3 → R; RLRL RLRL · 8: stroke 6 → L; LLRR LLRR · 9: stroke 7 → L; RLRR LRLL · 10: stroke 4 → L; LRLL RLRR
Performance: use the teacher rubric; no unique performance score.

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