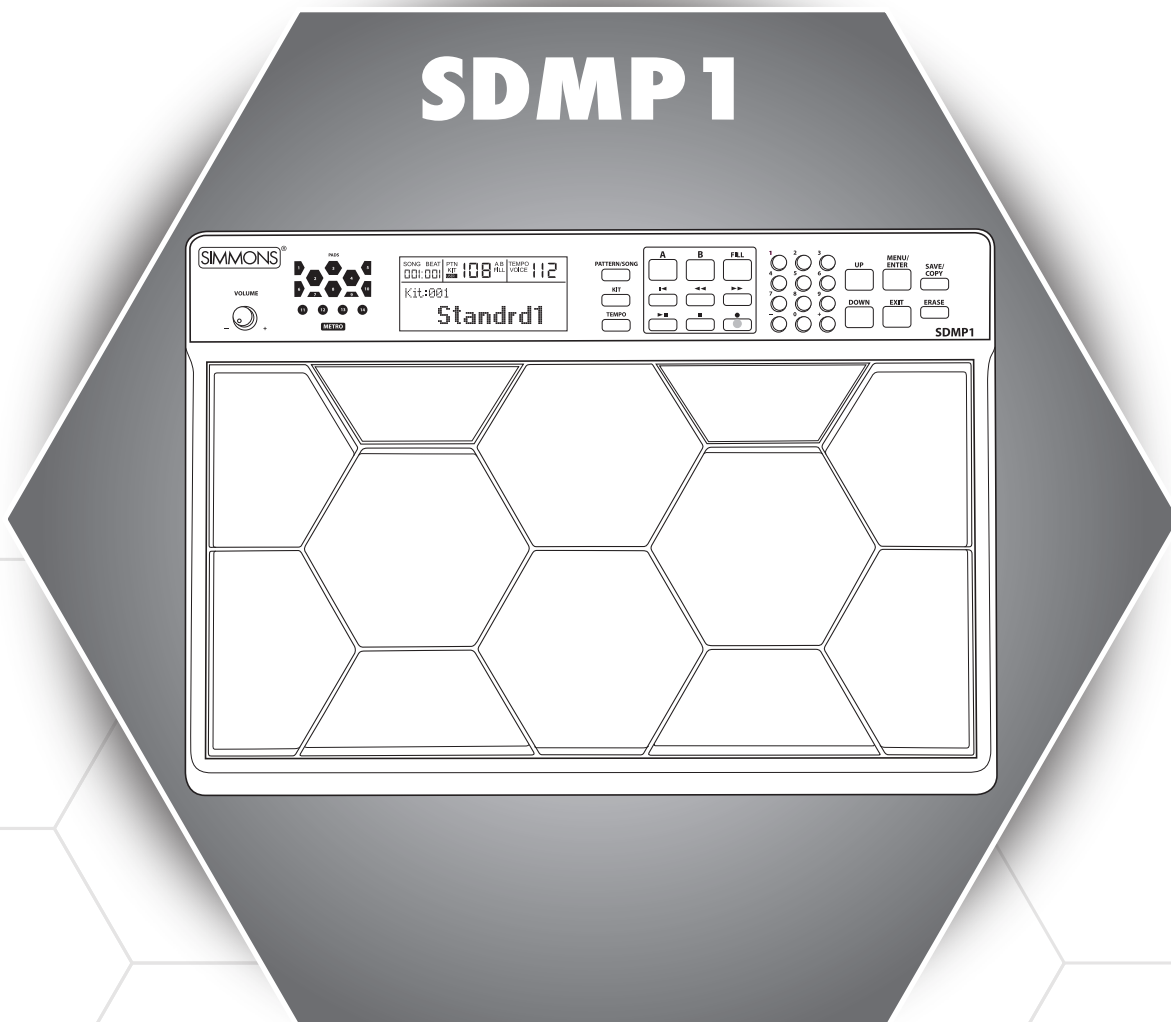




The first name in electronic drums.



Electronic Multi-Pad & Drum Machine

**QUICK START GUIDE**

[www.simmonsdrums.net](http://www.simmonsdrums.net)

# SDMP1 QUICK START GUIDE

## One (1) Year Limited Warranty

Subject to the limitations set forth below, Simmons® hereby represents and warrants that the components of this product shall be free from defects in workmanship and materials, including implied warranties of merchantability or fitness for a particular purpose, subject to normal use and service, for one (1) year to the original owner from the date of purchase.

Retailer and manufacturer shall not be liable for damages based upon inconvenience, loss of use of product, loss of time, interrupted operation or commercial loss or any other incidental or consequential damages including but not limited to lost profits, downtime, goodwill, damage to or replacement of equipment and property, and any costs of recovering, reprogramming, or reproducing any program or data stored in equipment that is used with Simmons® products. This guarantee gives you specific legal rights. You may have other legal rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

Simmons  
P.O. Box 5111  
Thousand Oaks, CA 91359-5111

All trademarks and registered trademarks mentioned herein are recognized as the property of their respective holders.

Made in China

0908-9139

## FCC Statements

1. Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
2. Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
  - Reorient or relocate the receiving antenna.
  - Increase the separation between the equipment and receiver.
  - Connect the equipment into an outlet on a different circuit.
  - Consult an experienced radio/TV technician for help.

# CONGRATULATIONS!

Thank you for purchasing the Simmons® SDMP1 Digital Multi-Pad & Drum Machine.

In our continuing effort to improve the earth's environment, we have included this mini Quick Start Guide that uses less paper than a traditional manual. For more in-depth information on your new Simmons® SDMP1, please visit [www.simmonsdrums.net](http://www.simmonsdrums.net) and download a PDF file version of the advanced manual. We estimate that by doing this, we save approximately 250,000 sheets of paper annually.

We recommend that you read through this Quick Start Guide at least once, and then refer back to it as needed.

## TAKING CARE OF YOUR MULTI-PAD & DRUM MACHINE

---

### Location

Keep the unit away from direct sunlight, high temperature sources, and excessive humidity to prevent deformation, discoloration, or more serious damage.

### Power Supply

- Turn the power switch OFF when the SDMP1 is not in use.
- The AC adapter should be unplugged if the SDMP1 is not to be used for an extended period of time.
- Avoid plugging the AC adapter into an outlet that is also powering high-consumption appliances such as electric heaters or televisions. Also avoid using multi-plug adapters, since these can reduce sound quality, cause operation errors and result in possible damage.
- Turn OFF the SDMP1's power switch and all related devices prior to connecting or disconnecting cables to avoid damaging the unit.

### Handling and Transport

- Never apply excessive force to controls, connectors, and other parts.
- Unplug cables by gripping the plug firmly. Do not pull on the cables.
- Disconnect all cables before moving the module.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the module can result in scratches and more serious damage.

### Cleaning

- Clean the module with a dry, soft cloth.
- A slightly damp cloth may be used to remove stubborn grime and dirt.
- Never use cleaners such as alcohol or paint thinner.
- To avoid discoloration, do not place vinyl objects on top of module.

### Electrical Interference

- The SDMP1 contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the SDMP1 further away from the affected equipment.

### Service and Modification

- There are no user-serviceable parts in the SDMP1.
- Do not attempt to open the drum module or make any change in the circuits or parts of the unit. This would void the warranty.

# TABLE OF CONTENTS

Taking Care of Your Multi-Pad & Drum Machine	1
General Features	3
Basics	3
Playing Options	3
Navigation	4
Rear Panel	5
USB	5
MIDI OUT and IN	5
Pedal Inputs	5
Ext. Triggers	5
Headphones	6
Master OUT	6
AUX IN	6
Power Switch	6
Power Supply	6
LCD Screen	7
Naming	8
Getting Started	9
Selecting Kits	9
Editing User Kits	9
Saving Kits	11
Playing Patterns	12
Recording Patterns	13
Recording a Pattern in Normal Mode	13
Recording a Pattern in Step Mode	13
Naming and Saving User Patterns	14
Metronome	15
Drum Instrument List	16
Drum Kit List	19
Preset Pattern List	19
General MIDI Voice List	20
MIDI Implementation Chart	21



# GENERAL FEATURES

**Audio Outputs :** Master (right and left/mono) and headphone output (stereo)

**Aux Input :** TRS 1/4"

**USB Port :** USB 2.0, full speed

**MIDI Port :** MIDI IN and OUT (soft THRU supported)

**Pads :** 10 velocity sensitive pads, and 2 external (dual trigger supported) inputs

**Pedals :** 2 velocity-sensitive pedals (1 hi-hat and 1 general/kick)

**Drum Kits :** 100 (41 preset + 59 user)

**Pattern Sets :** 100 sets (50 preset + 50 user)

**Songs :** 100

**Drum/Percussion Voices :** 731

**Polyphony :** 64

**Timing Resolution :** 192 ppqn

**Tempo Range :** 20~255 bpm

**Sample/DAC :** 16/24 bit

**Power :** DC 9V

**Display :** Backlit LCD and LED indicators

**PC Connection :** Data download from and upload to PC via USB

# BASICS

The SDMP1 consists of two main functions: **Sound Module** and **Drum Machine**.

**Sound Module:** 16- and 24-bit built-in drum sounds.

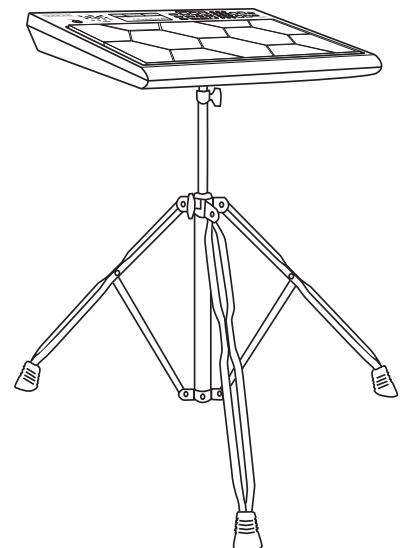
- In KIT mode you can select a preset kit or create your own user kit.
- In the KIT EDIT sub-mode, you can select the voice of each pad and adjust the seven available parameters to customize your sound.

**Drum Machine:** An advanced, easily editable digital recorder. There are three modes in the drum machine: PATTERN, PATTERN EDIT, and SONG.

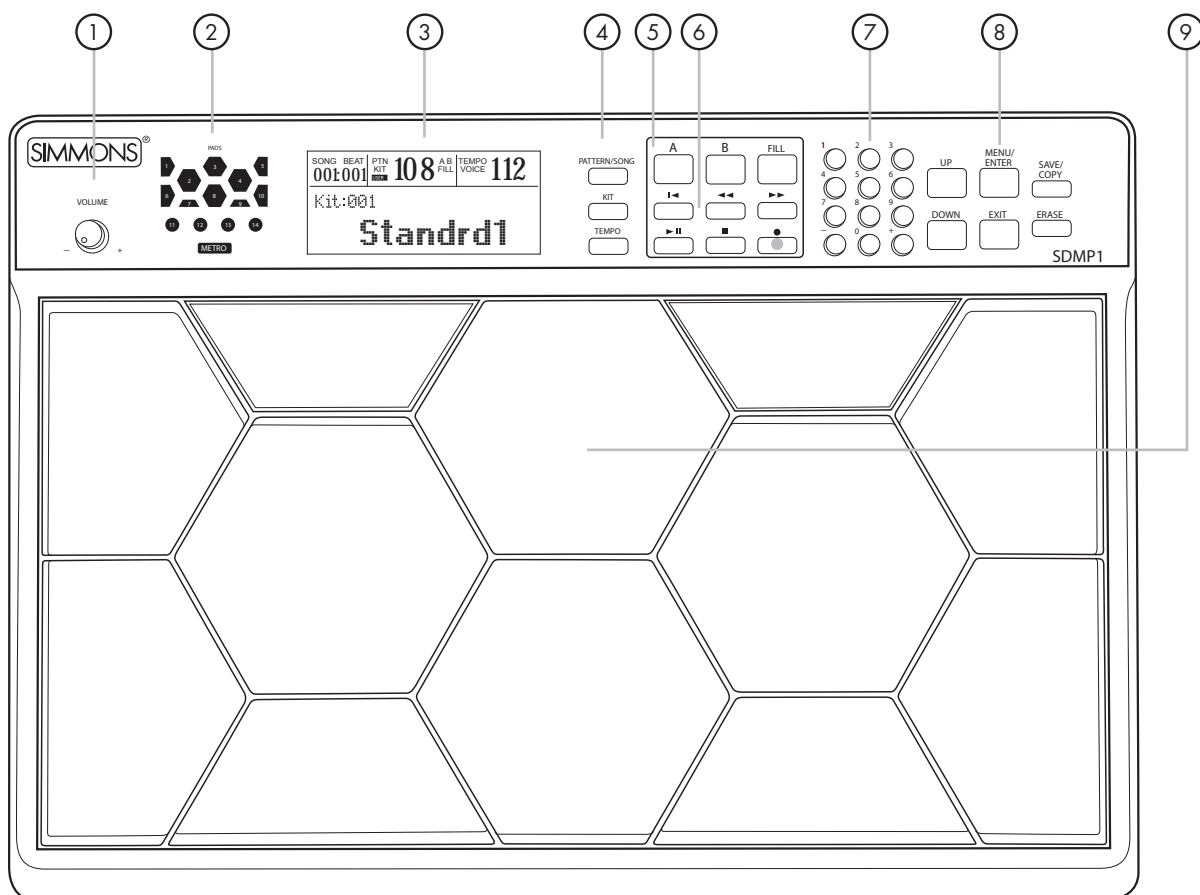
- PATTERN mode plays preset or user patterns.
- PATTERN EDIT mode allows you to edit and create patterns through Step Recording.
- SONG mode allows you to create and play songs using pre-set or user patterns.

# PLAYING OPTIONS

Besides playing your new SDMP1 on a tabletop, you can also easily mount it to the Simmons SDESS Electronic Support Stand (sold separately). Visit [simmonsdrums.net](http://simmonsdrums.net) for more info.

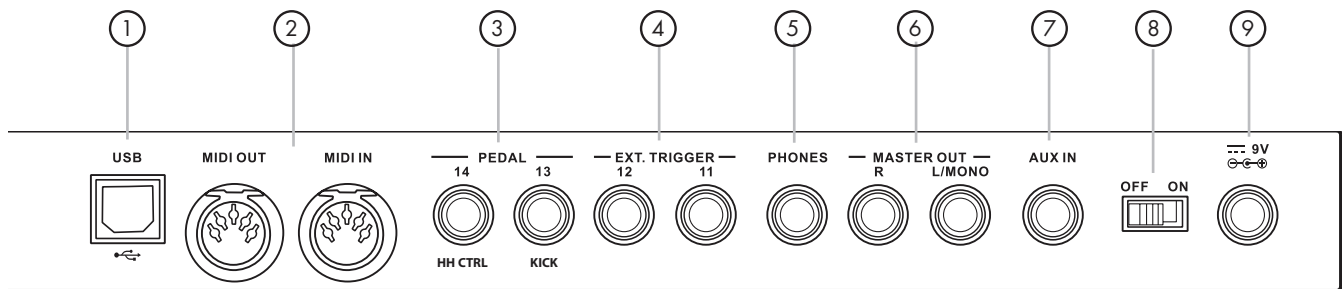


## NAVIGATION



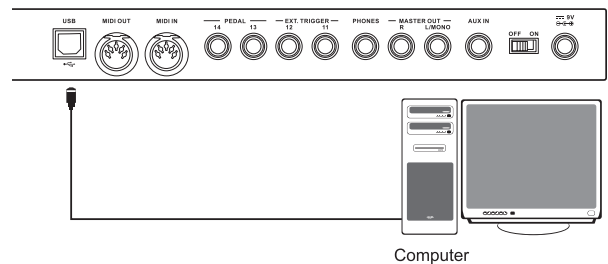
- ① **Volume**  
Sets the main volume for the output and headphones.
- ② **Pad Indicator Lights**  
Shows which pad is being played or edited.
- ③ **LCD Screen**  
See LCD section (on page 9) for full description.
- ④ **Mode Buttons**  
The **[PATTERN/SONG]** button allows you to choose between PATTERN and SONG.  
The **[KIT]** button allows you to change kits.  
The **[TEMPO]** button allows you to change the tempo of a pattern or song.
- ⑤ **Pattern Buttons**  
Allows you to choose among the A, B, or Fill Patterns.
- ⑥ **Transport Buttons**  
Play/Pause, Stop, Forward, Reverse, Record, and Start
- ⑦ **Data Entry Buttons**  
Allows you input data to change voice parameters, patterns and songs.
- ⑧ **Function Buttons**  
Allows you to choose Menus, Exit, Save/Copy, Erase, and Up & Down functions.
- ⑨ **Playing Surface**  
There are 10 pads on the SDMP1. When a pad is struck it triggers a voice.

## REAR PANEL



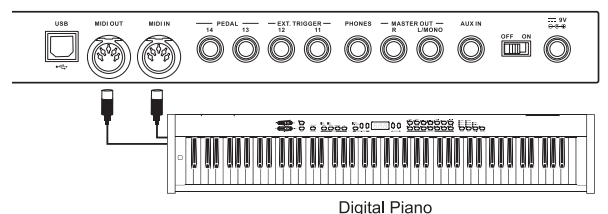
## USB

This port is used to connect to a computer (MIDI In/Out via USB).



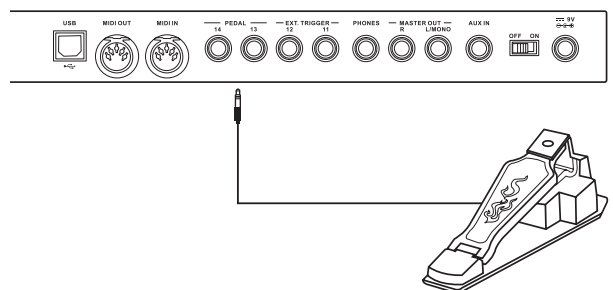
## MIDI OUT AND IN

These ports allow communication with other products equipped with a MIDI interface. For more information, please refer to the MIDI section of the advanced manual.



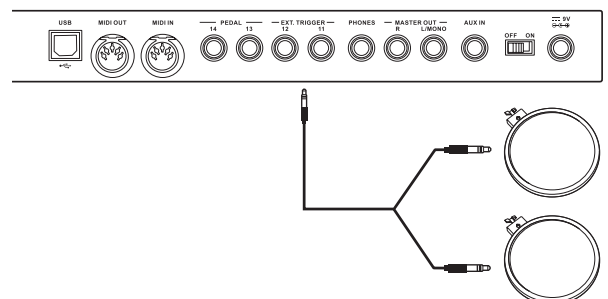
## PEDAL INPUTS

Attach the Hi-Hat and Kick Bass Drum pedals here. (Sold separately)



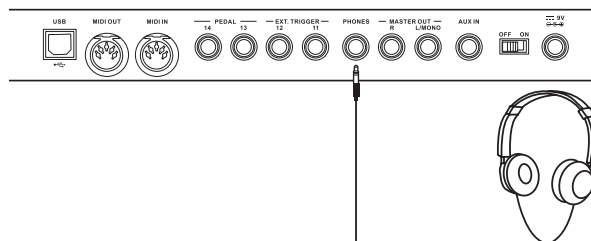
## EXT. TRIGGERS

The SDMP1 has two additional auxiliary trigger input jacks, which let you expand the kit with optional pads. Each AUX input can be configured individually for use with a dual-zone pad (head/rim), or two single-zone pads. The compatible pads are one SDP11DP 11" dual-zone snare pad, or two SDP9DP pads. You can use 2-mono to 1-stereo y-cable to connect two single-zone pads to a single input.



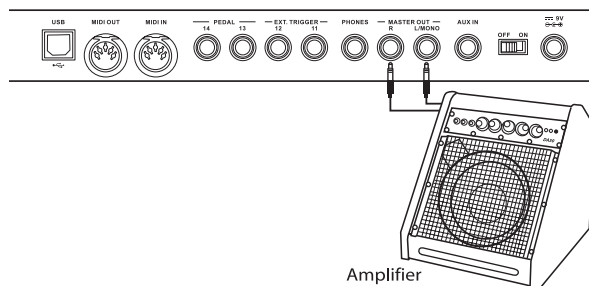
## HEADPHONES

A set of stereo headphones can be connected to the PHONES jack.



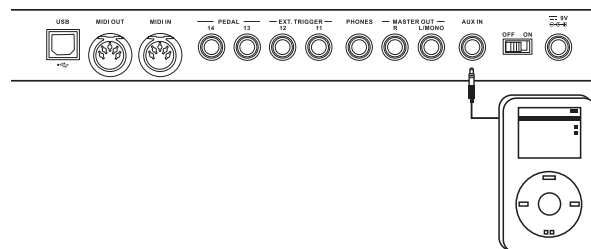
## MASTER OUT

When using an amplifier such as the Simmons DA50 or DA200S, connect the Output L/MONO and R jacks to the input of the amplifier. For mono playback, use the L/MONO jack; for stereo playback, connect both L/MONO and R jacks.



## AUX IN

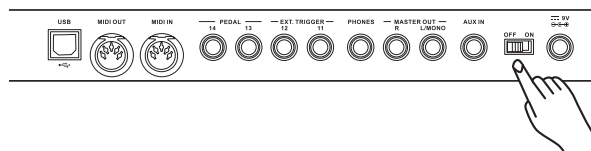
Connect the audio output of an MP3/CD player or other audio source to the stereo AUX IN jack on the rear panel. The input signal is mixed with the drum signal, allowing you to play along.



## POWER SWITCH

After confirming that all connections have been completed, rotate the volume knob to the left (to its minimum volume level) before switching the power ON.

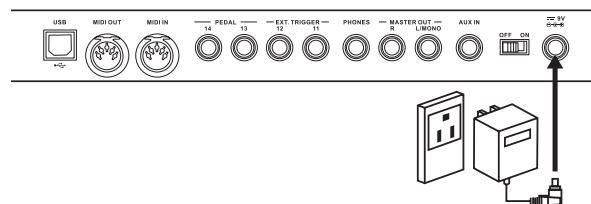
Set the power switch to the ON position. The LCD screen will display Pattern 001 and the corresponding name.



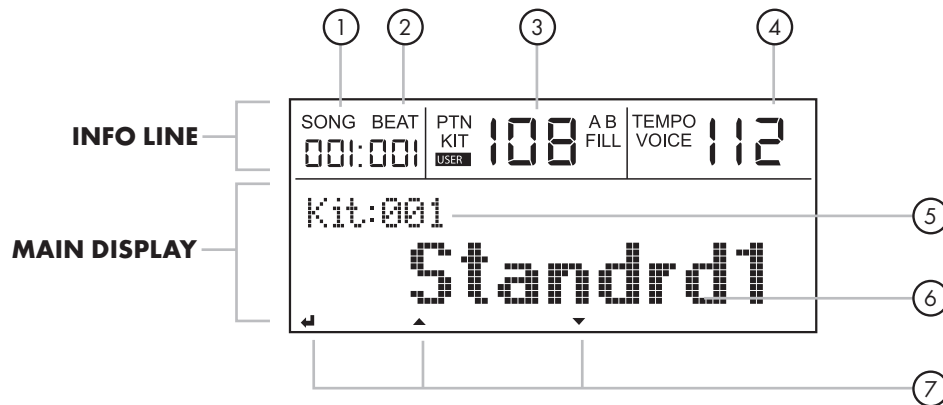
## POWER SUPPLY

Connect the power adapter to the DC IN jack.

*Note:* Make sure the power is switched OFF when connecting the drum module with external devices.



# LCD SCREEN



The LCD (Liquid Crystal Display) screen is divided into two areas: **Info Line** and **Main Display**.

## Info Line:

SONG	BEAT	PTN KIT	A B FILL	TEMPO VOICE
001:001		108	USER	112

- ① Song number: Shows the song number while in SONG mode or the current beat number while in PATTERN mode.
- ② Beat number: Shows the current beat number while in SONG mode and total number of beats while in PATTERN mode.
- ③ Pattern/Kit number: Shows what pattern, preset kit or user kit number the unit is currently set to.
- ④ Tempo/Voice: Shows the current voice or tempo.

## Main Display:

Kit:001
Standrd1
← ↑ ↓

- ⑤ This area displays mode names and their corresponding number or parameter.
- ⑥ The main part of this display shows the current kit, pattern or song name, and all the various menus. In all menus, the current selected field is highlighted (inverted, on black background).
- ⑦ The bottom part of the screen is for LCD navigation, in conjunction with the **[UP]** and **[DOWN]** or **[MENU/ENTER]** buttons that are located on the control panel.

## NAMING

In various modes, you can input a name up to 8 characters (User Kit name, User Pattern name or User Song name).

In NAMING mode, the **[UP]**/ **[DOWN]** buttons are used as up/down cursor controls to select a character.

**UP**



**DOWN**



The highlighted character can be changed using the **[+]** / **[-]** buttons.

Pressing the **[+]** / **[-]** buttons allows scrolling through the following character groups:

- Special characters (space, ', -, \_)
- Numeric (0, 1, ..., 9)
- Uppercase (A, B, ..., Z)
- Lowercase (a, b, ..., z)



When you have finished inputting the name, press the **[MENU/ENTER]** button, then press Yes **[+]** to confirm or No **[-]** to cancel.

**MENU/  
ENTER**



Creat?

(No- / Yes+)

# GETTING STARTED

## SELECTING KITS

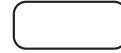
Press **[KIT]**, to enter the kit page, the LCD will display the kit number and name.

Use **[+]** / **[-]** buttons or data entry buttons to select a pre-set kit (001~041).

The LCD will display "Open Kit".

Refer to the kit list in the appendix of this manual for a complete list of kit names.

KIT



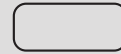
Kit:001

Open Kit

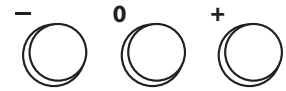
## EDITING USER KITS

PRESS **[KIT]** to enter the kit page.

KIT



Use **[+]** / **[-]** buttons or data entry buttons to select USER kit (042~100).



Press **[MENU/ENTER]** and choose the "KIT" or "INSTRUMENT" sub-menu.

The current pad to be edited can be selected by striking the pad. The pad indicator lights up to show which pad is currently selected.

MENU/  
ENTER

Use the **[UP]** / **[DOWN]** buttons to scroll through the various parameter menus.

UP



DOWN



Press the **[DOWN]** button to get to the Volume page.

Use the **[+]** / **[-]** buttons or the data entry buttons to change the value.

Pad:01

Volume:28

Press the **[DOWN]** button to get to the Pan page.

Use the **[+]** / **[-]** buttons or the data entry buttons to change the value.

Pad:01

Pan:CTR

# SDMP1 QUICK START GUIDE

Press the **[DOWN]** button to get to the Reverb Level page.

DOWN



Pad:01  
ReverbLv:0

Press the **[DOWN]** button to get to the Pitch page.

DOWN



Pad:01  
Pitch:0

Press the **[DOWN]** button to get to the Repeat page.

When assigned to ON and you hit a pad repeatedly, the new hit will not cut off the previous hit sound. When set to OFF, the new hit will cut off the previous hit sound.

DOWN



Pad:01  
RepeatOn

Press the **[DOWN]** button to get to the Exclusive page.

This assigns voices in Exclusive Groups (such as open hi-hat, close hi-hat and pedal hi-hat). When the open hi-hat and close hi-hat are assigned to a particular group (1 or 2), the close hi-hat will cut off the open hi-hat sound.

DOWN



Pad:01  
Exc:Off

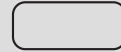
Repeat the steps above for each pad in order to create your full kit.



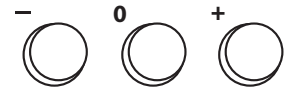
## SAVING KITS

Press **[COPY/SAVE]**.

**SAVE/  
COPY**



Use **[+]** / **[-]** to select the desired user kit number (42~100).



Press **[MENU/ENTER]**. Screen will show "No-/Yes+".  
Press Yes **[+]** to confirm or No **[-]** to cancel.

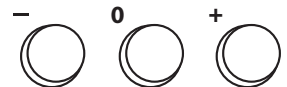
Creat?  
(No-/Yes+)

Press **[MENU/ENTER]** three times to enter the naming screen.

**MENU/  
ENTER**



Use **[+]** / **[-]** buttons to select the characters and the **[UP]** / **[DOWN]** buttons to move the cursor.



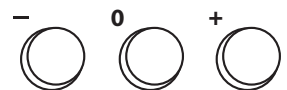
Press **[MENU/ENTER]** and the Save Confirmation screen will be displayed.

**MENU/  
ENTER**



Creat?  
(No-/Yes+)

Press Yes **[+]** to confirm or press No **[-]** to cancel.



## PLAYING PATTERNS

Press **[PATTERN/SONG]** to enter the pattern page.

PATTERN/SONG



The LCD screen will display the pattern number and name.

P100AF  
UPtn100

Use **[+]** / **[-]** buttons or data entry buttons to select a pattern (00~50 preset or 51-100 user).



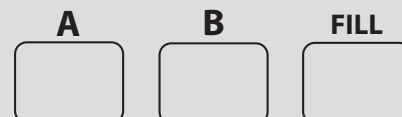
Press **[PLAY/PAUSE]** to listen and play along.

Press **[PLAY/PAUSE]** or **[STOP]** to stop.



### A B and Fill Patterns

These buttons can be used to select patterns from a pattern set or sub-set. During playback, **[FILL]** can be used to switch from the main pattern to a fill pattern. The general pedal input can also be used to duplicate the function of the **[FILL]** button. Refer to the advanced manual for more detail.



# RECORDING PATTERNS

## RECORDING A PATTERN IN NORMAL MODE

In normal mode, the current pattern will be looped during recording with the recorded notes overlapping. Recording can be paused by pressing **[PLAY/PAUSE]**.



Press **[PATTERN/SONG]** to enter the pattern page.

PATTERN/SONG



Press **[RECORD]** to enter a record-ready state.  
The LCD will display "Rec Mode: Normal".

Ptn Rec Setup  
RecMode:Normal

Press **[PLAY/PAUSE]** to start recording.



Press **[STOP]** to stop recording.



## RECORDING A PATTERN IN STEP MODE

Press **[PATTERN/SONG]** to enter the pattern page.

PATTERN/SONG



P100AF  
UPtn100

Press **[RECORD]** to enter a record-ready state.  
The LCD will display "Rec Mode: Normal".



Ptn Rec Setup  
RecMode:Normal

Press **[+]** to choose "RecMode:Step".



Ptn Rec Setup  
RecMode:Step


# SDMP1 QUICK START GUIDE


Press **[PLAY/PAUSE]** to start recording.  
The LCD will display Pad and Velocity values.



Ptn Step Rec  
Pad:01 Vel:100

Hit the pad to be recorded. The pad will record the velocity as well as the voice.

Press  to move one step forward.

Press  to move one step backward.

When complete press **[STOP]** to stop recording.

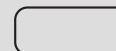


## NAMING AND SAVING USER PATTERNS

User patterns will be saved automatically after the **[STOP]** button is pressed.

Press **[MENU/ENTER]** to enter the naming menu under pattern record mode.  
Press **[MENU/ENTER]** again to display the "No-/Yes+" menu to confirm.  
See Naming section on page 12.

PATTERN/SONG



P100AF  
UPtn100

Use **[+]** / **[-]** buttons or the data entry buttons to select a User pattern (051 ~ 100).

Press **[COPY/SAVE]**.

The LCD will display "Ptn Sel/Ptn/Part".

copy Ptn Sel  
Ptn Sel/Ptn/Part

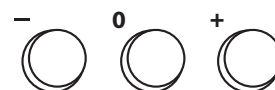
Use **[+]** / **[-]** to select the destination user pattern number.

Press **[MENU/SAVE]** to continue.

The LCD will display "No-/Yes+".

Process?  
(No-/Yes+)

Press Yes **[+]** to confirm or press No **[-]** to cancel.



# METRONOME

Press **[DOWN]** / **[UP]** buttons to select "Metronome" and press the **[MENU/ENTER]** button to select the metronome menu.

UP



DOWN



Press **[+]** / **[-]** to select "On/Off/Recording." If click is ON, the metronome will start automatically.



Press **[DOWN]** to enter the volume menu, and press the **[+]** / **[-]** buttons or the data entry buttons to adjust the metronome volume. Volume range: 0~32.

DOWN



Press **[DOWN]** to enter the interval menu, and press **[+]** / **[-]** buttons to select the metronome interval. Interval selections: 1/4, 1/8, 1/12, 1/16, and 1/24.

DOWN



## DRUM INSTRUMENT LIST

#	Name	#	Name	#	Name	#	Name
<b>Acoustic Kick</b>		63	808 2 Bass Drum	126	Piccolo Snare Rim 1	189	Buzz Snare 2
1	24" Maple Bass Drum	64	808 Long Bass Drum	127	14" Brass Muffled	190	Rave Snare 1
2	22" Maple Bass Drum	65	909 Bass Drum	128	14" Brass Snare Muffled Rim	191	Poison Snare 3
3	22" Birch Bass Drum	66	Voice Bass Drum	129	Vintage Snare 2	192	Rave Snare 2
4	22" Attack Bass Drum	67	Vox Bass Drum	130	Vintage Snare 2 Rim	193	Poison Snare 4
5	24" Rock Bass Drum	68	Rave 2 Bass Drum	131	Filtered Snare	194	Tight Snare
6	22" Resonant Bass Drum	69	Dry Rave Bass Drum	132	Studio Snare Cross Stick Hi	195	Electonica Snare 2
7	Dance 1 Bass Drum	70	Super Rave Bass Drum	133	Studio Snare	196	Electonica Snare 3
8	20" Dry Bass Drum	71	Space 1 Bass Drum	134	Studio Snare Cross Stick	197	Long Snare
9	18" Jazz Bass Drum	72	Dry Space Bass Drum	135	R&B Snare	198	Soft Snare
10	22" Dry Jazz Bass Drum	73	Dance Hall Bass Drum	136	R&B Snare Cross Stick	199	Reverse Snare
11	20" Dry Jazz Bass Drum	74	Dry Punch Bass Drum	137	Progressive Snare	200	Tight Snare 1
12	24" Open Big Band Bass Drum	75	Dance Hall 2 Bass Drum	138	Progressive Snare Cross Stick	201	Punch Snare
13	22" Dry Big Band Bass Drum	76	Space 2 Bass Drum	139	Lo Fi Snare	202	Snappy Snare 1
14	22" Single Head Bass Drum	77	Dance Hall 3 Bass Drum	140	Lo Fi Snare Rim	203	Snappy Snare 2
15	20" Open Jazz Bass Drum	78	Space 3 Bass Drum	141	Deep Snare	204	Crackless Snare
16	20" Dry Funk Bass Drum	79	Bounce Bass Drum	142	80's Snare Hi	205	Techno Snare 3
17	20" Resonant Funk Bass Drum	80	Angry Bass Drum	143	80's Snare Lo	206	Techno Snare 4
18	22" Dry Funk Bass Drum	81	Reverse Bass Drum	144	Distant Power Snare	207	Rave Snare 3
19	22" Resonant Hip Hop Bass Drum	82	Hallow Bass Drum	145	Deep Maple Muffled	208	High Snare
20	20" Dry Hip Hop Bass Drum	83	Dry Bass Drum	146	Studio Snare 2	209	Tight Snare 2
21	Buzz Bass Drum 1	84	Saw Bass Drum	147	Studio Snare 3	210	Tight Snare 4
22	20" Open Hip Hop Bass Drum	85	Space 4 Bass Drum	148	Jazz Snare 1	211	Tight Snare Rim
23	Vintage Open Bass Drum	86	Simmons SD5 1 Bass Drum	149	Jazz Snare Rim	212	Snappy Snare 3
24	Vintage single Head Bass Drum	87	Simmons SD5 2 Bass Drum	150	Jazz Brush Snare	213	Snappy Snare 4
25	Vintage Dry Bass Drum	88	Simmons SD5 3 Bass Drum	151	Jazz Brush Snare Rim	214	Simmons SD5 Snare 1
26	Power Bass Drum	89	Simmons SD5 4 Bass Drum	152	Jazz Snare 2	215	Simmons SD5 Snare 2
27	20" Birch Bass Drum	90	Simmons SD1 Bass Drum	153	Jazz Snare 3	216	Simmons SD5 Snare 3
28	Progressive Bass Drum	91	Simmons SD9 1 Bass Drum	154	Brush Sweep Snare	217	Simmons SD5 Snare 4
29	22" Maple 2 Bass Drum	92	Simmons SD9 2 Bass Drum	155	Brush Snare	218	Simmons SD7 Snare 1
30	20" Maple Bass Drum	93	Simmons SD9 3 Bass Drum	156	Brush Snare Rim	219	Simmons SD7 Snare 2
31	20" Tight Bass Drum	94	Simmons SD9 4 Bass Drum	157	Hard Brush Snare	220	Simmons SD9 Snare 1
32	24" Loose Bass Drum	<b>Acoustic Snare</b>		158	Hit Brush Snare	221	Simmons SD9 Snare 2
33	22" Tight Bass Drum	95	14" Steel Snare Low	159	Soft Brush Snare 1	222	Simmons SD9 Snare 3
34	22" Tone Bass Drum	96	14" Steel Snare Low Rim	160	Soft Brush Snare 2	223	Simmons SD9 Snare 4
35	20" Tone Bass Drum	97	14" Steel Snare High	<b>Electronic Snare</b>		<b>Acoustic Tom</b>	
36	18" Single Head Jazz Bass Drum	98	14" Steel Snare 2 Hi Rim	162	House Snare 1	224	Open Tom 1
37	20" Single Head Bass Drum	99	14" Brass Snare Lo	163	House Snare 2	225	Open Tom 2
38	24" Tone Bass Drum	100	14" Brass Snare Lo Rim	164	Step Snare	226	Open Tom 3
39	24" Loose Bass Drum	101	14" Tight Steel Snare	165	Step Snare Cross Stick	227	Open Tom 4
40	22" Punch Bass Drum	102	14" Tight Steel Rim	166	Techno Snare 1	228	Open Tom 5
41	22" Power Bass Drum	103	14" Brass Snare Hi Rim	167	Techno Snare 2	229	Open Tom 6
42	Buzz 2 Bass Drum	104	14" Brass Snare Cross Stick	168	606 Snare	230	Attack Tom 1
43	Dance 2 Bass Drum	105	12" Popcorn Snare	169	808 Snare	231	Attack Tom 2
44	22" Open Jazz Bass Drum	106	14" Maple Snare Lo	170	808 Snare Cross Stick	232	Attack Tom 3
45	22" Rock Bass Drum	107	14" Maple Snare Mid	171	909 Snare	233	Attack Tom 4
46	22" Power 2 Bass Drum	108	14" Maple snare Hi	172	Industry Snare	234	Attack Tom 5
47	24" Rock Bass Drum	109	Anvil Snare	173	Industry Snare Stick	235	Attack Tom 6
48	22" Open Rock Bass Drum	110	13" Tight Maple	174	Drum n Bass Snare 1	236	Single Head Tom 1
49	Gran Cassa Bass Drum	111	14" Studio Maple Lo	175	Drum n Bass Snare 2	237	Single Head Tom 2
<b>Electronic Kick</b>		112	14" Studio Maple Mid	176	Junkyard Snare	238	Single Head Tom 3
50	Rave 1 Bass Drum	113	14" Maple Funk Snare	177	Junkyard EFX	239	Single Head Tom 4
51	Dry House 1 Bass Drum	114	14" Maple Funk Snare Rim	178	Dirty Snare	240	Single Head Tom 5
52	Dry House 2 Bass Drum	115	14" Steel Funk Snare	179	Voice Snare 1	241	Single Head Tom 6
53	Dry House 3 Bass Drum	116	14" Steel Funk Snare Rim	180	Voice Snare 2	242	Room Tom 1
54	Step Bass Drum	117	Cross Stick	181	Voice Snare Rim	243	Room Tom 2
55	Techno Bass Drum	118	Fusion Snare	182	Voice X-Stick	244	Room Tom 3
56	Drum N Bass Bass Drum	119	Wood Stick	183	Electonica Snare 1	245	Room Tom 4
57	Junkyard Kick Bass Drum	120	Room Snare	184	Poison Snare	246	Room Tom 5
58	Dirty Bass Drum	121	Vintage Snare 1	185	Tone Snare	247	Room Tom 6
59	Industry Kick Bass Drum	122	Vintage Snare 1 Rim	186	Short Snare	248	Resonant Tom 1
60	Low Fi Bass Drum	123	Lo-Fi Snare	187	Poison Snare 2	249	Resonant Tom 2
61	Disco Bass Drum	124	Splatch	188	Buzz Snare 1	250	Resonant Tom 3
62	808 Bass Drum	125	Piccolo Snare 1			251	Resonant Tom 4

[illegible]

## DRUM INSTRUMENT LIST

#	Name	#	Name	#	Name	#	Name
504	909 HH Close	567	808 Conga Low	630	Marimba	693	Celestial
505	Junkyard HH Close	568	Voice Conga High	631	Xylophone	<b>Guitar FX</b>	
506	Dirty HH Close	569	Voice Conga Low	632	Tubular Chime	694	Guitar Short Chop
507	Bass HH Close	570	Timbale High	633	Steel Drum	695	Guitar Mute 1
508	Standard HH Pedal 1	571	TimbaleLow	<b>SFX</b>		696	Guitar Mute 2
509	Standard HH Pedal 2	572	TimbaleLow2	634	Junkyard Spring	697	Guitar Mute 3
510	Rock HH Pedal	573	Standard Cowbell	635	Electric Slide 1	698	Guitar Chop 1
511	Pop HH Pedal	574	Cha Cha Bell	636	Electric Slide 2	699	Guitar Chop 2
512	Brush HH Pedal	575	Bongo Bell	637	High Punch	700	Oh Yeah
513	60's HH Pedal	576	Mambo Bell	638	Metal Punch	701	Rock On
514	Mini HH Pedal	577	Songo Bell	639	Hi Q Zip	702	Guitar Slide
515	Bright HH Pedal 1	578	808 Cowbell	640	Hi Q Zap	<b>DJ FX</b>	
516	Bright HH Pedal 2	579	Simmons SD 5 Cowbell	641	Saw Wave	703	DJ Wha
517	Jazz HH Pedal	580	Shaker	642	Ding Bell	704	DJ Freh
518	Trashy HH Pedal	581	Cabasa	643	Punch	705	DJ Rub 1
519	Voices HH Pedal	582	Maracas	644	Low Punch	706	DJ Ehvit
520	House HH Pedal	583	808 Maracas	645	Cartoon Punch	707	DJ Rub 2
521	606 HH Pedal	584	Short Whistle	646	Double Punch	708	DJ Cut
522	808 HH Pedal	585	Long Whistle	647	Glass Break	709	DJ Chikah
523	Junkyard HH Pedal	586	Guiro Short	648	Boing	710	DJ Rub 3
524	Dirty HH Pedal	587	Guiro Long	649	Stream	711	DJ Rub 4
525	Bass HH Pedal	588	78 Guiro	650	Drain	712	DJ Chop
526	Closing HH	589	Claves	651	Cat	713	DJ Cut 2
527	Standard Splash	590	808 Clave	652	Cricket	714	DJ Rub 5
528	Pop Splash	591	Woodblock	653	Baby Bird	715	DJ Rub 6
529	Sky Splash	592	Woodblock Low	654	Birds	716	DJ Wiki Wiki
530	Bright Splash	593	78 Woodblock	655	Look At Da Birdie	717	DJ Rub 7
531	Bright 2 Splash	594	Cuica Muted	656	Start Up	718	DJ Shot
<b>Percussion</b>		595	Cuica Open	657	Spike Jr	719	DJ Rub 8
532	Metronome Bell	596	Triangle Muted	658	Spike	720	DJ Needle Scratch
533	Metronome Click	597	Triangle Open	659	Voice Cough	721	DJ Break
534	Sticks Click	598	78 Triangle	660	Voice Ugh	722	DJ Rewind
535	Finger Snaps 1	599	Sleigh Bells	661	Voice Mmmm	<b>Loops</b>	
536	Finger Snaps 2	600	Wind Chime	662	Voice Breath	723	Electronica
537	Solo Hand Clap	601	Bell Tree	663	Voice Pfruit	724	Bollywood 1
538	House Clap	602	Finger Cymbal	664	Applause	725	Bollywood 2
539	Standard Clap	603	Finger Cymbal Muted	665	crowd cheer	726	Drum Loop1
540	Big Clap	604	Castanets	666	Stadium Cheer	727	Drum Loop2
541	Simmons SD5 Clap	605	Surdo Muted	667	LOL	728	Drum Loop3
542	Simmons SD7 Clap	606	Surdo Open	668	Scream	729	Drum Loop4
543	Tambourine 1	607	Taiko	669	Heartbeat	730	Drum Loop5
544	Tambourine 2	608	Lotus Drum	670	Vintage Phone	731	Mute
545	Tambourine Hit	609	Rain Stick	671	Church Bell		
546	Tambourine Roll	610	Slap Stick	672	Step 1		
547	78 Tambourine	611	Open Tabla High	673	Step 2		
548	Vibraslap	612	Tabla Mute 1	674	Creaky Door		
549	Agogo Low	613	Open Tabla Low	675	Shut the Door		
550	Agogo High	614	Open Tabla Mid	676	Start the Car		
551	Bongo High 1	615	Slap Tabla	677	Skid Marks		
552	Bongo Low 1	616	Tabla Mute 2	678	Drive By		
553	Bongo High 2	617	Tabla bend	679	Giddy Up		
554	Bongo Low 2	618	Gong	680	Train		
555	Conga Slap Low	619	Timpani High	681	Helicopter		
556	Conga Slap High	620	Timpani Low	682	Pipe		
557	Open Conga High	621	Orchestra Hand Cymbals	683	Thunder		
558	Open Conga Low	622	Gran Cassa and Piatti	684	Sonar		
559	Conga Slap	623	Orchestra Hit	685	Explosion		
560	Conga bend	624	Techno Hit	686	Cannon		
561	Mute Conga	625	Horns Hit	687	Bomb		
562	Conga High	626	Voice Hit	688	Gun Shot 1		
563	Conga Low	<b>Melodic</b>		689	Gun shot 2		
564	Electronic Conga	627	Glockenspiel	690	Rifle Shot		
565	808 Conga High	628	Music Box	691	A-K		
566	808 Conga Mid	629	Vibraphone	692	Laser Ray		



# DRUM KIT LIST

#	Preset Kit	#	Preset Kit	#	Preset Kit	#	Preset Kit
1	Open Kit	12	Fusion Kit	23	R&B Kit	33	DJ EFX Kit
2	Attack Kit	13	Jazz Kit	24	Latin Kit	34	Step Kit
3	Standard Kit 1	14	Brush Kit 2	25	Brazil Kit	35	Industry Kit
4	Room Kit	15	Standard Kit 2	26	Steel Drum Kit	36	Voice Kit
5	Simmons Kit 1	16	Pop Kit	27	Orchestral Kit	37	Techno Kit
6	Simmons Kit 2	17	Prog Kit	28	Tabla Kit	38	Drum N Bass Kit
7	Rave Kit	18	Single Headed Kit	29	Simmons Kit 3	39	Dirty Kit
8	808 Kit	19	Vintage'69 Kit	30	Simmons Kit 4	40	Junkyard Kit
9	Percussion Kit	20	Vintage'71 Kit	31	909 Kit	41	DoubleBass
10	Brush Kit 1	21	Vintage'76 Kit	32	606 Kit		
11	Funk Kit	22	Roto Tom Kit				

# PRESET PATTERN LIST

Number	Name	Tempo	Kit
1	Rock1	100	1
2	Rock2	120	1
3	Rock3	100	1
4	HardRock	120	1
5	Blues	100	4
6	Pop1	90	1
7	Pop2	120	1
8	Pop3	100	1
9	Pop4	100	1
10	Pop5	60	1
11	HipHop1	100	8
12	HipHop2	110	8
13	R&B1	120	8
14	R&B2	90	8
15	R&B3	90	8
16	Dance1	120	8
17	Dance2	120	8
18	Dance3	120	8
19	Dance4	120	8
20	Dance5	120	8
21	Funk1	100	11
22	Funk2	100	11
23	Fusion1	100	1
24	Fusion2	100	1
25	Swing	130	14
26	Bigband	160	13
27	Jazz1	150	14
28	Jazz2	120	14
29	Bossa	130	11
30	Samba	120	11
31	Rhumba	110	1
32	Mambo	110	1
33	Latin1	110	1
34	Reggae	80	1
35	Country1	120	4
36	Country2	70	4
37	Country3	120	4
38	Ballad1	90	1
39	Ballad2	70	1
40	Ballad2	90	1
41	Garage	130	4
42	Punk	140	1
43	Sky	140	1
44	Arabic	110	1
45	Arabic	110	9
46	Dangdut	150	9
47	Latin2	110	9
48	Latin3	140	9
49	Newage1	120	9
50	Newage2	140	9

## GENERAL MIDI VOICE LIST

### PIANO

- 001 Acoustic Grand Piano
- 002 Bright Acoustic Piano
- 003 Electric Grand Piano
- 004 Honky-Tonk Piano
- 005 Electric Piano 1
- 006 Electric Piano 2
- 007 Harpsichord
- 008 Clavichord

### CHROMATIC PERCUSSION

- 009 Celesta
- 010 Glockenspiel
- 011 Music box
- 012 Vibraphone
- 013 Marimba
- 014 Xylophone
- 015 Tubular Bells
- 016 Dulcimer

### ORGAN

- 017 Drawbar Organ
- 018 Percussive Organ
- 019 Rock Organ
- 020 Church Organ
- 021 Reed Organ
- 022 Accordion
- 023 Harmonica
- 024 Tango Accordion

### GUITAR

- 025 Acoustic Nylon Guitar
- 026 Acoustic Steel Guitar
- 027 Electric Jazz Guitar
- 028 Electric Clean Guitar
- 029 Electric Muted Guitar
- 030 Overdriven Guitar
- 031 Distortion Guitar
- 032 Guitar Harmonics

### BASS

- 033 Acoustic Bass
- 034 Electric Bass (finger)
- 035 Electric Bass (pick)
- 036 Fretless Bass
- 037 Slap Bass 1
- 038 Slap Bass 2
- 039 Synth Bass 1
- 040 Synth Bass 2

### STRINGS

- 041 Violin
- 042 Viola
- 043 Cello
- 044 Contrabass
- 045 Tremolo Strings
- 046 Pizzicato Strings
- 047 Orchestral Harp
- 048 Timpani

### ENSEMBLE

- 049 String Ensemble 1
- 050 String Ensemble 2
- 051 Synth Strings 1
- 052 Synth Strings 2
- 053 Choir "Aahs"
- 054 Voice "Oohs"
- 055 Synth Voice
- 056 Orchestra Hit

### BRASS

- 057 Trumpet
- 058 Trombone
- 059 Tuba
- 060 Muted Trumpet
- 061 French Horn
- 062 Brass Section
- 063 Synth Brass 1
- 064 Synth Brass 2

### REED

- 065 Soprano Sax
- 066 Alto Sax
- 067 Tenor Sax
- 068 Baritone Sax
- 069 Oboe
- 070 English Horn
- 071 Bassoon
- 072 Clarinet

### PIPE

- 073 Piccolo
- 074 Flute
- 075 Recorder
- 076 Pan Flute
- 077 Bottle Blow
- 078 Shakuhachi
- 079 Whistle
- 080 Ocarina

### SYNTH LEAD

- 081 Lead 1 (square)
- 082 Lead 2 (sawtooth)
- 083 Lead 3 (caliope lead)
- 084 Lead 4 (chiff lead)
- 085 Lead 5 (charang)
- 086 Lead 6 (voice)
- 087 Lead 7 (fifths)
- 088 Lead 8 (bass + lead)

### SYNTH PAD

- 089 Pad 1 (new age)
- 090 Pad 2 (warm)
- 091 Pad 3 (polysynth)
- 092 Pad 4 (choir)
- 093 Pad 5 (bowed)
- 094 Pad 6 (metallic)
- 095 Pad 7 (halo)
- 096 Pad 8 (sweep)

### SYNTH EFFECT

- 097 FX 1 (rain)
- 098 FX 2 (soundtrack)
- 099 FX 3 (crystal)
- 100 FX 4 (atmosphere)
- 101 FX 5 (brightness)
- 102 FX 6 (goblins)
- 103 FX 7 (echoes)
- 104 FX 8 (sci-fi)

### ETHNIC

- 105 Sitar
- 106 Banjo
- 107 Shamisen
- 108 Koto
- 109 Kalimba
- 110 Bagpipe
- 111 Fiddle
- 112 Shanai

### PERCUSSIVE

- 113 Tinkle Bell
- 114 Agogo
- 115 Steel Drums
- 116 Woodblock
- 117 Taiko Drum
- 118 Melodic Tom
- 119 Synth Drum
- 120 Reverse Cymbal

### SOUND EFFECT

- 121 Guitar Fret Noise
- 122 Breath Noise
- 123 Seashore
- 124 Bird Tweet
- 125 Telephone Ring
- 126 Helicopter
- 127 Applause
- 128 Gunshot

# MIDI IMPLEMENTATION CHART

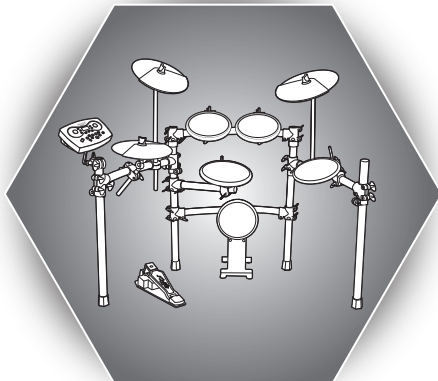
Function		Transmitted	Recognized	Remarks
Basic Channel	Default	10 ch	1 - 16 ch	
	Changed Default	O X	O X	
Mode	Messages	X	X	
	Altered	*****	*****	
Note Number:	True voice	0 - 127 *****	0 - 127 0 - 127	
	Velocity	0 99H, V=1 - 127 0 99H, V=0	O O	
After Touch	Key's	X	X	
	Channel's	X	X	
Pitch Bend		X	X	
Control Change	0	X	X	Bank Select
	1	X	X	Modulation
	4	X	X	Foot Switch
	5	X	X	Portamento Time
	6	X	X	Data Entry
	7	X	X	Volume
	10	X	X	Pan
	11	X	X	Expression
	64	X	X	Sustain Pedal
	65	X	X	Portamento ON/OFF
	66	X	X	Sostenuto Pedal
	67	X	X	Soft Pedal
	71	X	X	TVF Resonance modify
	72	X	X	Env release time modify
	73	X	X	Env attack time modify
	74	X	X	TVF cutoff freq modify
	75	X	X	Env decay time modify
	76	X	X	Vibrato rate modify
	77	X	X	Vibrato depth modify
	78	X	X	Vibrato delay modify
	80	X	X	Reverb Program
	81	X	X	Chorus Program
	86	X	X	Sustain pedal
	90	X	X	Pitch note
	91	X	X	Reverb Level
	93	X	X	Chorus Level
	120	X	X	All Sound Off
	121	X	X	Reset All Controllers
	123	X	X	All Notes Off
	126	X	X	Mono on
	127	X	X	Poly on
Program Change		0	0	
System Exclusive		X	X	
System Common	: Song Position	X	X	
	: Song Select	X	X	
	: Tune	X	X	
System Real Time	: Clock	0	0	
	: Commands	0	X	START /STOP/CONTINUE
Aux Messages	: Local ON/OFF	X	X	
	: All Notes OFF	X	X	
Messages	: Active Sense	0	X	
	: Reset	X	X	

O: YES  
X: NO

# SIMMONS®

The first name in electronic drums.

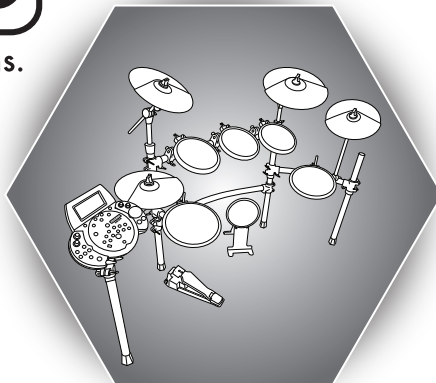
Full-featured drum kits, advanced practice pads, hybrid kits, versatile amps and more.



## SD7PK

### ELECTRONIC DRUM SET

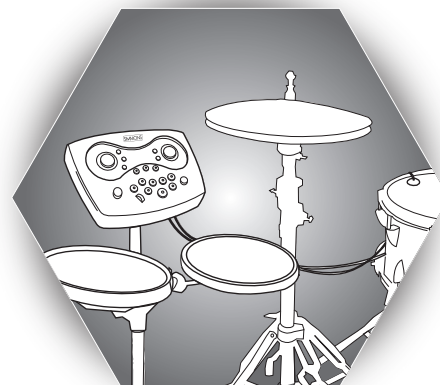
High-quality pads and toms for pro feel. Sturdy frame and rack clamps enhances durability. Module includes 300 voices, 20 preset kits, 30 user kits, and USB connectivity.



## SD9K

### ELECTRONIC DRUM SET

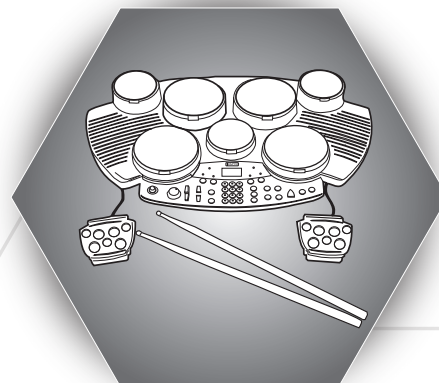
Sleek-looking module includes 725 voices, 40 preset kits, and room for an additional 59 user kits. Includes dual-zone snare drum pad, plus three dual-zone, choke-able cymbals and Hi-Hat.



## SDHB2

### HYBRID DRUM KIT

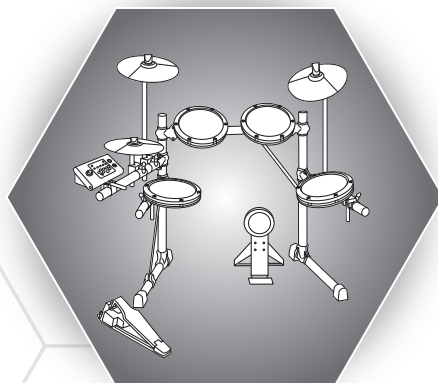
Expand your acoustic drum kit with digital sounds. Includes two 9" pro pads, two piezo triggers, and all the cables you need. Module includes 300 voices, 20 preset kits, 30 user kits and USB connectivity.



## SDMK4

### DIGITAL MULTI PAD ELECTRONIC DRUM SET

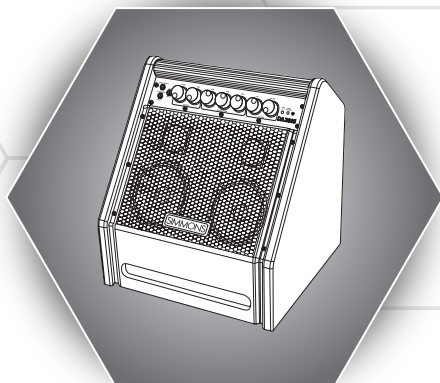
Ideal for practicing and recording on the go, this AC/DC powered digital drum multi-pad gives you 7 velocity-sensitive pads. Discover new rhythms with its 1000-note recording feature.



## SD5K

### ELECTRONIC DRUM SET

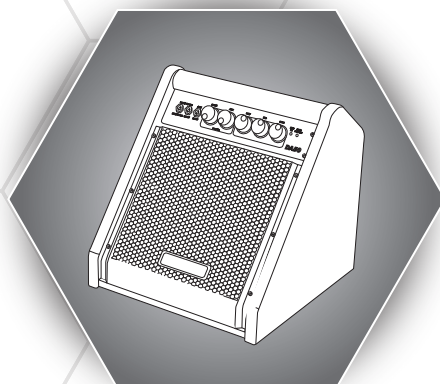
Versatile and easy to set up. Features sensitive drum pads that are durable, responsive and accurate. Sound module sports 237 sounds, 22 preset kits and storage for 10 user kit settings.



## DA200S

### 200W STEREO DRUM AMP

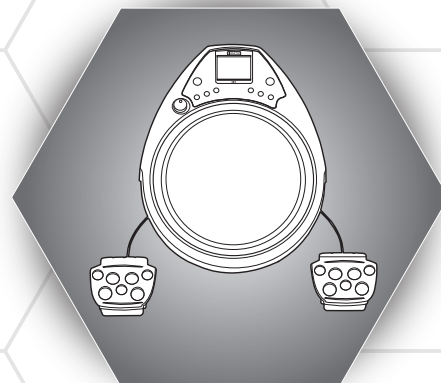
A 200-Watt, stereo drum amp featuring a 12" sub-woofer and a pair of mid-range and hi-frequency speakers. The 3-band EQ and 20 - 20kHz frequency response ensure great sound.



## DA50

### 50W DRUM AMP

Heavy-duty 10" speaker and 2" tweeter provide deep bass tones, accurate reproduction of snare and toms, and cymbals that cut through crystal clear. Features stereo and aux inputs. Turn the dimpled knobs with your drumstick!



## SD1

### ELECTRONIC DRUM PRACTICE PAD

With 65 pad sounds and 24 rhythms, this advanced practice pad allows drummers to expand their skill set with a wide variety of rhythms. The ideal tool for building your speed, accuracy and timing.

# MEET THE FAMILY

[www.simmonsdrums.net](http://www.simmonsdrums.net)

All products from our Fall 2009 line.