



NJSMA Junior 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.

FIVE STROKE ROLL

cresc. 2 bars,
dim. 2 bars

SEVEN STROKE ROLL

play 8 times cresc.,
8 times dim.

NINE STROKE ROLL

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 L L

FLAMACUE L R L R L R L or R L R L R L

FLAM ACCENT OR SWISS ARMY TRIPLET L R L R R L 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

SINGLE PARADIDDLE

Category C & D Rudiments are to be played as follows: start slowly, accelerando to fast, then ritard.