SIMMONS
The first name in electronic drums.

SD100 KIT

Electronic Drum Kit

OWNER'S MANUAL
www.SimmonsDrums.net
SAFETY INSTRUCTIONS

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) Unplug this apparatus during lightning storms or when unused for a long periods of time.
13) 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.
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ASSEMBLED KIT
PANEL CONTROLS

Top Panel

1. [+/-] Value Control Buttons
   Use these buttons to navigate through the 10 drum kits, switch menu selections, or change parameter values.

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. LED Display
   Takes you to the mode where you are able to change the kit, song and voice.

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 mute the drum part and adjust the song’s volume. See page 14.

7. [KIT] Button
   Enters the kit selection.

8. ON/OFF Button

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**

- **9 Pad Connection**
  Control cable connects the pads and the pedals to the module.

- **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 DC**
  Connect the AC adapter cable to an outlet to run power to the SD100KIT.

- **12 Line In**
  You can connect the output of an external audio device to this jack. (stereo 3.5mm). This is convenient for playing along with music from a CD or MP3 player.

- **13 Line Out**
  Use this output to connect to external speakers or a mixing board (stereo 3.5 mm).
ASSEMBLY INSTRUCTIONS

Step 1:
Remove the pad/module from the packing. Attach the front steel tube unit to the pad/module with 2 provided screws and tighten. (For better leverage and visibility, you may want to complete this step with module/pad turned upside down).

Step 2:
Insert the back steel drum legs into the pad/module securely as shown, and tighten each with the provided screws.

Step 3:
Insert the snare pad onto the snare rod mount as shown, and tighten the wingnut.

Step 4:
Insert the cymbal L-arm mounts into their respective holes as shown and tighten each of the hex wingnuts. Use large knob on the left to tighten the arm mount.
ASSEMBLY INSTRUCTIONS

**Step 5:**
Assemble hi-hat, crash and ride cymbal pads as shown and tighten the hex wingnuts.

**Step 6:**
Locate the kick drum pedal and insert into bottom of right leg. Tighten with hex wingnut screw.

**Step 7:**
Locate the hi-hat drum pedal and insert into bottom of left leg. Tighten with hex wingnut screw.

**Step 8:**
Assembly complete.
CONNECTIONS

Connecting the Pads

With the drum kit set up correctly, next connect the multi-pin cable into the pad connection port on back panel of module as shown. Then connect each of the labeled cables into their respective inputs. (Each cable is labeled as the cables can vary in length and type.)
CONNECTIONS

Connecting the Power Supply

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 LINE-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 SD100KIT. The headphone jack is located on the left side of module base under the Hi-Hat Pad. Use the MASTER VOLUME knob to adjust the headphone volume.
GETTING STARTED

Switching the Power On

Locate the ON/OFF power button 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.

Power saving option: Your SD100KIT will automatically turn off after 30 minutes of non use. (See page 15 for reference)

SON = Power saving ON. SOF = Power saving OFF.
(Factory default should be set to OFF)

Setting the Volume

Use the MASTER VOLUME knob to adjust the volume.

Selecting Drum Kits

Press the [KIT] button. The current kit number will appear 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 the [KIT] button and press the [+ 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 [+]/[-] buttons to select the voice.

For example: to select a TOM1 voice, press the [KIT] and [REC/PLAY] buttons. The LED will display the 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 [+]/[-] 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.

The [CLICK] Button

Click Type


Click Sound

When click is on, press and hold the [CLICK] button and use [+]/[-] 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 [+]/[-] 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.
Press [REC/PLAY] button again to stop recording.

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 SD100KIT 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 drum track of the song.
Off – turn off the drum track of the song.

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 SD100KIT.

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 SETTINGS

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.

Set-Up Mode:

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

Sensitivity:

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

Threshold:

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

Velocity Curve:

Press [SONG] button, use [+ ] or [- ] buttons to set velocity curve. There are four velocity curves from which to choose: Normal (NOR), Dynamic (DYN), EASY (ESY), and Fixed (FID).

Cross Talk:

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

Saving Setup Functions:

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

Power saving option:

Your SD100KIT will automatically turn off after 30 minutes of non-use. To switch the power saving mode on or off, hold down the [KIT] button, then turn the power on to enter setup mode. While in setup mode, press the [REC/PLAY] button and hold for 2 seconds. (Factory default is set to off).

SON = Power saving ON. SOF = Power saving OFF.
## Preset Drum Kit List

<table>
<thead>
<tr>
<th>Kit #</th>
<th>Kit Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kit 1</td>
<td>Maple</td>
</tr>
<tr>
<td>Kit 2</td>
<td>Funk 1</td>
</tr>
<tr>
<td>Kit 3</td>
<td>Studio</td>
</tr>
<tr>
<td>Kit 4</td>
<td>Hip Hop</td>
</tr>
<tr>
<td>Kit 5</td>
<td>Metal</td>
</tr>
<tr>
<td>Kit 6</td>
<td>Simmons</td>
</tr>
<tr>
<td>Kit 7</td>
<td>Jazz</td>
</tr>
<tr>
<td>Kit 8</td>
<td>Latin Percussion</td>
</tr>
<tr>
<td>Kit 9</td>
<td>LA Funk Rock</td>
</tr>
<tr>
<td>Kit 10</td>
<td>Techno</td>
</tr>
<tr>
<td>Kit 11</td>
<td>User Kit</td>
</tr>
</tbody>
</table>

## Song Style List

<table>
<thead>
<tr>
<th>Style #</th>
<th>Style Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>d–1</td>
<td>Demo Song</td>
</tr>
<tr>
<td>01</td>
<td>Bonz Beat</td>
</tr>
<tr>
<td>02</td>
<td>Blues Beat</td>
</tr>
<tr>
<td>03</td>
<td>Black Magic</td>
</tr>
<tr>
<td>04</td>
<td>Alt Rock</td>
</tr>
<tr>
<td>05</td>
<td>Funky Strut</td>
</tr>
<tr>
<td>06</td>
<td>Hip Hop</td>
</tr>
<tr>
<td>07</td>
<td>Funky D</td>
</tr>
<tr>
<td>08</td>
<td>Tech Step</td>
</tr>
<tr>
<td>09</td>
<td>Metalhead</td>
</tr>
<tr>
<td>10</td>
<td>Jazz Walk</td>
</tr>
</tbody>
</table>
DRUM KIT PRESETS

Drum Sound List

KICK
BD_Maple
BD_HeavyMetal
BD_Jazz
BD_LAFunkRock
BD_Metal
BD_MetalGuitar-Kick
BD_Studio
BD_Thickick
BD_Vintage
EDRM_BD-HipHopcp1
EDRM_BD-Techno1Cp
EDRM_BD808Kick
BD_Banzai_Kick
BD_WahKick
BD_PunchKick

SNARE
SD_Aluminum_Center
SD_Aluminum_CS
SD_Aluminum_RS
SD_BellBrass_center
SD_BellBrass_CS
SD_BellBrass_RS
SD_Brass_RS
SD_Brass-center
SD_Brass-CS
SD_BrushSnare-center
SD_BrushSnare-Rim
SD_DeepBrass-Center
SD_DeepBrass-CS
SD_DeepBrass-RS
SD_Funk1_CenterA
SD_HeavyMetal
SD_LAFunkrock_CenterA
SD_LAFunkrock_CS
SD_LAFunkrock_RS
SD_Maple_CenterA
SD_Maple_RS
SD_Metal-CenterA
SD_Metal-CS
SD_Metal-CA
SD_ShallowBrass-Center
SD_ShallowBrass-CS
SD_ShallowBrass-RS
SD_ShallowWood-CenterA
SD_ShallowWood-CS

TOM
TOM_Brush-Hi
TOM_Brush-Low
TOM_HeavyMetalHi
TOM_HeavyMetalLow
TOM_HeavyMetal-Mid
TOM_LAFunk_Hi
TOM_LAFunk_Low
TOM_LAFunk_Mid
TOM_Maple_Hi
TOM_Maple_Low
TOM_Maple_Mid
TOM_MetalHi
TOM_MetalLow
TOM_Metal-Mid
TOM_Metal2-Hi
TOM_Metal2-Low
TOM_Metal2-Mid
TOM_Metal3-Hi
TOM_Metal3-Low
TOM_Metal3-Mid
TOM_Vintage-Hi
TOM_Vintage-Low
TOM_Vintage-Mid
EDRM_Simmons_Tom1Cp-Hi
EDRM_Simmons_Tom1Cp-Low
EDRM_Simmons_Tom1Cp-Mid
EDRM_Simmons_Tom2Cp-Hi
EDRM_Simmons_Tom2Cp-Low
EDRM_Simmons_Tom2Cp-Mid
EDRM_Simmons_Tom3Cp-Hi
EDRM_Simmons_Tom3Cp-Low
EDRM_Simmons_Tom3Cp-Mid
EDRM_Simmons_Kick1Cp
EDRM_Simmons_Snare1Cp

CYMBALS
CYM_China
CYM_Crash1
CYM_Crash2
CYM_Ride-MetalPingA
CYM_Ride1-BellA
CYM_Ride1-BowA
CYM_Ride2-BellA
CYM_Ride2-Bow
CYM_Ride2-CrashEdge
ECYM_808Cymbal
ECYM_Ride-Simmons1
ECYM_Simmons_Crash1Cp
ECYM_Techno_CrashChinaElec
ECYM_SimmonsRide

HI HAT
CYM_HH1-Closed
CYM_HH1-Closed-1
CYM_HH1-Foot-0
CYM_HH1-Foot-1
CYM_HH1-Open-0
CYM_HH1-Open-1
CYM_HH2-Closed
CYM_HH2-Foot
CYM_HH2-Open
CYM_HH3-Closed
CYM_HH3-Foot
CYM_HH3-Open
ECYM_HH-Foot
ECYM_HHClosed4
ECYM_HipHopHHClsd1
ECYM_HipHopHHOpen1
ECYM_SimmonsHHOpen3
ECYM_Techno_ClsdHH2Cp
ECYM_Techno_OpenHH1Cp

PERCUSSION
PERC_Agogo-Large
PERC_Agogo-Small
PERC_Bongo-Large
PERC_Bongo-Small
PERC_Cabasa
PERC_Clave
PERC_Conga-Slap
PERC_Conga

KEYBOARD SOUNDS
AC Bass
Synth Bass 1
Synth Bass 2
Synth Bass 4

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

*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

| Pads | 7 drum pads with touch response and includes two pedals for bass drum and hi-hat |
| Sounds | 170 percussion voices |
| Drum Sets | 10 preset sets, 1 User set |
| Songs | 10 songs and one demo |
| Overall Controls | Tempo, Main Volume |
| Metronome | Voice, Click or Light |
| Connections | 9V adapter, head phones, USB to host (MIDI IN/OUT), bass drum and hi-hat controller |
| Dimensions | 709.93mm (W) x 230.12mm (D) x 812.29mm (H) |
| Weight | 8.2kgs |
| Power Supply | 9V adapter |
| Accessories | Drum sticks, two controller pedals |

WARRANTY

Two (2) 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 two (2) years 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.

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.

Simmons
P.O. Box 5111
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Made in China

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