

# Fill The World With Glory

Andrew Boynton

**Allegro** ♩ = 126

*mp*  $\text{cresc.}$  *f*

*p*  $\text{cresc.}$  *f* *mp cresc. -----*

*ff*  $\text{decresc.}$  *mp*  $\text{decresc.}$  *f* R L R L R L R R L R L R L L R L

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

*fp*  $\text{cresc.}$  *ff* R L R L R L L R

*mp* (alternate)

*f* R L R L R R L *fp < ff*

Accompaniment for this solo: SA Tune Book #53 "God's Soldier" or Simplified Piano Tune Book #80

Play tune once, repeating the chorus with no introduction.

## Level III Snare Drum Rudiments

### I. Roll Rudiments: Double Stroke (Open) Roll, 9 Stroke, 13 Stroke and 17 Stroke Rolls

Start the double stroke open roll with the right hand. It should be played evenly, without accent using a double bounce. The 9, 13 & 17 stroke rolls can be played open or closed with the indicated sticking.

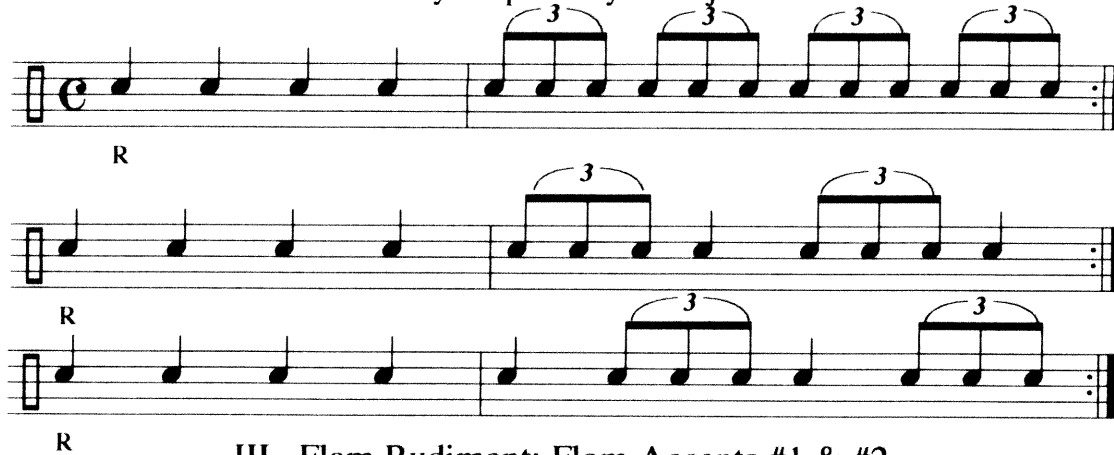
1. Open Roll  2. 9 Stroke Roll or 13 Stroke Roll or 17 Stroke Roll



R rrlrlrl R lrlrlr L rrlrlrlrl R lrlrlrlrl L rrlrlrlrlrl R lrlrlrlrlrl L

### II. Single Stroke Exercises: Quarter & Eighth Note Triplets

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



R

R

R

### III. Flam Rudiment: Flam Accents #1 & #2

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



I R L R r L R L I R R r L R

### IV. Double Stroke Rudiments: Double Paradiddle, Lesson 25 & Single Ratamacue

Start the rudiment chosen and continue until the adjudicator's cut off.

1. Double Paradiddle or 2. Lesson 25 (on the beat) or 3. Lesson 25 (off the beat)



R L R L R R L R L R L L I I R L R I I R L R R I I R L R I I R L

- or 4. Single Ratamacue (on the beat) or 5. Single Ratamacue (off the beat)



I I R L R L r r L R L R R I I R L R L r r L R L