

SJBODA Jr. High Snare Rudiments

All rudiments are to be played from memory

CATEGORY A.

Multiple Bounce, Closed, Buzzed, Long Roll

Play for 15 seconds

pp *ff* *pp*

CATEGORY B.

SINGLE STROKE FOUR

Play 8 times cresc.,
8 times dim.

L R L R or
R L R L

FIVE STROKE ROLL

cresc. 2 bars,
dim. 2 bars

SEVEN STROKE ROLL

Play 8 times cresc.,
8 times dim.

L R L R L R L or
R L R L R L R L

NINE STROKE ROLL

Play 8 times cresc.,
8 times dim.

R L R L R L R L R or
L R L R 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

FLAM ACCENT
OR
SWISS ARMY
TRIPLET

L R L R L R L or
L R R L R L R

R L L R L L R

CATEGORY D. Drag and Paradiddle Rudiments

All drags are to be played closed

DRAG

L L R R R L

SINGLE RATAMACUE

L L R L R L R or
R R L R L R L

SINGLE PARADIDDLE

R L R R L R L L

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

slowly at *f*, accelerando to fast at *pp*, then ritard. to *f*