

Marching On To War

Andrew Boynton

♩ = 110 - 120

5

R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R

p *cresc.* *f* *mf*

9

R L RR L RR L R R L R L R L R L R L R L

13

R L R L

mp

17

R L L R R L R L R L R L R L R L R L R L R L R L R L R L R L

f

21

R L R

mf *ff*

29

L LR L R L R L R L R L R L R L R L L R L R L R

f *p* *cresc.*

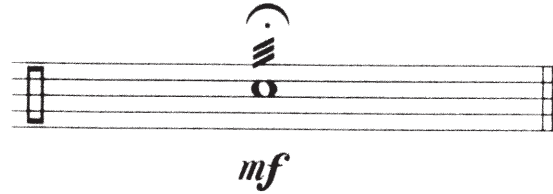
L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R

ff

Level I Snare Drum Rudiments

I. Roll Rudiment: Multiple Bounce (Buzz) Roll

Start the multiple bounce (buzz) roll with the right hand. The roll should be held until the adjudicator's cut off. It should be played evenly, without accent or dynamic change.



II. Single Stroke Exercises: Quarter and Eighth Notes

Start each line with the right hand and then alternate hands until the end of the exercise. Each line should be repeated until the adjudicator's cut off. The lines should be played evenly without accent in a steady tempo set by the adjudicator.



III. Flam Rudiment: Alternating Flams

Start with a right hand flam (IR) and continue until the adjudicator's cut off. Each flam should be played with an accent.



IV. Double Stroke Rudiment: Half Drag (Ruff)

Start with a right hand half drag (IR) and continue until the adjudicator's cut off.

