

Commencing

1. Wrist Tataki, Downbeat into Beatpoint of 1st Beat, Stop (//caesura)
 2. Wrist Tataki Downbeat across to inside to Beatpoint of 2nd Beat, Stop
 3. Heikin Uno (BREATH IN), Downbeat into Beatpoint of 3rd Beat, across to outside, Stop
 4. Tataki Upbeat from Beatpoint of 4th Beat (which is the same as the 3rd Beat), a short strong Burst acceleration upwards, deceleration up, fall into Downbeat accelerate into Beatpoint of 1st Beat - everyone PLAYS together!
 5. Tataki Rebound out of Beatpoint of 1st Beat.
- Instead of Tataki you can use Shakui, of course each can be shaded to be stronger or weaker. Heikin Undo is not recommended)
 - For Breath In, for slower tempi, it can be moved and combined with the Upbeat from the Beatpoint of the 4th Beat.

