NJMEA Snare Drum Rudiments

All rudiments are to be played from memory

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



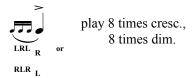
CATEGORY B.

SINGLE STROKE ROLL

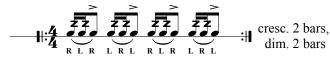


This example does not show the actual number of strokes to be played.

SINGLE STROKE FOUR



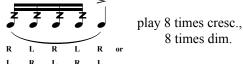
FIVE STROKE ROLL



SEVEN STROKE ROLL

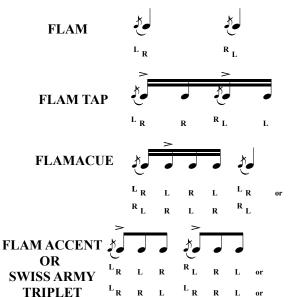


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Category B Rudiments are to be played as quickly as possible

CATEGORY C. Flam Rudiments



CATEGORY D. Drag and Paradiddle Rudiments

All Drags are to be played closed









SINGLE 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.