

MTSBOA 9/10 Snare Drum Rudiments ~ marked (*) are 7-8 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 of music. The notation includes rhythmic patterns, drum letters (R for right hand, L for left hand), and dynamic markings such as accents (>) and slurs. Rudiments 14 through 19 are single-stroke rolls of increasing length. Rudiment 20 is a flam tap. Rudiments 21 through 23 are paradiddle patterns with varying drag and accent markings. Rudiment 24 is a flam paradiddle diddle. Rudiment 25 is a specific pattern with slurs and accents. Rudiment 26 is a triple ratamacue pattern.