



All Shore Intermediate Band Snare Drum Rudiments

1. Multiple B ounce, Closed, Buzzed, Long Roll

Play for
15 Seconds

2. Five Stroke Roll (All rolls are to be played closed)

8 x's Cresc.
8 x's Dim.
To be played as quickly as possible

3. Flam

Play Slowly at Forte, accelerando to Fast, > to pp, < to ff then ritard. (The rudiment should start open, then close as you get faster, and then open up again as you slow down.)

4. Flam Tap

Play Slowly at Forte, accelerando to Fast, > to pp, < to ff then ritard. (The rudiment should start open, then close as you get faster, and then open up again as you slow down.)

5. Drag (Drags should be buzzed)

Play Slowly at Forte, accelerando to Fast, > to pp, < to ff then ritard. (The rudiment should start open, then close as you get faster, and then open up again as you slow down.)

6. Single Ratamacue (Drags should be buzzed)

Play Slowly at Forte, accelerando to Fast, > to pp, < to ff then ritard. (The rudiment should start open, then close as you get faster, and then open up again as you slow down.)