

The Sweetest Name I Know

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♩ = 136 - 146

1 2 3 4 5 6

f *mp*

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

7 8 9 10

mp *f*

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

11 12 13 14

mp *cresc.*

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

15 16 17 18 19 20 21 22

f *p* *f*

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

23 24 25 26 27 28 29 30

p *f*

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

31 32 33 34 35

p *f*

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

36 37 38 39 40


ff


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

Level II Snare Drum Rudiments

I. Roll Rudiments: Multiple Bounce (Buzz) Roll & 5 Stroke Roll

Start the multiple bounce roll with the right hand. It should be played evenly, with dynamic contrast. The 5 stroke roll can be played open or closed with the indicated sticking.

1. Buzz Roll  2. 5 Stroke Roll (on the beat) or 5 Stroke Roll (off the beat)



pp \leftarrow *fff* \rightarrow *pp* *mf* rrl R llrr L rrl R llrr L R llrr L rrl R llrr L rrl

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.

1. 

2. 

3. 

III. Flam Rudiment: Flam Taps

Start with a right hand flam (lR) and continue until the adjudicator's cut off. Each flam should start with an accent and be played with an up stroke, down stroke and tap.



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

IV. Double Stroke Rudiment: Single Paradiddle

Start the paradiddles with the right hand and continue until the adjudicator's cut off. Each paradiddle should start with an accent and be played with a down stroke, up stroke and two taps.



R l R R l R l l