

# 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  
RL R L

play 8 times cresc.,  
8 times dim.

FIVE STROKE ROLL

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

cresc. 2 bars,  
dim. 2 bars

~~SEVEN STROKE ROLL~~

~~play 5 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

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

## CATEGORY D. Drag and Paradiddle Rudiments

All Drags are to be played closed

DRAG

L L R R R L

~~LESSON 25~~

~~R L R R L R or  
R L R L R L~~

SINGLE RATAMACUE

L L R L R L R R 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.

# SNARE DRUM

Moderato (♩=92)

8

*pp cresc. al fine*

*ff*

♩=116

# XYLOPHONE

*mf*

*ff*

*mp*

*pp*

# TIMPANI

Allegretto (♩=96)  
G-D

The musical score is written for Timpani in bass clef, 5/4 time signature. It consists of four staves. The first staff begins with a dynamic marking of *mf* and contains several triplet markings (3). The second staff starts with a dynamic marking of *f* and continues with triplet markings. The third staff has a dynamic marking of *mf* and also includes triplet markings. The fourth staff concludes the piece with a triplet marking. The tempo is marked as Allegretto with a quarter note equal to 96 beats per minute.

+ SIGHT READING

(LIKELY NOT ON SNARE)