

Counts	Visual
0	Cymbals set at sides
	*Mark time throughout the duration of the visual
1	Both cymbals start inward flip up to crash position
2	Both cymbals land at crash position
3	Rotate both cymbals to "V"
4	Rotate right cymbal to be in line with left cymbal
5	Right cymbal start half inward flip to mirror its previous angle slightly above where it was previously
	Left cymbal start full inward flip to mirror its previous angle, slightly below where it was previously
6	Both cymbals land, vertically mirrored to where they were on count 5
7	Both cymbals start outward downward flip to sides
8	Both cymbals land at sides
1	Right cymbal start unload to tabletop
2	Right cymbal land at tabletop, unloaded
3	Right cymbal start bucket
	Left cymbal inward flip up to crash
4	Right cymbal bishop out of the bucket
	Left cymbal outward flip down to side
5	Right cymbal lands in bishop
	Left cymbal lands at side
6	Nothing
7	Both cymbals unload to tabletop
8	Nothing
1	Right cymbal start rainbow over left cymbal
2	Right cymbal change rainbow directions
	Left cymbal reload to tabletop
3	Nothing
4	Left cymbal outward flip down to side
	Right cymbal reload to side
5	Both cymbals land at sides