

# 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

*pp* ————— *ff* ————— *pp*

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 R L L

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

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

SINGLE PARADIDDLE

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

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