

NJSMA Junior Region Snare Drum Rudiments

All rudiments are to be played from memory.

CATEGORY A.

Multiple Bounce, Closed, Buzzed, Long Roll

Play for 15 seconds

Single Stroke Roll

Play for 15 seconds

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

CATEGORY B.

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.

All Category B rolls are to be played closed.

CATEGORY C. Flam Rudiments

FLAM

L R R L

FLAM TAP

L R R R L L

FLAM ACCENT

L R L R R L R L

CATEGORY D. Drag and Paradiddle Rudiments

All Drags are to be played closed.

DRAG

LL R RR L

SINGLE PARADIDDLE

R L R R L L R L L R

SINGLE RATAMACUE

LL R L R L RR L R L R

Category C & D Rudiments are to played as follows:

Start slowly, accelerando to fast, then ritardando at a constant dynamic.