☐ Set loop to	BPMs and increase tempo by	BPMs every	loops up to	BPMs.
When upper lim	it is reached:			
☐ Stop p	olayback.			
☐ Contin	nue looping at set maximum BPMs			
\square Stop looping and continue playing remainder of score.				
☐ Play metrono	me during looping.			
☐ Save loop set	tings to score.			