


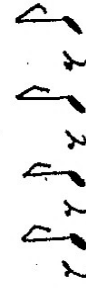




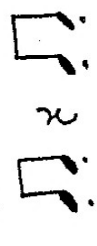


Single crashes:  
 general use crash (balanced attack and decay)  
 crash with big attack  
 crash with less attack

Cymbal rudiments:

- 1) 
- 2) 
- 3) 
- 4) 
- 5) 
- 6) 
- 7) 
- 8) 
- 9) 
- 10) 