



OMEA Rudiment Requirements

(Revised 2019)

HS Class B

1 Double Stroke Open Roll



2 Single Paradiddle



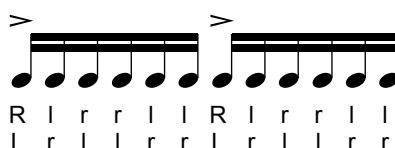
3 5 Stroke Roll



4 7 Stroke Roll*



5 Paradiddle-diddle*



6 Flamacue*



7 Flam Paradiddle



8 Double Ratamacue



9 Double Drag Tap



10 Drag Paradiddle #2



*Rudiments with two stickings may be played with either option (top row OR bottom row) and do NOT alternate. Each performer may choose which sticking they perform.

Performance Requirements

1. Rudiments are to be performed from memory.
2. Class B soloists will be asked 3 rudiments from the 10 rudiments shown above.
3. Open-Close-Open (OCO) or Slow-Fast-Slow performance is intended to demonstrate the student's control of each rudiment throughout a wide tempo range. A student should perform each rudiment in OCO style with significant tempo change and minimal dynamic variation. The rudiment should remain clear and accurate throughout, maintaining consistent note spacing and rhythm, as well as clarity of accents, grace notes, and double strokes. Performance length should fall between 15-30 seconds.



OMEA Rudiment Guide - Class B (2019)

*Rudiments with two stickings may be played with either option (top row OR bottom row) and do NOT alternate. Each performer may choose which sticking they perform.

1 Double Stroke Open Roll

decel. to
 decel. to
 decel. to
 decel. to

decel. to
 decel. to
 decel. to

2 Single Paradiddle


decel. to
 decel. to
 decel. to
 decel. to

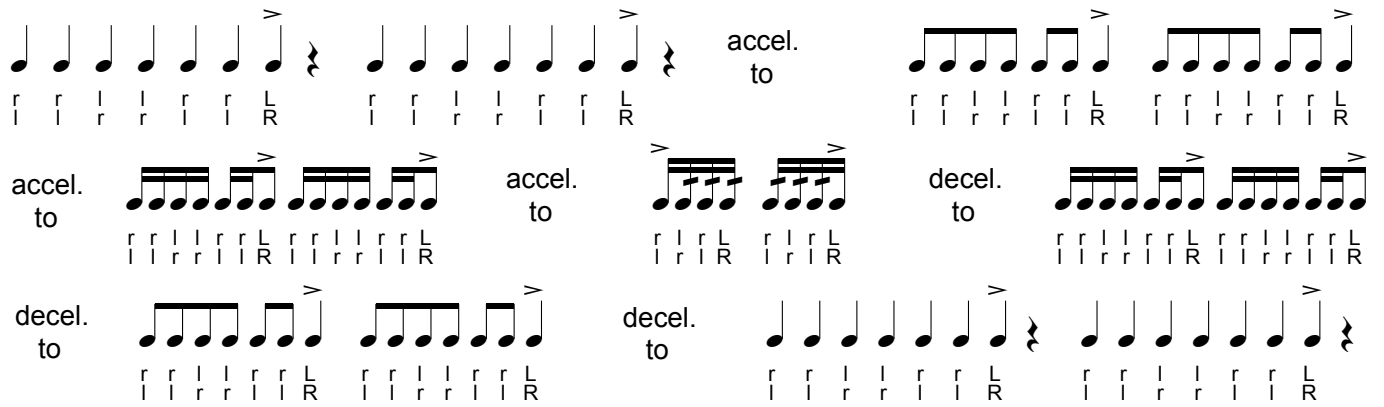
decel. to
 decel. to
 decel. to

3 5 Stroke Roll

decel. to
 decel. to
 decel. to
 decel. to

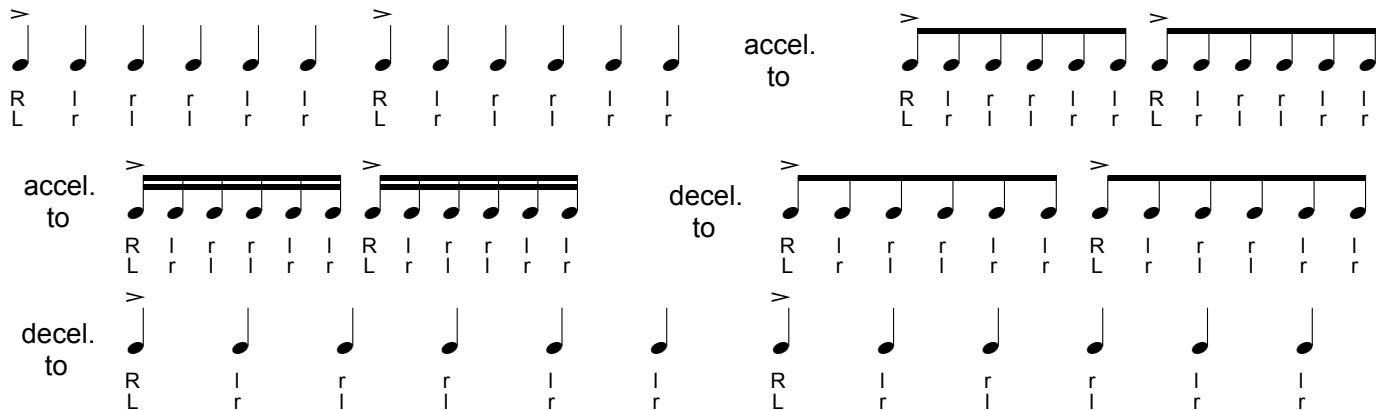
decel. to
 decel. to
 decel. to

4 7 Stroke Roll* (May also be played )



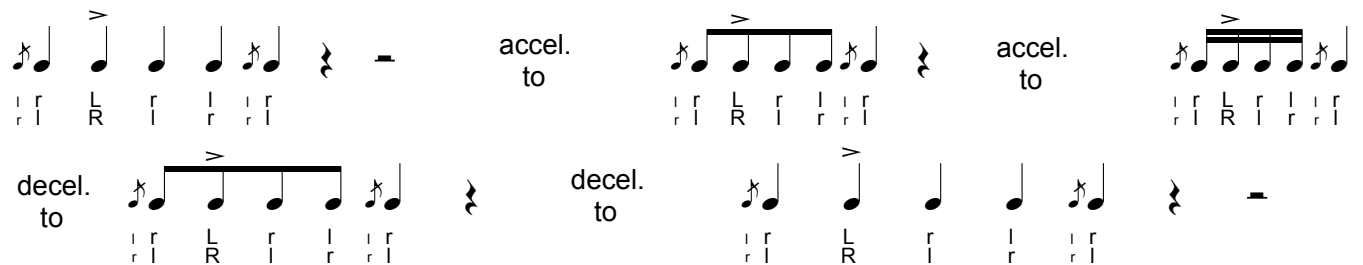
Musical notation for 7 Stroke Roll* with dynamics and articulation. The notation is arranged in three rows. The first row shows the basic pattern with accents and a fermata. The second row shows an acceleration (accel. to) leading to a faster sixteenth-note pattern, followed by a deceleration (decel. to) back to the basic pattern. The third row shows a deceleration (decel. to) from the faster pattern back to the basic pattern, followed by another deceleration (decel. to) from the basic pattern to a slower, more spaced-out version.

5 Paradiddle-diddle*



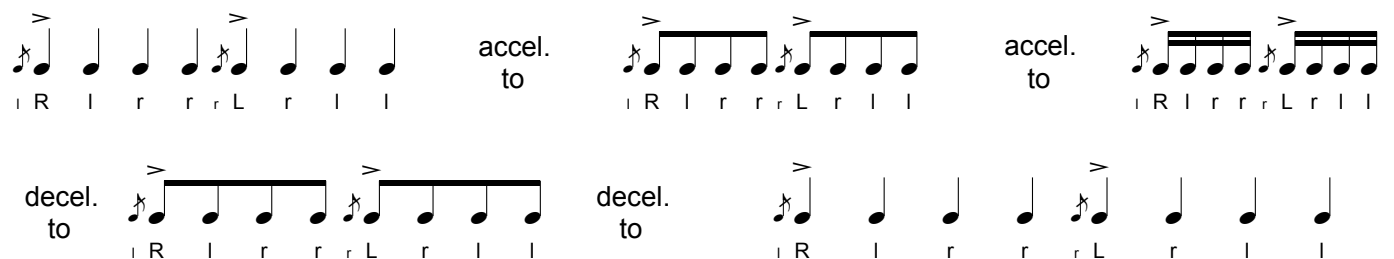
Musical notation for Paradiddle-diddle* with dynamics and articulation. The notation is arranged in three rows. The first row shows the basic pattern with accents and a fermata. The second row shows an acceleration (accel. to) leading to a faster sixteenth-note pattern, followed by a deceleration (decel. to) back to the basic pattern. The third row shows a deceleration (decel. to) from the faster pattern back to the basic pattern, followed by another deceleration (decel. to) from the basic pattern to a slower, more spaced-out version.

6 Flamacue*



Musical notation for Flamacue* with dynamics and articulation. The notation is arranged in two rows. The first row shows the basic pattern with accents and a fermata, followed by an acceleration (accel. to) to a faster sixteenth-note pattern, and another acceleration (accel. to) to an even faster sixteenth-note pattern. The second row shows a deceleration (decel. to) from the fastest pattern back to the basic pattern, followed by another deceleration (decel. to) from the basic pattern to a slower, more spaced-out version.

7 Flam Paradiddle



Musical notation for Flam Paradiddle with dynamics and articulation. The notation is arranged in two rows. The first row shows the basic pattern with accents and a fermata, followed by an acceleration (accel. to) to a faster sixteenth-note pattern, and another acceleration (accel. to) to an even faster sixteenth-note pattern. The second row shows a deceleration (decel. to) from the fastest pattern back to the basic pattern, followed by another deceleration (decel. to) from the basic pattern to a slower, more spaced-out version.

8 Double Ratamacue

l l r l l r l r L r r l r r l r l R

accel. to

l l r l l r l r L r r l r r l r l R

accel. to

l l r l l r l r L r r l r r l r l R

decel. to

l l r l l r l r L r r l r r l r l R

decel. to

l l r l l r l r L r r l r r l r l R

9 Double Drag Tap

l l r l l r L r r l r r l R

accel. to

l l r l l r L r r l r r l R

accel. to

l l r l l r L r r l r r l R

decel. to

l l r l l r L r r l r r l R

decel. to

l l r l l r L r r l r r l R

10 Drag Paradiddle #2

R l l r l l r l r r L r r l r r l r l l

accel. to

R l l r l l r l r r L r r l r r l r l l

accel. to

R l l r l l r l r r L r r l r r l r l l

decel. to

R l l r l l r l r r L r r l r r l r l l

decel. to

R l l r l l r l r r L r r l r r l r l l