



OMEA Rudiment Requirements

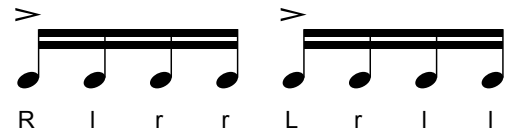
(Revised 2019)

MS/JH

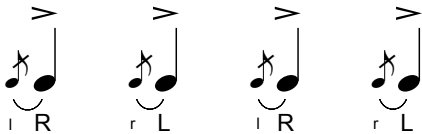
1 Double Stroke Open Roll



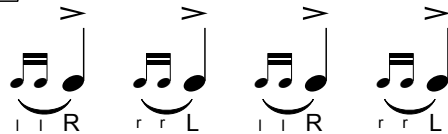
2 Single Paradiddle



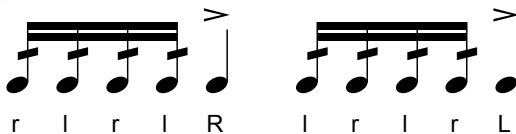
3 Flam



4 Drag



5 Nine Stroke Roll



6 Flam Tap



Rudiment Requirements

1. Rudiments are to be performed from memory.
2. MS/JH soloists will be asked **TWO** rudiments from the 6 rudiments shown above.
3. MS/JH may choose to perform rudiments "Steady Best Tempo" OR Open-Close-Open (Slow-Fast-Slow).

a. JH/MS (7/8) students may elect to perform their rudiments "Steady Best Tempo." The student may choose their own tempo where they feel they can be most successful. The minimum tempo for any rudiment is 70 bpm. Performance length should be at least four repeats of the rudiment as shown above.

b. 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 - MS/JH (Rev. 2019)

1 Double Stroke Open Roll

r r | l l *accel. to* *r r | l l* *accel. to* *r r | l l* *accel. to* *r l r l*

decel. to *r r | l l* *decel. to* *r r | l l* *decel. to* *r r | l l*

2 Single Paradiddle

R l r r L r l l *accel. to* *R l r r L r l l* *accel. to* *R l r r L r l l*

decel. to *R l r r L r l l* *decel. to* *R l r r L r l l*

3 Flam

| R r L | R r L *accel. to* *| R r L | R r L* *accel. to* *| R r L | R r L* *decel. to* *| R r L | R r L* *decel. to* *| R r L | R r L*

4 Drag

| l | R r r L | l | R r r L *accel. to* *| l | R r r L | l | R r r L* *accel. to* *| l | R r r L | l | R r r L*

decel. to *| l | R r r L | l | R r r L* *decel. to* *| l | R r r L | l | R r r L*

5 9 Stroke Roll

r r l l r r l l R *accel. to* *r r l l r r l l R* *accel. to* *r r l l r r l l R* *decel. to* *r r l l r r l l R* *decel. to* *r r l l r r l l R*

accel. to *r l r l R l r l r L* *decel. to* *r r l l r r l l R* *decel. to* *l l r r l l r r L* *decel. to* *r r l l r r l l R* *decel. to* *l l r r l l r r L*

6 Flam Tap

| R r r L | *accel. to* *| R r r L |* *accel. to* *| R r r L |* *decel. to* *| R r r L |* *decel. to* *| R r r L |*