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NJMEA Snare Drum Rudiments

All rudiments are to be played from memory

CATEGORY A. Multiple Bounce, Closed, Buzzed, Long Roll

Play for 15 seconds

CATEGORY B. SINGLE STROKE ROLL

Play for 15 seconds

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

SINGLE STROKE FOUR

play 8 times cresc.,
8 times dim.

LRL R or
RLR L

FIVE STROKE ROLL

cresc. 2 bars,
dim. 2 bars

R L R L R L L

NINE STROKE ROLL

play 8 times cresc.,
8 times dim.

R L R L R or
L R L R L

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 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

CATEGORY D. Drag and Paradiddle Rudiments

All Drags are to be played closed

DRAG

LL R RR 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.

2 Snare Drum

Allegro ♩=120

6 *p*

9 *f mp f*

12 *pp*

15 *f p f*

3 Xylophone

Andante moderato ♩ = 110

5 *mf*

8 *p* *f* *tr* > > >

11

14 *p*

16 *f* 3 3

Detailed description: This musical score is for a xylophone part, measures 5 through 16. It is written in a single treble clef staff with a key signature of two flats (B-flat and E-flat). The tempo is marked 'Andante moderato' with a quarter note equal to 110 beats per minute. Measure 5 starts with a mezzo-forte (*mf*) dynamic. Measure 8 begins with a piano (*p*) dynamic, which then increases to forte (*f*) by measure 9. A trill (*tr*) is indicated over a note in measure 9, followed by three accents (>) over notes in measures 9, 10, and 11. Measure 14 starts with a piano (*p*) dynamic. Measure 16 features a forte (*f*) dynamic and includes two triplet markings (3) over groups of notes. The score concludes with a double bar line at the end of measure 16.

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