

# Cymbal Line

# Cletus K

Nave

After crash, RC goes up above head and palm faces forward. LC goes to orchestral position

Flash BC forward (palm faces forward), with RC moved up and LC moved down.

Up Arrow: Bend slightly backward, point cymbals upward and play slushie toward the sky.  
Down Arrow: Bend forward, point cymbals downward and play slushie toward the ground.

All:  
To ting pos.

4: BC Flip Down  
2: BC Flip Up

Left Arrow: Turn to the left about 30 degrees and play in that direction.  
Right Arrow: Turn to the right about 30 degrees and play in that direction.

29

32 *Punchdown*  
R L R L R L R

34

Slow return to normal posture (2 counts)

Notes:

**Side Tings:** On beat 2, tilt your head and body to the left and put cymbals into ting position. The right cymbal should be parallel to the ground and the left cymbal should be perpendicular to the ground. (See figure 1, viewed from player's perspective. Lines represent cymbals, letters represent hand placement.) Play the tings on beats 3 and 4 and then return to normal posture on beat 1 of the next measure.

**Punchdown:** After the vertical beat 1 crash on measure 32, begin slowly bending forward (maintain upper body rigidity) while your cymbals alternate "punching" the air directly in front of them, starting with the right cymbal on beat 2. (A punch is simply a movement of the cymbal directly away from you, about 1 foot distance, and back again) Continue punching and bending forward until beat 3 of measure 34 -- at this point you should be almost directly facing the ground. Stop punching (to play the crashes) and slowly lift up, landing back at normal posture on beat 1 of measure 35.

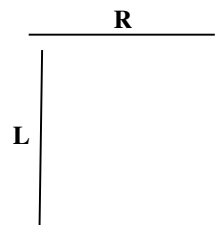


Figure 1:  
Sideways Ting Position