

NJMEA Snare Drum Rudiments

All rudiments are to be played from memory

CATEGORY A.

Multiple Bounce, Closed, Buzzed, Long Roll

pp *ff* *pp*

Play for 15 seconds

CATEGORY B.

SINGLE STROKE ROLL

Play for 15 seconds

pp *ff* *pp*

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

SINGLE STROKE FOUR

LRL R or
RLR L

play 8 times cresc.,
8 times dim.

FIVE STROKE ROLL

cresc. 2 bars,
dim. 2 bars

SEVEN STROKE ROLL

L R L R or
R L R L

OR

L R L R or
R L R L

play 8 times cresc.,
8 times dim.

NINE STROKE ROLL

R L R L R or
L R L R L

play 8 times cresc.,
8 times dim.

Category B Rudiments are to be played
as quickly as possible

CATEGORY C. Flam Rudiments

FLAM

L R R L

FLAM TAP

L R R R L L

FLAMACUE

L R L R L L R or
R L R L R R L

FLAM ACCENT
OR
SWISS ARMY
TRIPLET

L R L R R L R L or
L R R L L R R L or
R L L R R L L R

CATEGORY D. Drag and Paradiddle Rudiments

All Drags are to be played closed

DRAG

LL R RR L

LESSON 25

LL R L R LL R L R or
RR L R L RR L R L

SINGLE RATAMACUE

LL R L R L RR L R L R

SINGLE PARADIDDLE

R L R R L R L L

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.