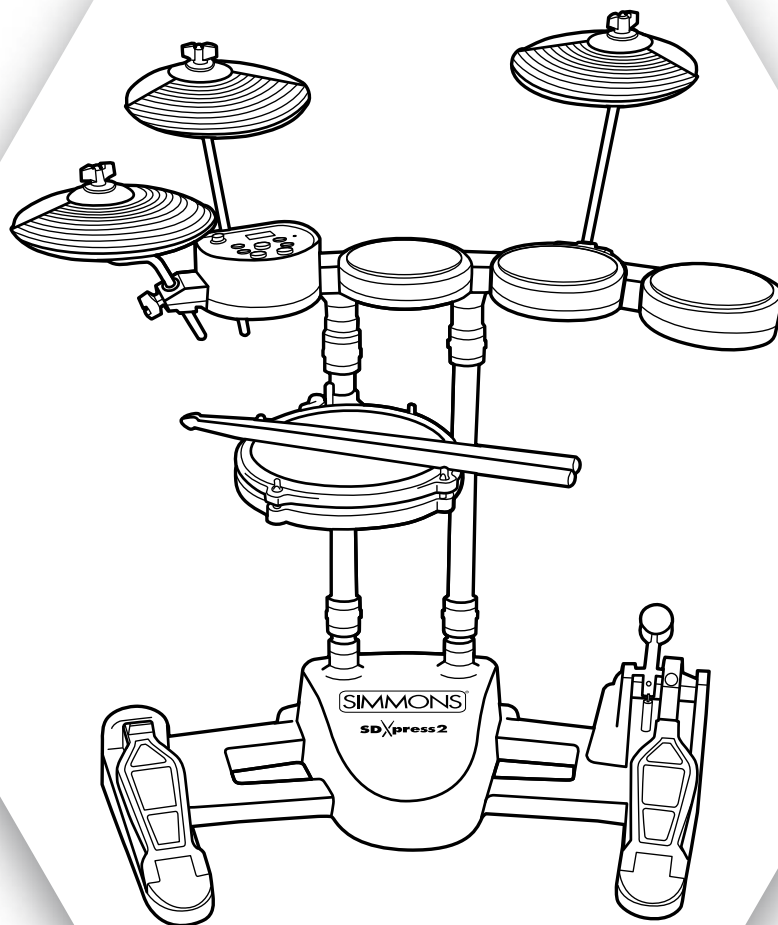




The first name in electronic drums.

**SD<sup>X</sup>press2**

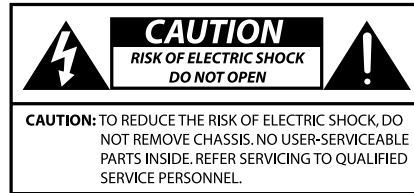
## Compact Electronic Drum Kit



# OWNER'S MANUAL

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

## SAFETY INSTRUCTIONS



AVIS: RISQUE DE CHOC ELECTRIQUE-NE PAS OUVRIR.



THE LIGHTNING FLASH WITH ARROWHEAD SYMBOL WITHIN AN EQUILATERAL TRIANGLE IS INTENDED TO ALERT THE USER TO THE PRESENCE OF UNINSULATED DANGEROUS VOLTAGE WITHIN THE PRODUCT'S ENCLOSURE THAT MAY BE OF SUFFICIENT MAGNITUDE TO CONSTITUTE A RISK OF ELECTRIC SHOCK TO PERSONS.



THE EXCLAMATION POINT WITHIN AN EQUILATERAL TRIANGLE IS INTENDED TO ALERT THE USER TO THE PRESENCE OF IMPORTANT OPERATING AND MAINTENANCE(SERVICING) INSTRUCTIONS IN THE LITERATURE ACCOMPANYING THE PRODUCT.



APPARATUS SHALL NOT BE EXPOSED TO DRIPPING OR SPLASHING AND THAT NO OBJECTS FILLED WITH LIQUIDS, SUCH AS VASES, SHALL BE PLACED ON THE APPARATUS.

- 1) Read these instructions.
- 2) Keep these instructions.
- 3) Heed all warnings.
- 4) Follow all instructions.
- 5) Do not use this apparatus near water.
- 6) Clean only with dry cloth.
- 7) Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
- 8) Do not install near the heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- 9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety, if the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- 10) Protect the power cord from being walked on or pinched particularly at plugs convenience receptacles, and the point where they exit from the apparatus.
- 11) Only use attachments/accessories specified by the manufacturer.

- 12) Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over (Figure 1).



Figure 1

- 13) Unplug this apparatus during lightning storms or when unused for a long periods of time.
- 14) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

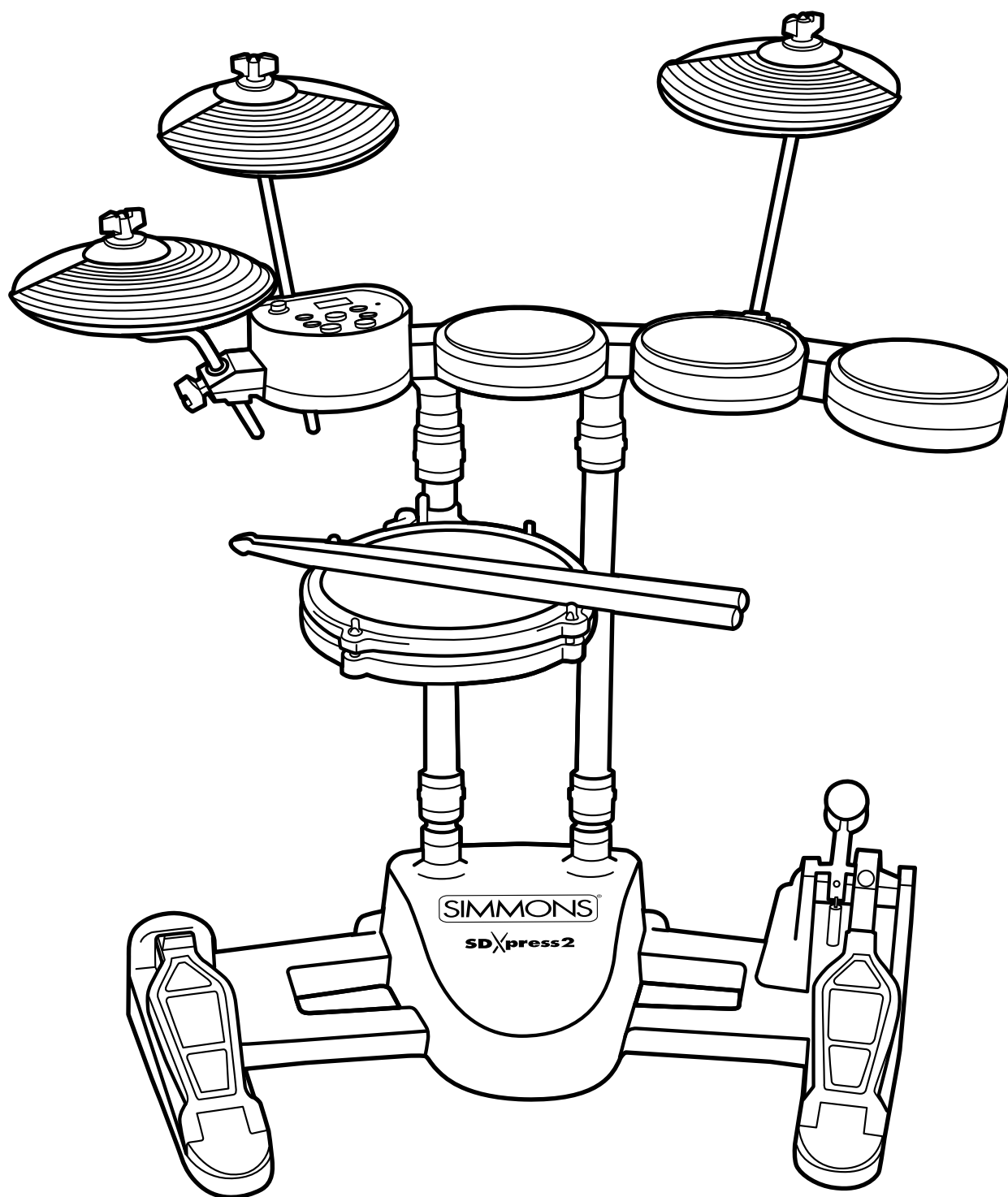
**WARNING:** To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture. **CAUTION:** Apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus.

**CAUTION:** Apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus.

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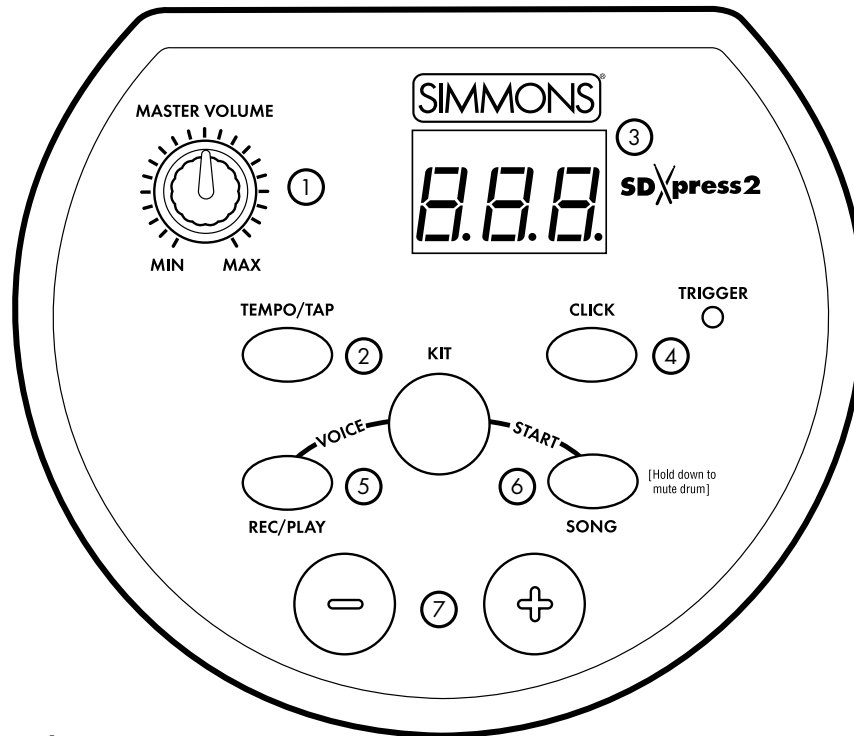
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# ASSEMBLED KIT



# PANEL CONTROLS

## Top Panel



① **Master Volume Control**

Adjusts the overall volume of the drum module.

② **[TEMPO/TAP] Button**

Adjusts the tempo of the built-in metronome, the practice songs, or the song you are recording. You can also set the tempo by tapping this button repeatedly.

③ **[KIT] LED Display**

Takes you to the mode where you are able to select which instrument (drum sound) is played by each pad and adjust its volume.

④ **[CLICK] Button**

Turns the metronome on and off at any time. It's also used to change the click settings such as time signature and click volume.

⑤ **[REC/PLAY] Button**

Gives you the option to record or play back your own performance.

⑥ **[SONG] Button**

Enters the song select display. You can turn off the percussion track of the song, and adjust the song's volume (percussion track and accompaniment track). See page 14.

⑦ **[+]/[-] Buttons**

Use these buttons to navigate through the 10 drum kits, switch menu selections, or change parameter values.

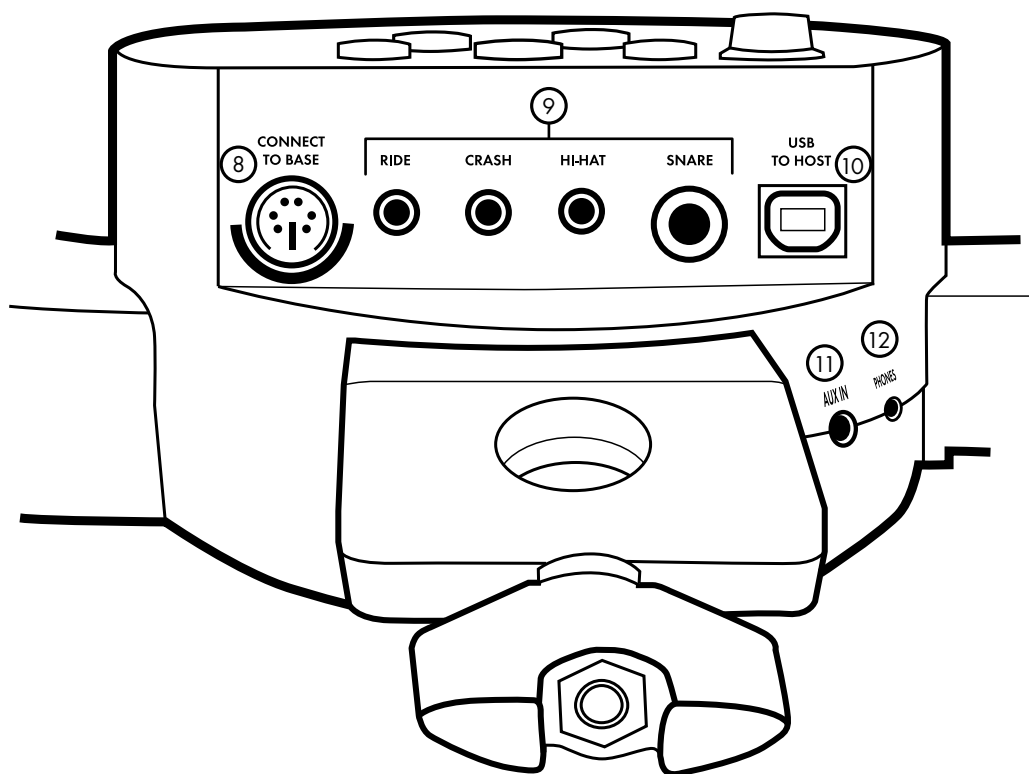
## LED Display

The LED indicates the SONG, PAD or KIT status. When SONG is selected, the song number appears in the display. When PAD is selected, the pad name such as Snare, Crash, and Tom, etc. will appear. Press the KIT button and the drum kit number will be displayed on the LED.



# PANEL CONTROLS

## Rear Panel



### 8 Connect To Base

Control cable connects the top part of pads and sound module to the base pedals.

### 9 Trigger Input Jacks

These jacks are used to connect the pads to the module. (RIDE, CRASH, HI-HAT, SNARE)

### 10 USB

Connect to a computer for two-way MIDI communication. This will enable a software program to trigger the drum module sounds, or allow you to use the module as a MIDI trigger interface for the software's virtual drum instruments.

### 11 AUX IN

You can connect the output of an external audio device, to this jack (stereo 3.5mm mini jack). This is convenient for playing along with music from a CD or mp3 player.

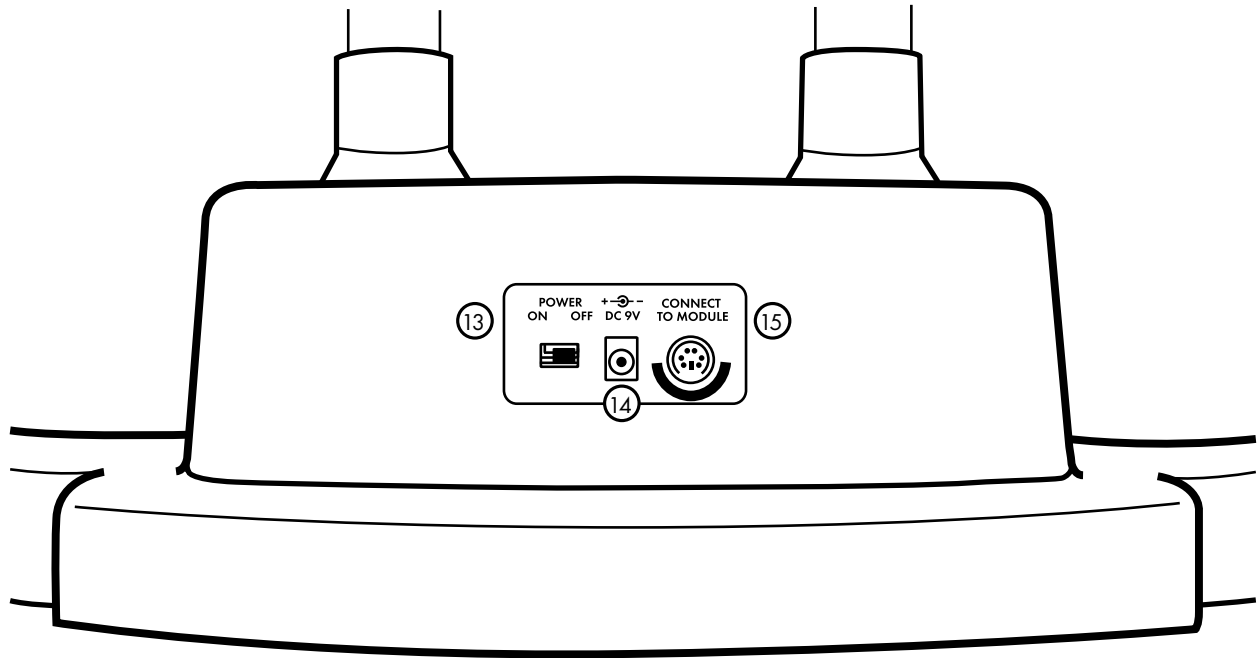
### 12 Phones

Plug in a pair of stereo headphones here. (stereo 3.5mm mini jack)

# PANEL CONTROLS

## Back Panel/Bottom Case

---

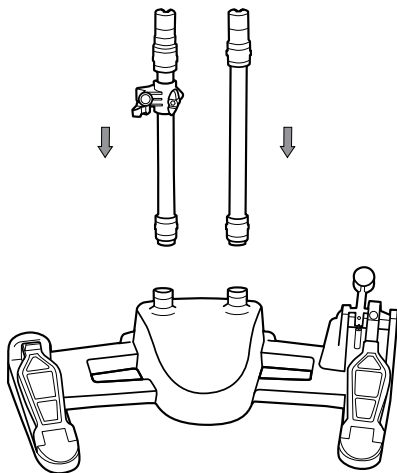


- 13 Power ON/OFF**  
Turns the sound module on and off.
- 14 DC 9V**  
Connect the included AC adaptor to this jack.
- 15 Base Connection**  
Connect the top part of pads and sound module to the base pedals.

# ASSEMBLY INSTRUCTIONS

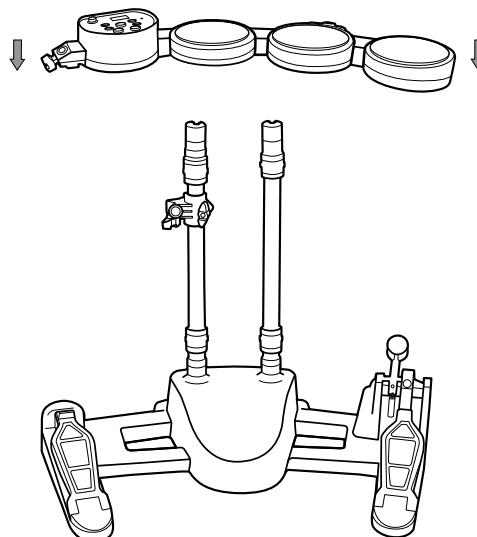
## Step 1:

First remove the bottom case from the packing and insert the 2 aluminum tubes into the bottom case as shown in the image and tighten the screw so the plastic support is tightly attached to both the base and the tubes.



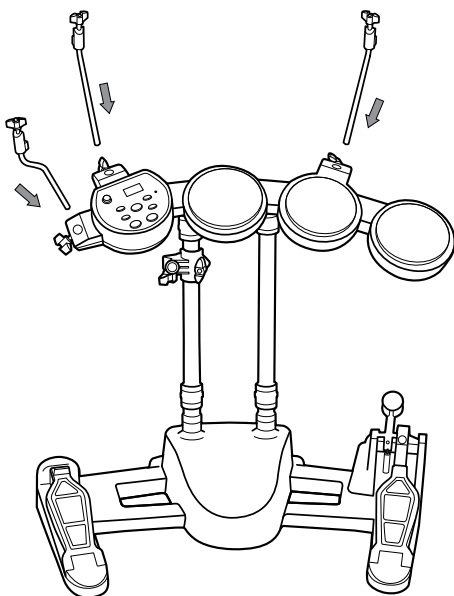
## Step 2:

Remove the top pad/sound module assembly from the packing and insert it into the drum stand as shown in the image and tighten the screw. Again, make sure the plastic support is tightly attached to both the assembly and the tubes.



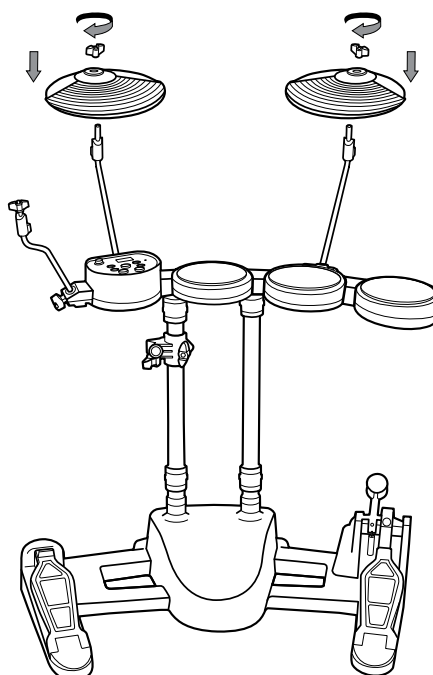
## Step 3:

Insert the cymbal poles them into the respective holes by the pads as shown in the image and tighten the T-screw.



## Step 4:

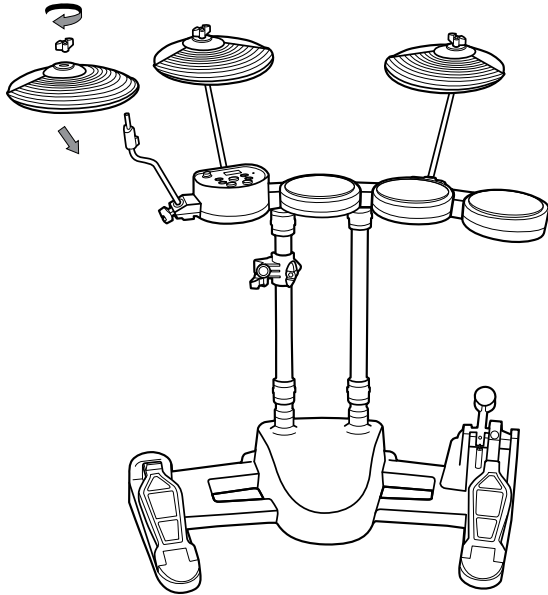
Assemble Crash cymbals as shown in the image and tighten the T-screw.



# ASSEMBLY INSTRUCTIONS

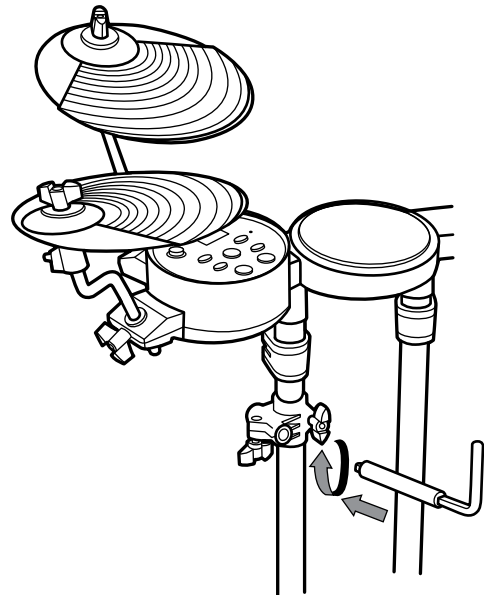
## Step 5:

Assemble Hi-Hat cymbal as shown in the image and tighten the T-screw.



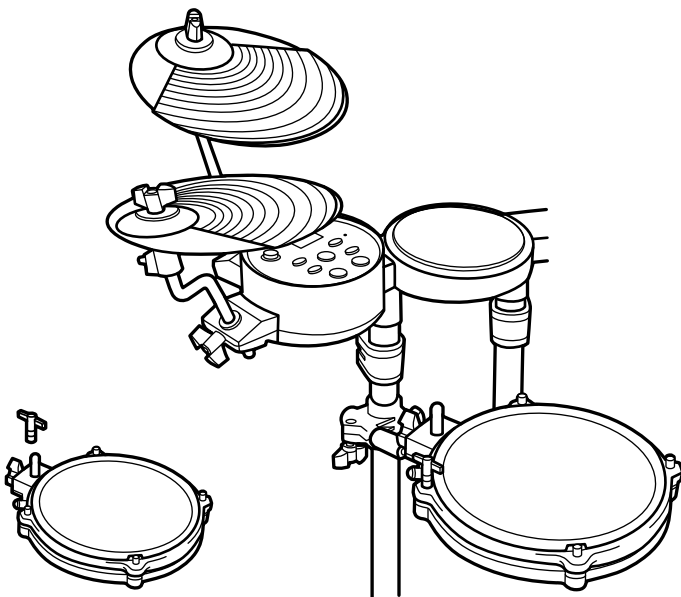
## Step 6:

Locate the Snare rod from the packing case, insert it into drum stand as shown in the image and tighten the T-screw.



## Step 7:

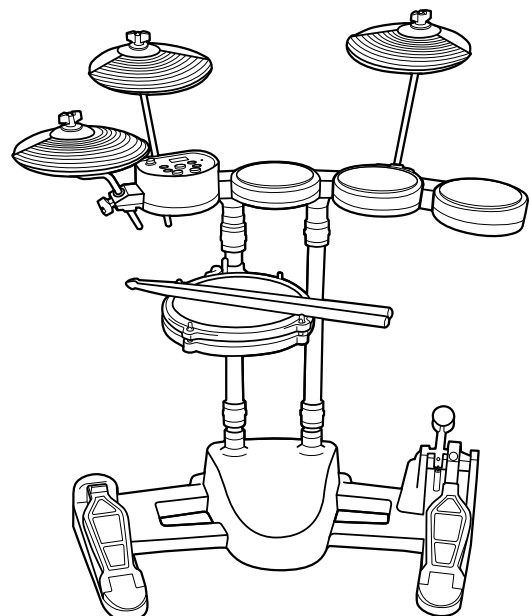
Insert the snare pad onto the Snare rod as shown in the image and tighten the T-screw.



Note: Drum key for adjusting the Snare.

## Step 8:

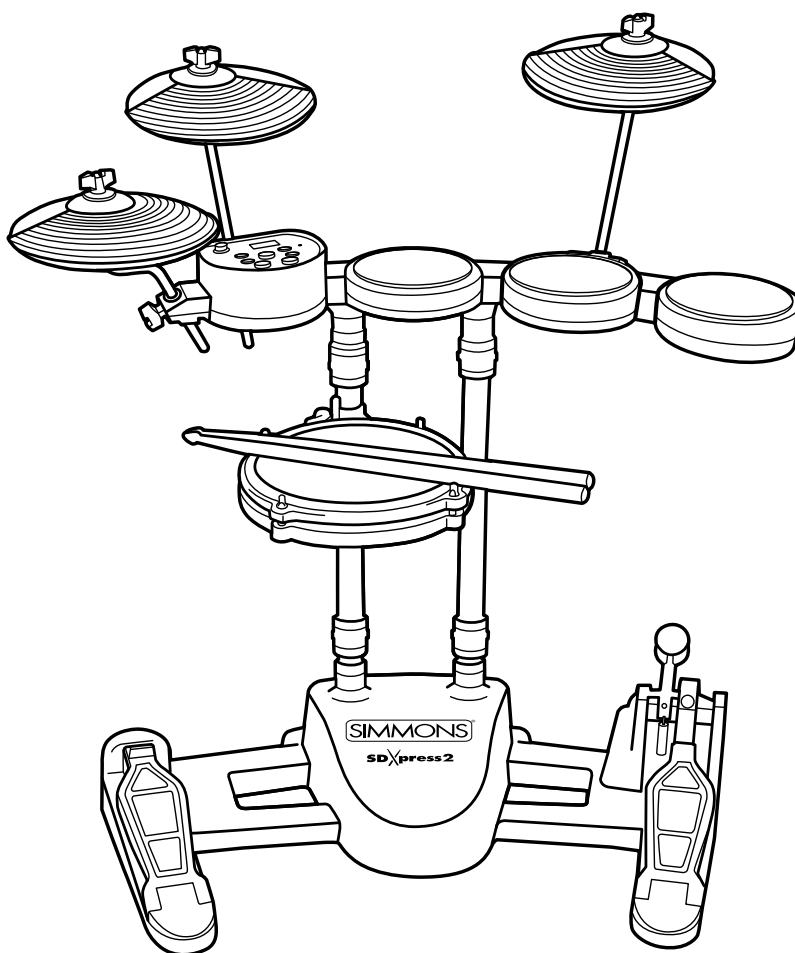
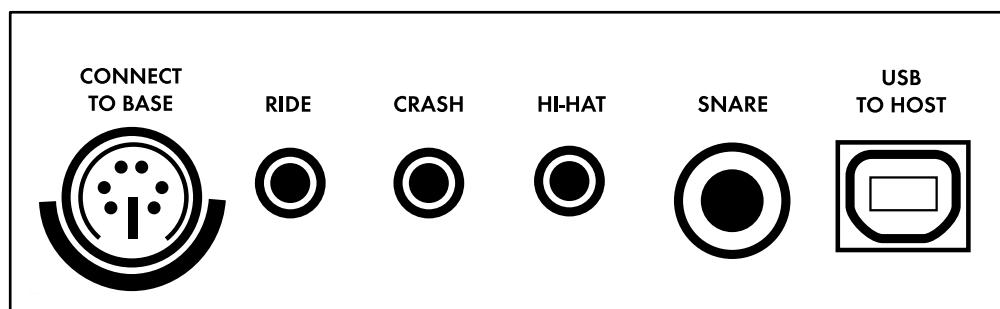
Once assembled, your SDXpress 2 kit should look like the image below.



# CONNECTIONS

## Connecting the Pads

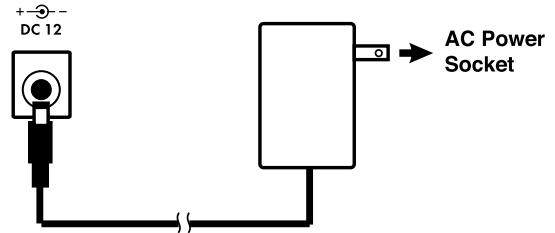
With the drum kit set up correctly, next connect the included cables to the pads and their respective inputs on the drum module. Each cable is labeled as the cables can vary in length and type.



# CONNECTIONS

## Connecting the Power Supply

Be sure the power switch is set to OFF and connect the AC power adapter to the DC 9V jack on the rear panel. Then connect the AC power adapter to a wall socket as shown at right.



## Connecting CD/MP3 Player

The audio output from a CD/MP3 player connected to the AUX IN jack on the rear panel can be mixed with the sound of the drum module. This is ideal if you want to play along with songs or follow an audio drum tutorial.

The volume of the external signal is adjusted with the MASTER VOLUME knob.

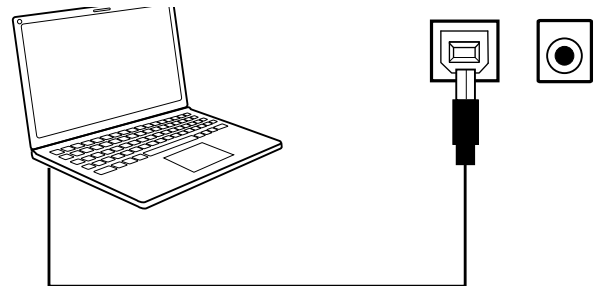


## Connecting USB MIDI

Your drum module is USB class-compliant. This means you can plug it into a USB class compliant host (for example, a computer running OS X, Windows XP, Vista or Windows 7) and it should be recognized immediately. There are no drivers to install; simply plug n' play.

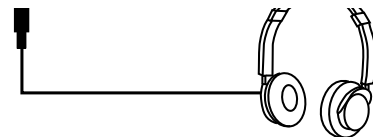
If you connect the drum module to a computer, you can trigger software programs or record your performance into a MIDI sequencing application. Check the operation and setup instructions for the software you intend to use for more details.

USB cable not included.



## Connecting Headphones

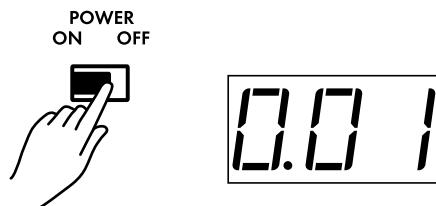
Your headphones can be connected to the SDXpress 2. The headphone jack is located on the front of the module. Use the MASTER VOLUME knob to adjust the headphone volume.



# GETTING STARTED

## Switching the Power On

With everything set up and ready to go, it's time to start playing the drum kit. Locate the on/off power switch on the drum module and switch the power on. The drum module is ready to operate when the display shown to the right appears. This is the location from which you select the drum kit you want to play or edit.



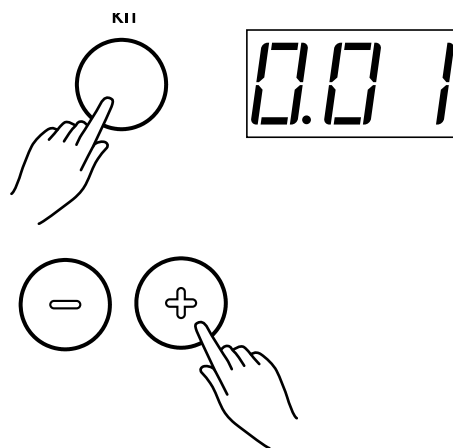
## Setting the Master Volume

Use the [MASTER VOLUME] knob to adjust the main volume.



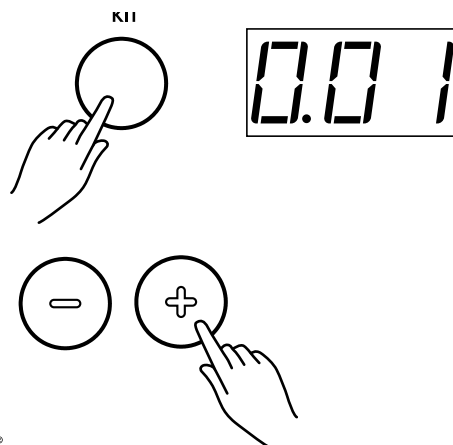
## Selecting Drum Kits

Press the [KIT] button, the current kit number appears and you can use the [+] or [-] buttons to select kits ranging from: 001-010, USER. In the USER kit location you can store your own settings for recall later.



## The [KIT] Button

Press [KIT] button and press [+] or [-] button to adjust the Volume of pads. Range: 0-127. Select a pad by hitting it.



# GETTING STARTED

## Selecting A Voice

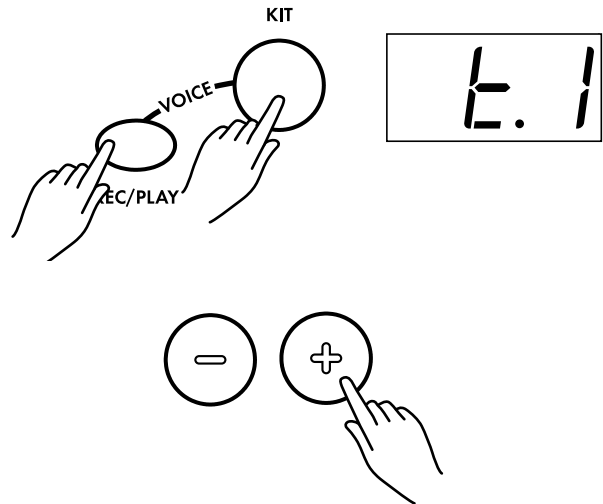
Press the [KIT] and [REC/PLAY] buttons simultaneously, then hit a pad that you want to change the voice for and use the [+] or [-] buttons to select the Voice.

For example: to select a TOM1 voice.

Press the [KIT] and [REC/PLAY] buttons, the LED displays current drum number. Hit the TOM1 and the LED displays as shown to the right, then the LED displays TOM1 instrument.

Hit another pad to select and use the [+] or [-] buttons to select the Voice. You also can press the [CLICK] button to listen to the voice. Finally press the [REC/PLAY] button to save your settings in the user kit.

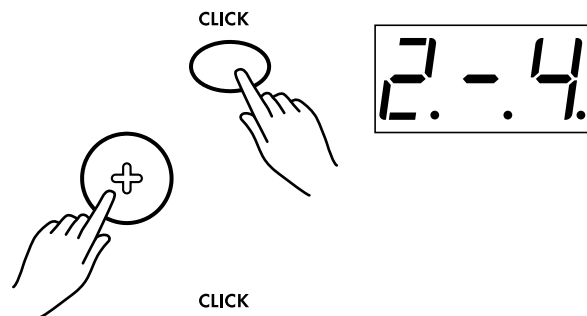
Press any other button to exit the menu.



## [CLICK] Button

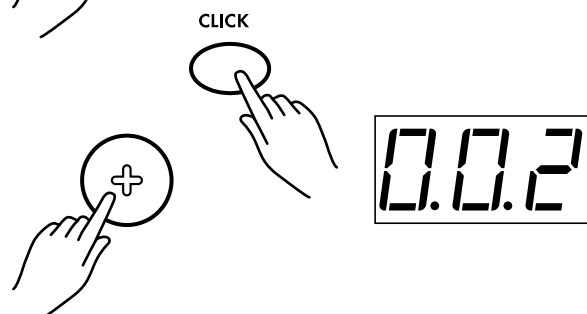
### Click Type

Press [CLICK] button for 2 seconds to enter the metronome type choice, use [+/-] to select click type: 1/4, 2/4, 3/4, 4/4, 6/4, 3/8, 6/8, 12/8. default: 4/4.



### Click Sound

When click is on, press and hold the [CLICK] button and use [+] or [-] buttons to select the click sound. You have 3 sound options: 001-003.



### Click Volume

When click is off, press and hold the [CLICK] button and use [+] or [-] buttons to select click volume, range: 000-032.

# GETTING STARTED

## The [REC/PLAY] Button

### Recording

Press and hold the [REC/PLAY] button for 2 seconds. Recording will start after you hear one bar of metronome hits.

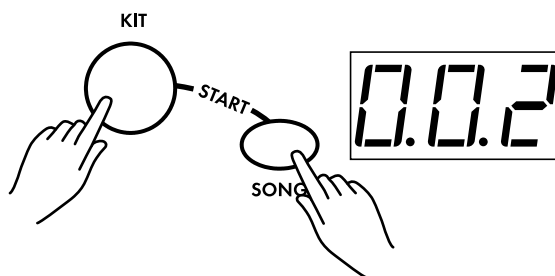


### Play Back the Recording

Press the [REC/PLAY] button to play back your recording. Press the [REC/PLAY] button again to stop playback.

## The [SONG] Button

The SDXpress 2 contains 10 preset songs and 1 Demo. Press the [SONG] and [KIT] buttons simultaneously to start or stop the song.



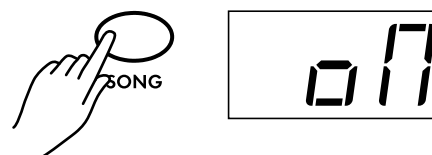
### Drum On/Off

In [SONG] mode, press and hold the [SONG] button for 2 seconds, LED displays "ON" or "OFF".

**On** – turn on the percussion track of the song.

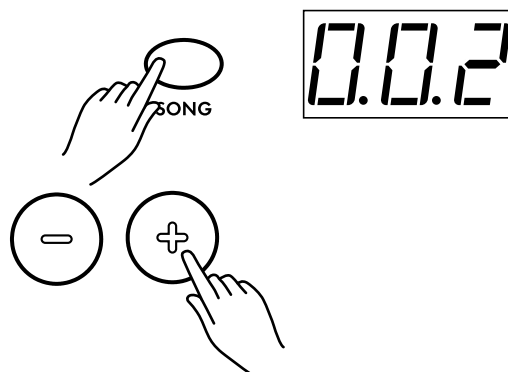
**Off** – turn off the percussion track of the song.

See page 5 for reference.



### Select the songs

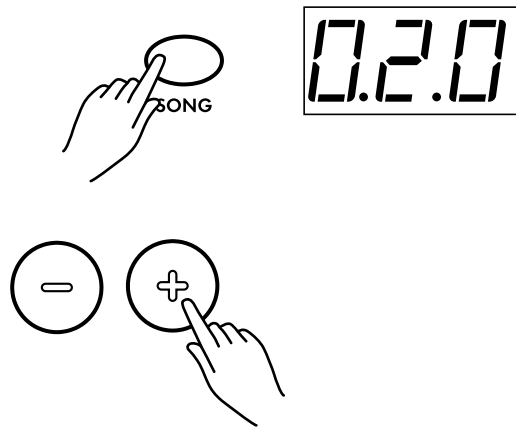
Press the [SONG] button, then use [+] or [-] buttons to select any of the 10 songs.



# GETTING STARTED

## Song Volume

In [SONG] mode, press and hold the [SONG] button and use [+] or [-] buttons to adjust the song volume. Range:000-032.



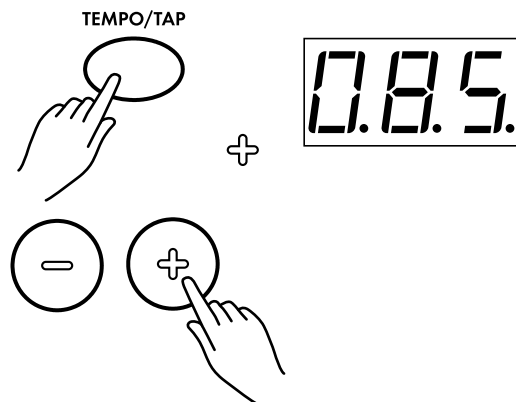
## The [TEMPO/TAP] Button

There are 2 ways you can adjust tempo in the x

Press the [TEMPO/TAP] button. The LED displays the current tempo so use [+] or [-] buttons to adjust tempo value. Range: 020-240

Press the [TEMPO/TAP] button for 2 seconds to enter the TAP mode. The LED display will blink.

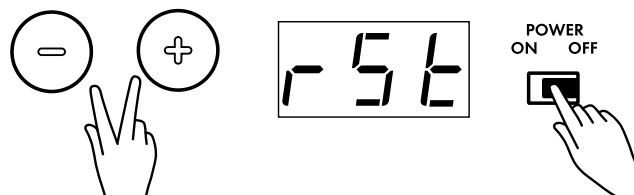
Now hit on a pad 4 times rhythmically to change the tempo.



# FACTORY SETTING

To restore your settings to the factory default, do the following:

Turn off the power. Hold down the [+] and [-] buttons with one hand, then turn the power on. This will reset your module to factory setup and erase all your settings.

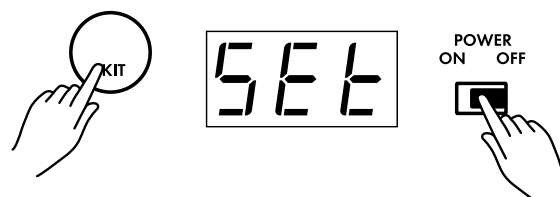


## Setup functions

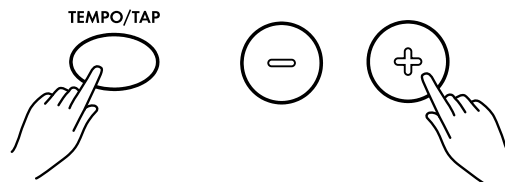
Here you can adjust some of the global parameters to suit your playing style.

Turn off the power.

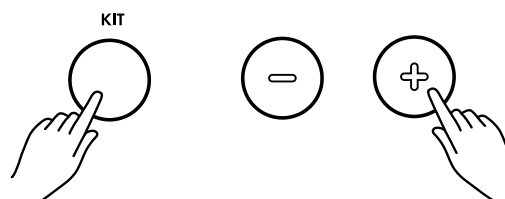
Hold down [KIT] button, then turn the power on to enter setup mode.



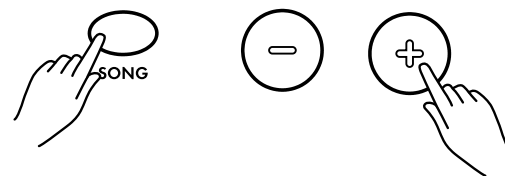
Press [TEMPO/TAP] button, use [+] or [-] buttons to set sensitivity.  
Range: 001-008



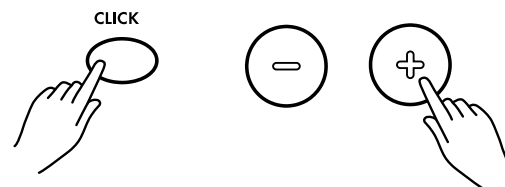
Press [KIT] button, use [+] or [-] buttons to set threshold.  
Range 000-050



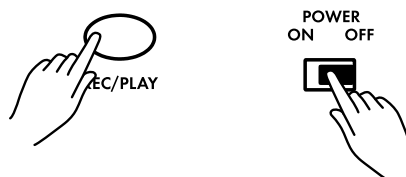
Press [SONG] button, use [+] or [-] buttons to set velocity curve.  
There are four velocity curves from which to choose: Normal (NORM), Dynamic (DYNM), EASY, and Fixed (FIXD).



Press [CLICK] button, use [+] or [-] buttons to set XTALK .  
Range: 000-080



Press [REC/PLAY] buttons to save above settings.



# DRUM KIT PRESETS

## Preset Drum Kit List

Kit #	Kit Name
Kit 1	Acoustic_kit_1
Kit 2	Acoustic_kit_2
Kit 3	Room_kit
Kit 4	Rock_kit
Kit 5	Dance_club_kit
Kit 6	Jazz_kit
Kit 7	Electronic_kit
Kit 8	Analog_kit
Kit 9	Latin_kit
Kit 10	Modern R&B
Kit 11	User

## Song Style List

Style #	Style Name
d-1	Demo Song
01	Rock Shuffle
02	Surf Pop
03	Techno
04	60's Rock
05	Hard Rock
06	Pop Bossa
07	80's Rock
08	16 Beat
09	Pop Shuffle
10	Guitar Pop

# DRUM KIT PRESETS

## Drum Sound List

### GROUP 1: KICK DRUMS

Acoustic\_kick\_01  
Acoustic\_kick\_02  
Room\_kick\_01  
Room\_kick\_02  
Rock\_kick\_01  
Jazz\_kick\_01  
Early\_RnB\_kick  
Compressed\_kick  
Latin\_kick  
Pop\_kick\_02  
Trash\_kick  
Rock\_kick\_03  
Brush\_kick  
Modern\_RnB\_kick  
Boom\_snap\_kick  
Rock\_kick\_02  
Rock\_kick\_04  
Rock\_kick\_05  
Electronic\_kick\_01  
Electronic\_kick\_02  
Analog\_kick  
Drum\_machine\_kick

### GROUP 2: SNARE DRUMS

Acoustic\_snr\_01  
SPic\_snr\_01c  
SPic\_snr\_02f  
Room\_snr\_01\_6L  
Room\_snr\_02  
Rock\_snr\_01  
Rock\_snr\_06  
Compressed\_snr\_6L  
Jazz\_snr\_01  
Acoustic\_snr\_02  
Boom\_snap\_snr  
Trash\_snr Pop\_snr\_02  
Reggae-pop\_snr  
Brush\_snr\_01  
Early\_RnB\_snr  
Pop\_snr\_01  
Latin\_snr+tambourine  
Electro-pop\_snr  
Rap-hop\_snr Analog\_snr\_01  
Modern\_RnB\_snr  
Rock\_snr\_03  
Electronic\_snr\_01  
Drum\_machine\_snr\_01+1  
8-oh\_snr+1  
Dance\_club\_snr+2  
9-oh\_snr+2-5

Drum\_box\_snr+5  
Acoustic\_xstick\_01  
SPic\_xtk\_01  
Rock\_xstick\_01  
Jazz\_xstick\_01  
Room\_xstick  
Modern\_RnB\_xstick  
Electronic\_xstick\_01  
Crunch\_xstick  
Analog\_xstick  
Drum\_machine\_xstick

### GROUP 3: TOMS

Acoustic\_tom\_H\_01  
Acoustic\_tom\_M\_01  
Acoustic\_tom\_L\_01  
Acoustic\_tom\_H\_02  
Acoustic\_tom\_M\_02  
Acoustic\_tom\_L\_02  
Room\_tom\_H\_01  
Room\_tom\_M\_01  
Room\_tom\_L\_01  
Compressed\_tom\_H  
Compressed\_tom\_M  
Compressed\_tom\_L  
Rock\_tom\_H\_01  
Rock\_tom\_M\_01  
Rock\_tom\_L\_01\_6L  
Rock\_tom\_H\_03  
Rock\_tom\_M\_03  
Rock\_tom\_L\_02  
Pop\_tom\_H\_01  
Pop\_tom\_M\_01  
Pop\_tom\_L\_01  
Boom\_snap\_tom\_H  
Boom\_snap\_tom\_M  
Boom\_snap\_tom\_L  
DW\_high\_tom  
DW\_mid\_tom  
DW\_low\_tom  
Rock\_tom\_H\_04  
Rock\_tom\_M\_02\_6L  
Rock\_tom\_L\_03  
Modern\_RnB\_tom\_h  
Modern\_RnB\_tom\_m  
Modern\_RnB\_tom\_L  
Jazz\_tom\_H\_01  
Jazz\_tom\_M\_01  
Jazz\_tom\_L\_01  
Brush\_tom\_H  
Brush\_tom\_M

Brush\_tom\_L  
Latin\_tom+conga\_M  
Latin\_tom+bongo\_L  
Electronic\_tom\_H\_01  
Electronic\_tom\_M\_01  
Electronic\_tom\_L\_01  
Electronic\_tom\_H\_02  
Electronic\_tom\_M\_02  
Electronic\_tom\_L\_02  
Analog\_tom\_H  
Analog\_tom\_M  
Analog\_tom\_L  
Drum\_machine\_tom\_H  
Drum\_machine\_tom\_M  
Drum\_machine\_tom\_L

### GROUP 4: KICK CYMBALS

Acoustic\_kick\_01  
cr\_49\_crash  
cr\_49\_crash\_1L  
Rap-hop\_crash  
Brush\_crash\_3  
Rock\_crash\_02  
Crunch\_crash\_7  
Cym\_crash\_18  
Cym\_crash\_18\_-4  
Cym\_splash\_03+6  
9-oh\_crash  
Boom\_snap\_crash  
Dance\_club\_ride  
Analog\_crash  
Electronic\_crash\_01  
Sizzle\_ride+bell  
Cymbal\_ride\_bell  
Room\_ride  
Acoustic\_ride\_02  
Latin\_ride+cowbell  
Electronic\_ride\_02  
Analog\_ride  
Drum\_machine\_ride  
Electronic\_ride\_01

### GROUP 5: HI-HATS

Brush\_hat\_cl\_01  
Brush\_hat\_foot\_01  
Brush\_hat\_op\_01  
Acoustic\_hat\_cl\_2  
Acoustic\_hat\_foot\_2  
Acoustic\_hat\_op\_2  
Room\_hat\_cl

Room\_hat\_foot  
Room\_hat\_op  
Rock\_hat\_cl\_01\_6L  
Rock\_hat\_foot\_01  
Rock\_hat\_op\_01\_6L  
Rock\_hat\_cl\_03  
Rock\_hat\_foot\_02  
Rock\_hat\_op\_03  
Compressed\_hat\_cl\_6Lv2  
Cym\_hat\_foot\_+0  
Compressed\_hat\_op\_6Lv2  
Cymbal\_hat\_cl\_6L+1-37  
Cym\_hat\_foot\_+1-37  
Cymbal\_hat\_op\_6L+1-37  
Snappy\_brush\_hat\_cl  
Snappy\_brush\_hat\_foot  
Snappy\_brush\_hat\_op  
Electronic\_hat\_cl\_01  
Electronic\_hat\_foot\_01  
Electronic\_hat\_op\_01  
Analog\_hat\_cl  
Analog\_hat\_foot  
Analog\_hat\_op  
Drum\_machine\_hat\_cl  
Drum\_machine\_hat\_foot  
Drum\_machine\_hat\_op  
Modern\_RnB\_hat\_cl  
Modern\_RnB\_hat\_foot  
Modern\_RnB\_hat\_op

### GROUP 6: PERCUSSION

Agogo\_H Agogo\_L  
Latin\_tom\_agogo\_H  
Conga\_H  
Conga\_L  
Hand\_claps  
Timbale\_H  
Timbale\_L  
Triangle\_mute  
Triangle\_open  
Triangle\_op+mt  
Woodblock\_H  
Woodblock\_L  
Latin\_xstick\_woodblocks  
Shaker\_01  
Tambourine\_down  
Tambourine\_up  
Tambourine\_up+down  
Cowbell  
8-oh\_cowbell

## MIDI Implementation Chart

O: YES X: NO

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	10CH	1-16	Memorized
	Changed	X	1-16 each	
Mode	Default	Mode 3	Mode 3	
	Messages	X	X	
	Altered	*****	X	
Note Number	True Voice	0-127	0-127	
		*****	0-127	
Velocity	Note ON	O (99H, V=1-127)	O (9nH, V=1-127)	
	Note OFF	O (89H, V=0)	O (8nH, V=0) or 8nH	
Aftertouch		X	X	
Pitch Blend		X	O	
Control Change	0, 32	X	O	Bank Select
	1	X	O	Modulation
	5	X	O	Portamento Time
	6	X	O	Data Entry
	7	X	O	Volume
	10	X	O	Pan
	11	X	O	Expression
	64	X	O	Sustain
	65	X	O	Portamento
	66	X	O	Sostenuto
	67	X	O	Soft Pedal
	80, 81	X	O	DSP TYPE
	91, 93	X	O	DSP DEPTH
	100, 101	X	O (*1)	RPN LSB, MSB
	121	X	O	Reset all Controllers
Program Change		O 0-10	O 0-127	
True member			0-127	
System Exclusive		X	X	
System Common	:Song Position	X	X	
	:Song Select	X	X	
	:Tune	X	X	
System Real Time	:Clock	O	X	
	:Commands	O	X	
Aux Messages	:Local ON/OFF	X	O	All Notes OFF is sent as All Sound OFF (CC# 120)
	:All Notes OFF	O	O	
	:Active Sense	X	O	
	:Reset	X	O	

\*1: Registered parameter number: #0: Pitch sensitivity, #1: Fine tuning, #2: Coarse tuning

Model 1: OMNI ON, POLY  
Model 2: OMNI ON, MONO  
Model 3: OMNI OFF, POLY  
Model 4: OMNI OFF, MONO

# SPECIFICATIONS

<b>Pads</b>	7 drum pads with touch response and includes two pedals for bass drum and hi-hat
<b>Sounds</b>	193 percussion voices
<b>Drum Sets</b>	10 Preset sets, 1 User set
<b>Songs</b>	10 Songs
<b>Overall Controls</b>	Tempo, Main Volume
<b>Metronome</b>	Voice, Click or Light
<b>Connections</b>	9V adapter, head phones, USB to host (MIDI IN/OUT), bass drum and hi-hat controller
<b>Dimension</b>	790mm (w) x 520mm (d) x 1010mm (h)
<b>Weight</b>	8.2Kg
<b>Power Supply</b>	9V adapter
<b>Accessories</b>	Drum sticks, two controller pedals

## Ninety (90) Days 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 ninety (90) days 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.

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1207-9940



## 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.



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