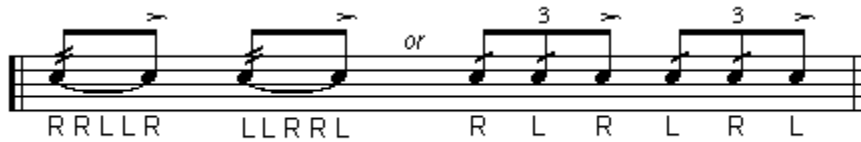


MSASB Snare Drum Year 1 Rudiments –
From the Percussive Arts Society's 40 Essential Snare Drum Rudiments



All rudiments to be played "open-closed-open". (slow-fast-slow)

1. Five Stroke Roll



2. Drag



The xylophone etude and scales can be played on any mallet instrument.



From the Percussion Judge:

At that tempo, my suggestion would be to use a 16th note roll base/hand motion underneath the role and use that as the guide on when to enter.

For example, beats 2 and three of measure 2 are going to be played with the hand motion of a traditional 5-stroke roll (2 and ah 3) with buzzes on the "and" and "ah." I would not expect beat 4 of that measure to connect to the downbeat of measure 3 because that roll lacks a tie, so something like "4 e and" would work with all the notes buzzed or "4 e and ah" with the first three notes buzzed and a light tap on the "ah" of 4.

In measure 6, I'd suggest a hand motion of "1 and ah 2 e and ah, 3 and ah 4 e and ah" with buzzes on all the notes except 1 and 3.

In measure 13, buzzes on "2 e and ah 3 e"; in measure 14, either "1 e and ah 2 e and" all buzzed or 1 e and ah 2 e and ah" with buzzes on everything and a light tap on the "ah" of 2.

From 14 into 15, buzzes on all of "4 e and ah 1 e and ah" and an articulated release on beat two. Same concept in the final measure.

Allegro (M.M.  = c. 120)



SDMEA

Xylophone

MIDDLE SCHOOL ALL-STATE BAND

Year 1

Xylophone $\text{♩} = 96$

p *f*

Xyl. 5 *p*

Xyl. 10

Xyl. 15 *f*

Xyl. 17

Timpani

SDMEA MIDDLE SCHOOL ALL-STATE BAND

Year 1



♩. = 76

1 2 3 4

f *p*

5 6 7 8

mp *mf*

9 10 11 12

f *mp*

13 14 15 16

f