NJMEA Snare Drum Rudiments

All rudiments are to be played from memory

CATEGORY A.

Multiple Bounce, Closed, Buzzed, Long Roll

\[ \text{Play for 15 seconds} \]

CATEGORY B.

SINGLE STROKE ROLL

\[ \text{Play for 15 seconds} \]

This example does not show the actual number of strokes to be played.

SINGLE STROKE FOUR

\[ \text{play 8 times cresc., 8 times dim.} \]

FIVE STROKE ROLL

\[ \text{cresc. 2 bars, dim. 2 bars} \]

SEVEN STROKE ROLL

\[ \text{play 8 times cresc., 8 times dim.} \]

NINE STROKE ROLL

\[ \text{play 8 times cresc., 8 times dim.} \]

Category B Rudiments are to be played as quickly as possible

CATEGORY C.

Flam Rudiments

\[ \text{FLAM} \]

\[ \text{FLAM TAP} \]

\[ \text{FLAMACUE} \]

\[ \text{FLAM ACCENT} \]

\[ \text{OR} \]

\[ \text{SWISS ARMY TRIPLET} \]

\[ \text{OR} \]

\[ \text{play 8 times cresc., 8 times dim.} \]

CATEGORY D.

Drag and Paradiddle Rudiments

All Drags are to be played closed

DRAG

\[ \text{LESSON 25} \]

\[ \text{SINGLE RATAMACUE} \]

\[ \text{SINGLE PARADIDDLE} \]

Category C & D Rudiments are to be played as follows:

Slowly at forte, then accelerando to fast, then decrescendo to pianissimo, then crescendo to forte, then ritard.

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