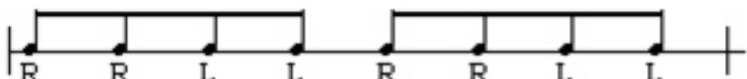

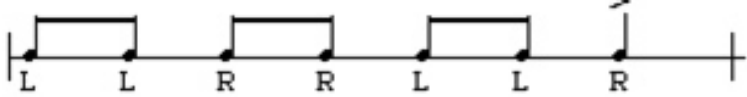
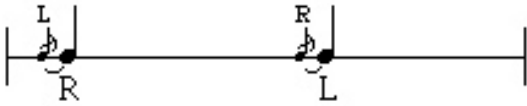
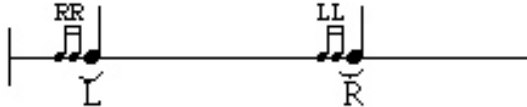


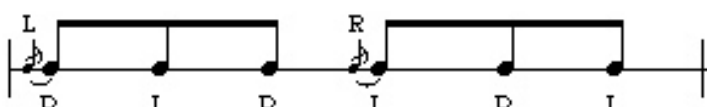
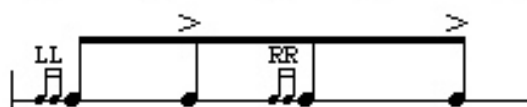

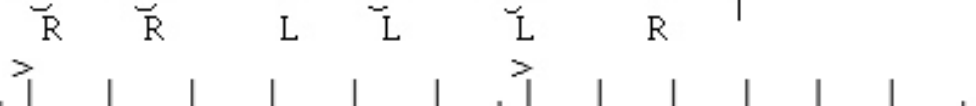
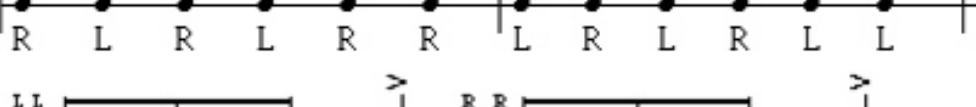
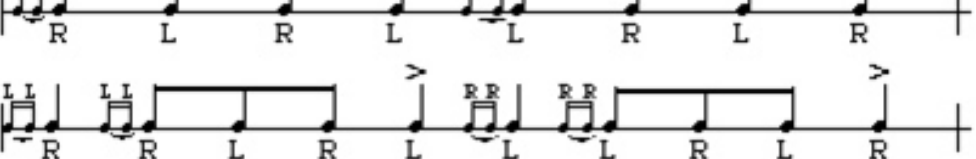


# MTSBOA Snare Drum Rudiment Requirements (\* Junior High Requirements)

(play rudiments slow to fast to slow)

\*Orchestral Buzz Roll ( $p < f > p$ )

- \*1. Long Roll 
- \*2. 5 Stroke Roll 
- \*3. 7 Stroke Roll 
- \*4. Flam 
- \*5. Ruff 
- 6. Flam Paradiddle 
- 7. Flamacue 
- \*8. Flam Accent 
- \*9. Single Drag 
- 10. Double Drag 
- \*11. Double Paradiddle 
- \*12. Single Ratamacue 
- 13. Double Ratamacue 

# MTSBOA Snare Drum Rudiment Requirements p. 2

14. Single Stroke Roll

\*15. 9 Stroke Roll

16. 10 Stroke Roll

17. 11 Stroke Roll

18. 13 Stroke Roll

19. 15 Stroke Roll

\*20. Flam Tap

\*21. Single Paradiddle

\*22. Drag Paradiddle No. 1

23. Drag Paradiddle No. 2

24. Flam Paradiddle Diddle

25. Lesson 25

26. Triple Ratamacue

The image displays musical notation for 13 snare drum rudiments. Each rudiment is represented by a single staff with a rhythmic pattern of notes and stems. Below the notes are letter indicators: 'R' for right hand and 'L' for left hand. Some rudiments include dynamic markings such as accents (>) and slurs. Rudiments 14, 16, 17, 19, 21, 22, 23, 24, 25, and 26 are shown in two measures each. Rudiments \*15, \*20, and \*21 are shown in one measure each. Rudiment 26 is shown in two measures.