1

NJMEA Snare Drum Rudiments

All rudiments are to be played from memory





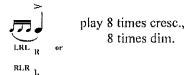


SINGLE STROKE ROLL



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

SINGLE STROKE FOUR



FIVE STROKE ROLL



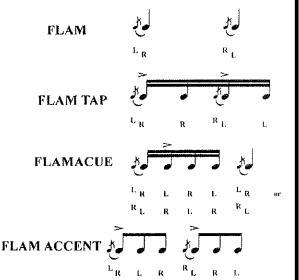
NINE STROKE ROLI



play 8 times cresc., 8 times dim.

Category B Rudiments are to be played as quickly as possible

CATEGORY C. Flam Rudiments



CATEGORY D. Drag and Paradiddle Rudiments

All Drags are to be played closed



INGLE RATAMACUE



INGLE PARADIDDLE



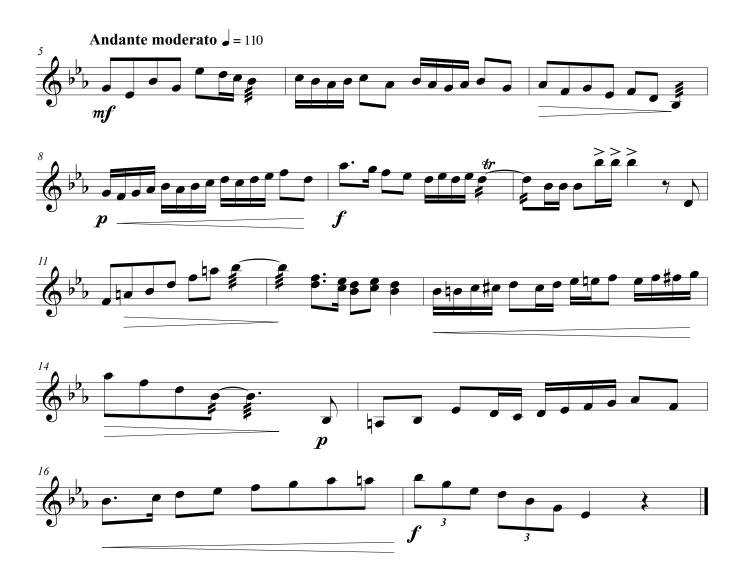
Category C & D Rudiments are to be played as follows:

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

2 Snare Drum



3 Xylophone



4 Sight Reading- on an instrument other than snare drum or xylophone