



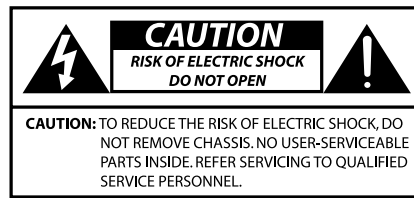
SIMMONS

SD200

ELECTRONIC DRUM KIT

OWNER'S MANUAL

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 (Figure1).



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.

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FEATURES

SD200 SOUND MODULE GENERAL FEATURES

POLYPHONY

- Voices - 32

SOUND

- Drum Voices - 93
- Drum Kits - 10 Preset / 1 User
- Songs - 10 Preset / 1 User

EFFECTS

- Reverb - Hall1, Hall2, Room1, Room2, Room3, Stage1, Stage2, Plate, Delay, Echo.
- Chorus - Chorus1, Chorus2, Chorus3, Chorus4, ChorusFB, Short Delay, Short Delay FB, Flanger2, Flanger3, Celeste1, Celeste2, Celeste3.

TRIGGER INPUTS

- 1 x Kick, Single Zone
- 1 x Snare, Single Zone
- 3 x Toms, Single Zone
- 1 x Hi-Hat, Single Zone
- 1 x Ride, Single Zone
- 1 x Crash, Single Zone

HARDWARE

- Drum Rack and Mounts
- Kick pedal / Trigger Module
- Hi-Hat pedal
- 8" Single Zone Mesh Snare Pad
- 8" Single Zone Tom Pads (x3)
- 8" Single Zone Hi-Hat Cymbal Pad
- 10" Single Zone Crash Cymbal Pad
- 10" Single Zone Ride Cymbal Pad

EXTERNAL CONNECTIONS

- 1/8" Headphone Output
- 2 - 1/4" Master Outputs
- 1/8" Stereo Aux Input
- USB Connection for MIDI via computer

SEQUENCER

- Preset Songs - 10
- User Songs - 1
- Tempo - 20-240 BPM
- Click/Metronome - Click Voice,
- Time Signature, Tempo, Interval, Volume

POWER

- Power: 9V, 600ma

DIMENSIONS

- 37"(H) x 27"(W) x 10"(L)

WEIGHT

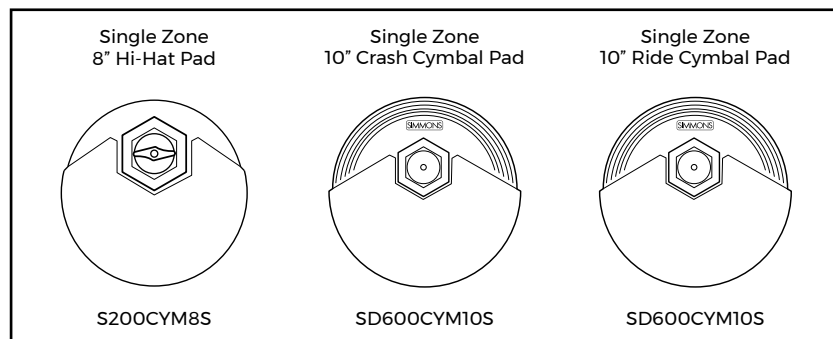
- 37 lbs / 16.78 kg

ASSEMBLING YOUR KIT

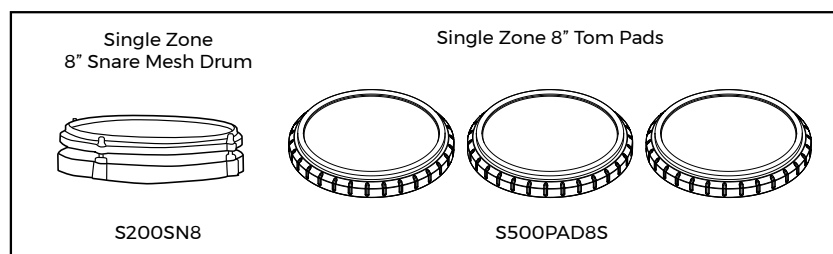
INSIDE THIS PACKAGE

Before assembly, please make sure that all the items listed below are present.

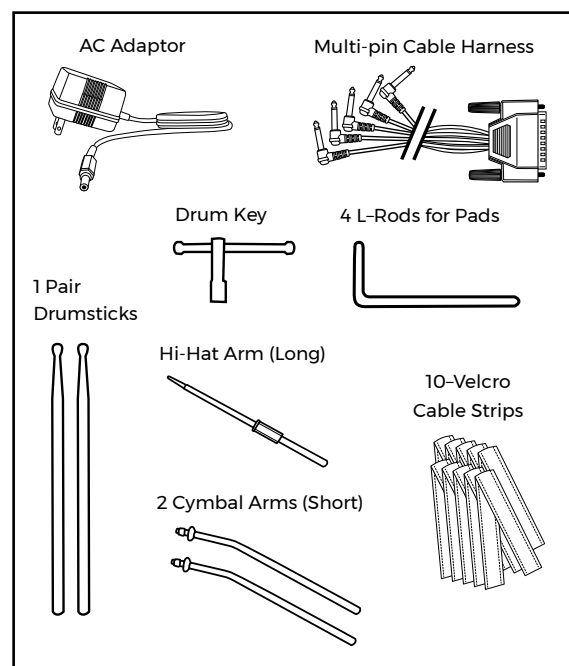
Cymbals



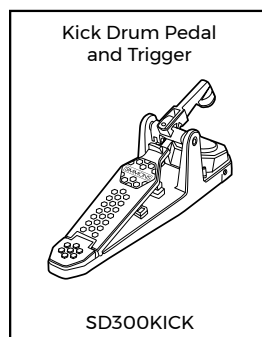
Drum Pads



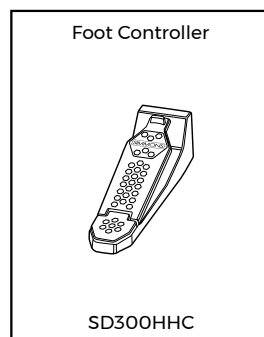
Accessories



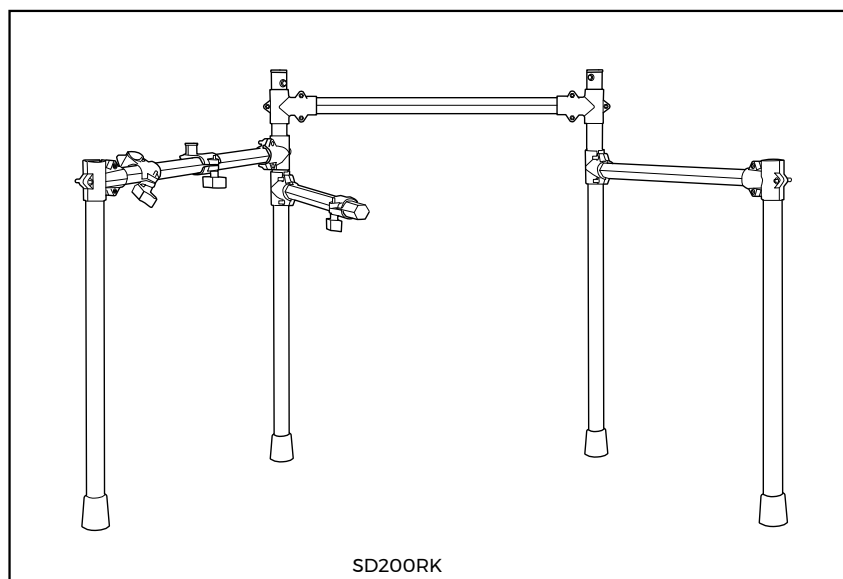
Kick Pad



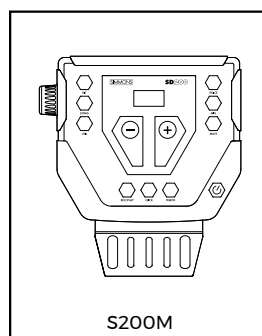
Hi-Hat Pedal



Drum Rack



Drum Module

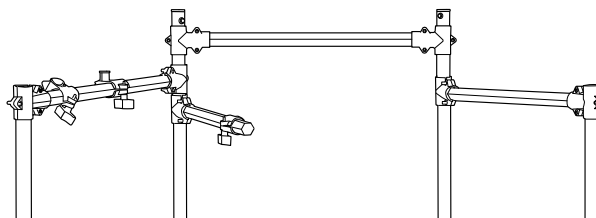


ASSEMBLING YOUR KIT

STEP 1 - DRUM RACK

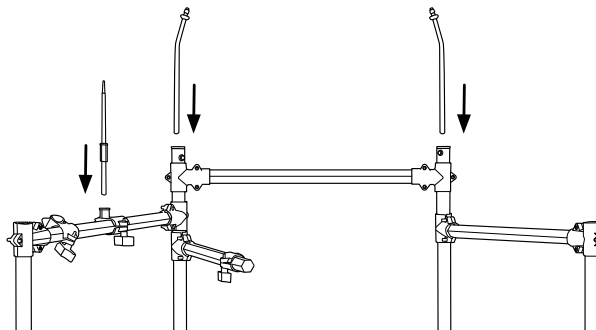
The Drum rack will be fully assembled in the box.

Remove the drum rack from the box and tighten the connecting clamps until the kit is stable.



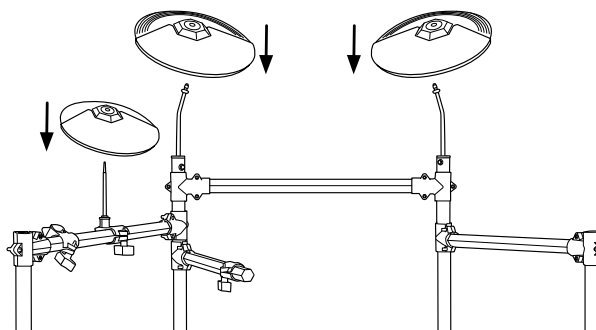
STEP 2 - ATTACH CYMBAL ARMS

Insert each cymbal arm into the rack clamp. Insert (Long) hi-hat arm on the left-side rack arm's cymbal clamp. Slide the hi-hat arm through the plastic sleeve to adjust the height.



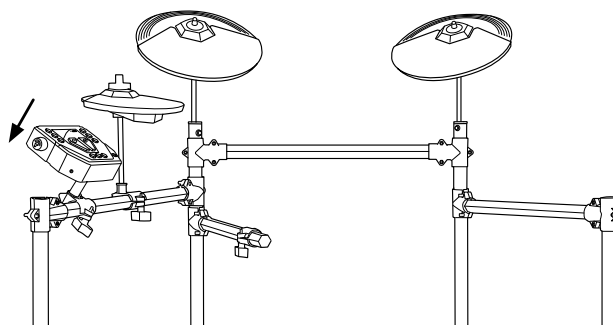
STEP 3 - ATTACH CYMBAL PADS

Place the cymbal pads on the tilter assemblies and press firmly to attach. Screw the cymbal nut and felt to the hi-hat arm.



STEP 4 - ATTACH DRUM MODULE

Loosen the wing screw on the module mount located on the crossbar. Place the drum module into the drum clamp. Tighten the wing screw to secure the module.



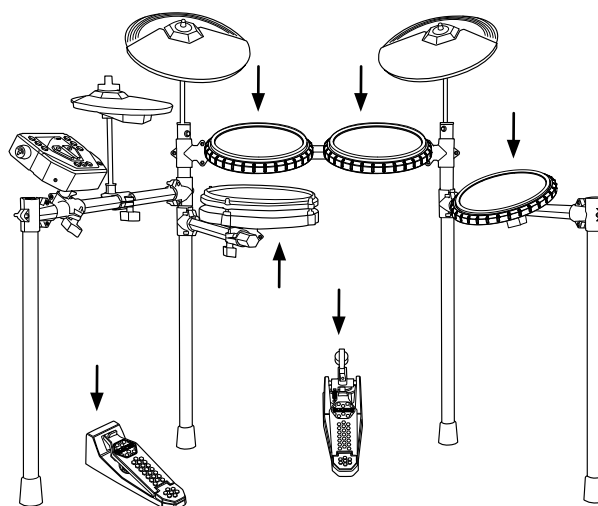
ASSEMBLING YOUR KIT

STEP 5 - POSITION PEDALS & ATTACH DRUM PADS

Place the hi-hat pedal on the floor and to the left, as illustrated below. Place the bass pedal on the floor in the center of the rack as illustrated.

Loosen the wing screws on the drum mount clamps then place the tom pads into the mounts and tighten the wing screws.

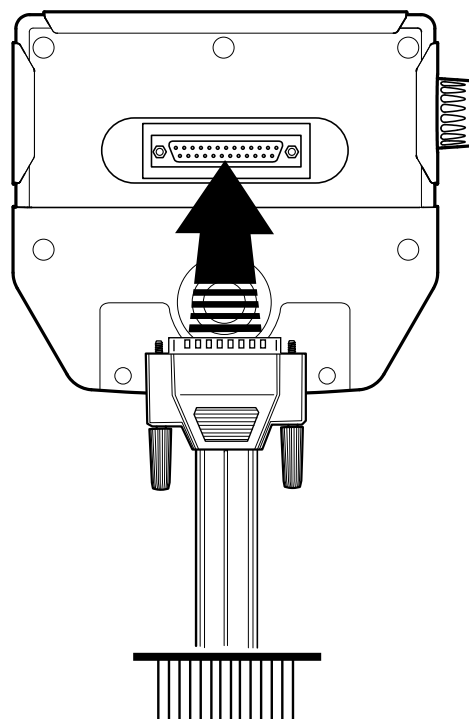
Place the snare drum in the mount on the lower snare arm (next to the Hi Hat). Slide the snare pad into the clamp and tighten the wing screw.



STEP 6 - CONNECT MODULE TO THE PADS

Using the provided cables, connect the 1/4" jacks to the corresponding drum pads, cymbal pads and kick pad. (Cables are marked accordingly). The pin connection will attach to the multi-pin connector of the sound module. Use cable strips to retain cables to the rack.

NOTE: The voice of the hi-hat pad is controlled by the hi-hat pedal. Similar to a real drum kit, the hi-hat pad functions as an 'open hi-hat' when the pedal is released. When the pedal is pressed down, it functions as a 'closed hi-hat'.



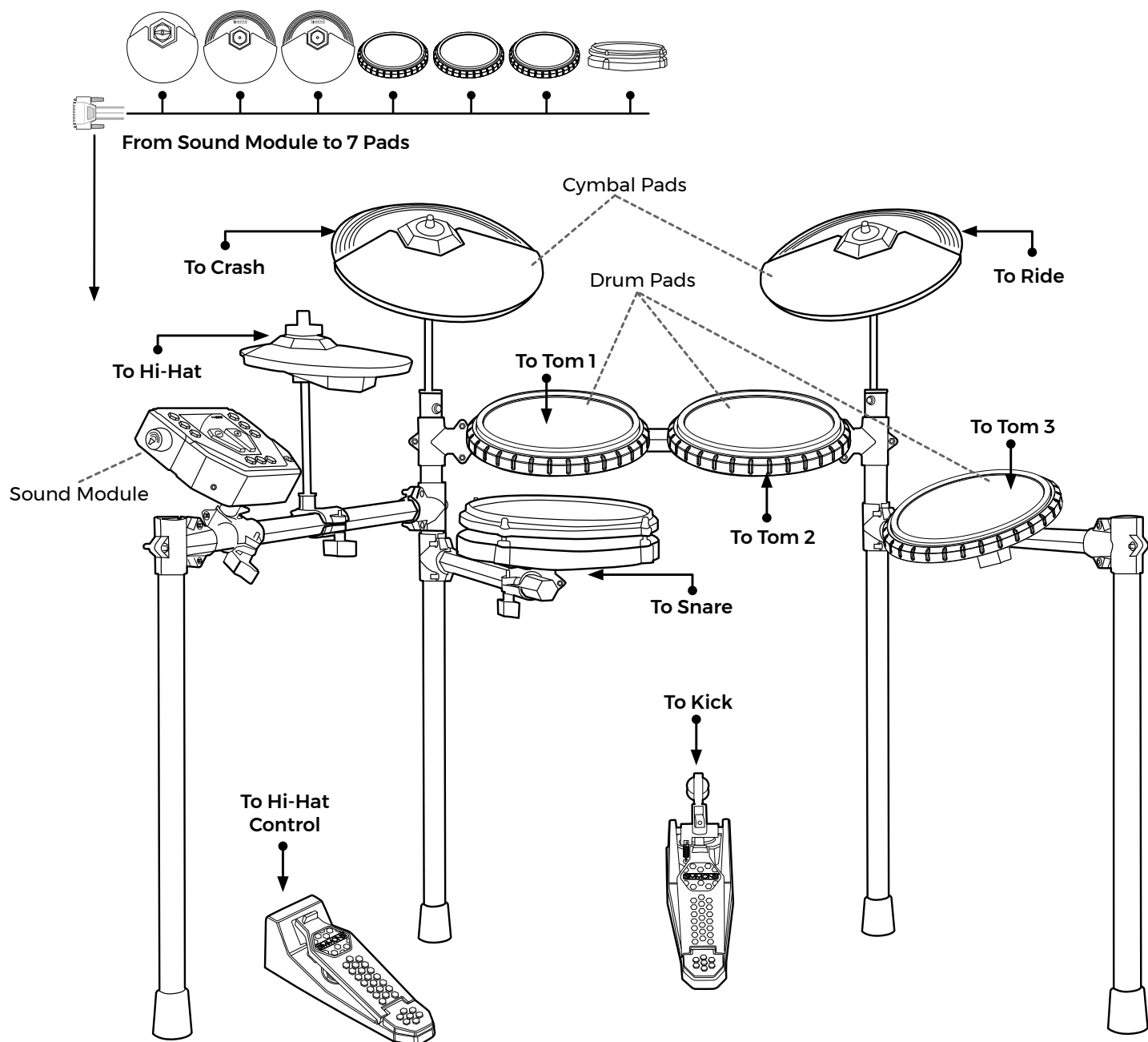
CONNECTIONS

CONNECTING THE PADS



CAUTION!

To prevent electric shock and damage to the device, make sure the power is switched OFF on the sound module and all related devices before making any connection.

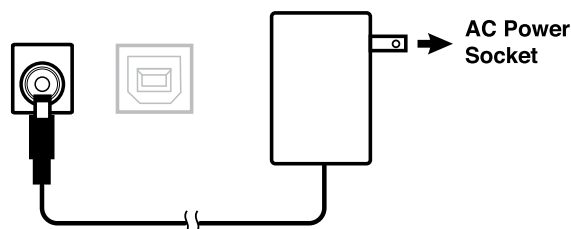


*See Appendix for Pad, Triggers, Name and MIDI chart.

CONNECTIONS

CONNECTING THE POWER SUPPLY

Connect the AC power adapter to a wall socket as shown in this illustration.



CONNECTING EXTERNAL AUDIO DEVICES

The audio output from an external source can be connected to the AUX INPUT jack on the rear panel and 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 on your smartphone or tablet. The volume of the external signal is controlled on that device.

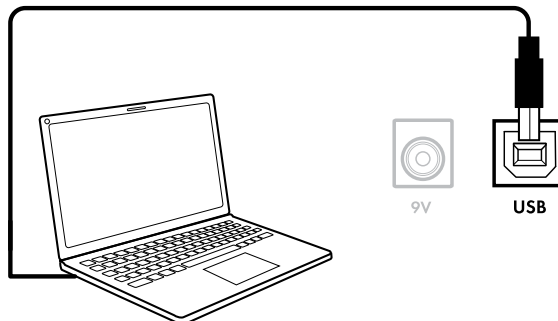


CONNECTING USB MIDI

Your drum module is USB class-compliant. This means you can plug it into a USB class compliant host (such as most modern macOS, Windows, and iOS devices), and it should be recognized immediately. There are no drivers to install; simply plug n' play.

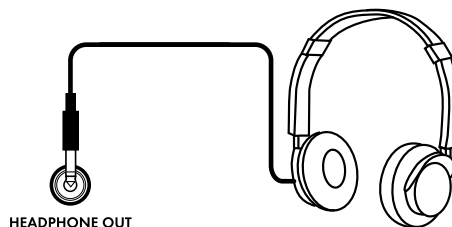
If you connect the drum module to a computer, you can trigger software programs or record your performance into a MIDI sequencing application. Check the operation and setup instructions for the software you intend to use for more details.

USB cable not included.



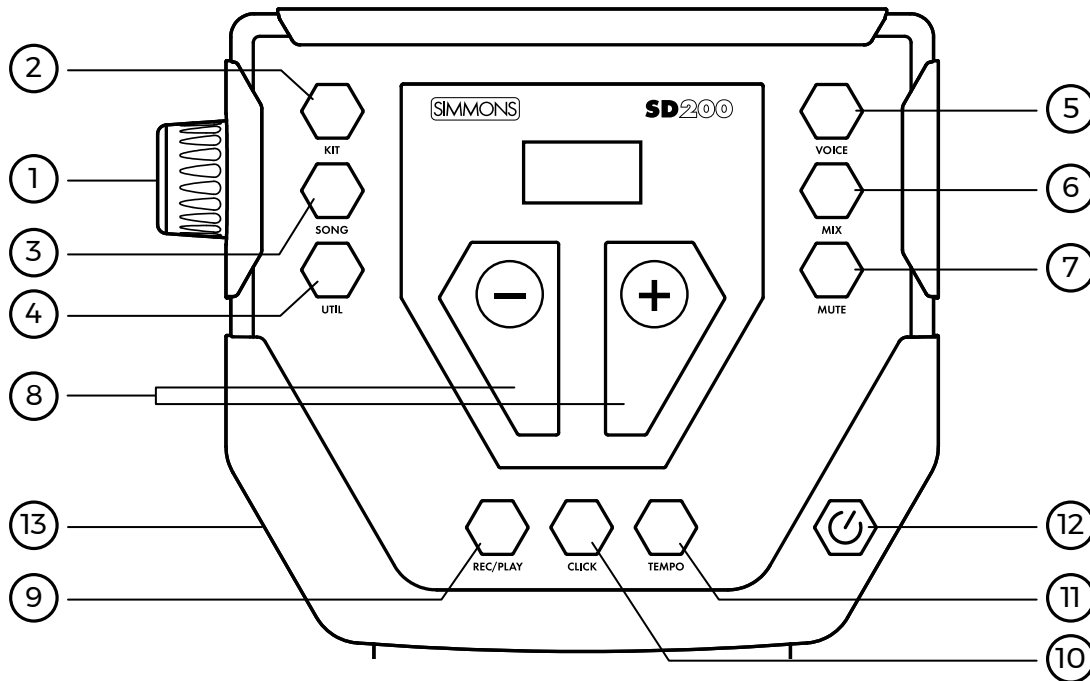
CONNECTING HEADPHONES

Your headphones can be connected to the SD200 module. The headphone jack is located on the front left side of module. Use the MASTER VOLUME knob to adjust the headphone volume.



SD200 DRUM MODULE OPERATION

TOP PANEL



① **Volume Knob**

② **Kit Button**

Switches the module to Kit Mode

③ **Song Button**

Switches the module to Song Mode

④ **Util Button**

Access Utility Functions

⑤ **Voice Button**

Press to assign a new drum sound to the pad

⑥ **Mix Button**

Press to change the volume of the selected pad

⑦ **Mute Button**

Mutes the drum track in the currently-playing song

⑧ **+/- Buttons**

Adjusts the current parameter on the screen

⑨ **Rec/Play Button**

Plays the currently selected song, or records a user song

⑩ **Click Button**

Activates the metronome click

⑪ **Tempo Button**

Press to change the tempo of the metronome or song using the +/- buttons

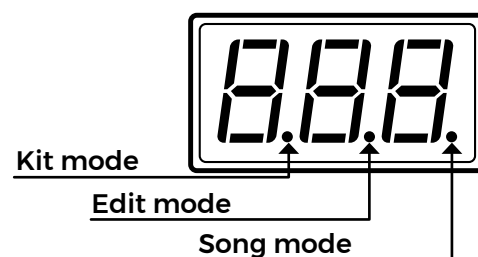
⑫ **Power Button**

Press and release to power ON or OFF

⑬ **Headphone Output**

LED DISPLAY

The LED indicates the SONG, EDIT or KIT status. When SONG is selected, the song number appears in the display. When VOICE or MIX 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.

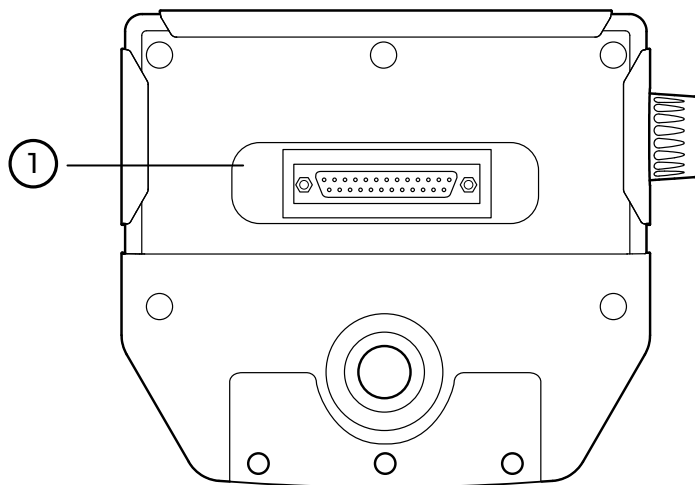


SD200 DRUM MODULE OPERATION

REAR PANEL

① Trigger Input Jacks

The included multipin cable connects the pads and the pedals to the module.



BACK PANEL

① AC Adapter Input

Connection for the included 9V DC power adapter.

② USB Port

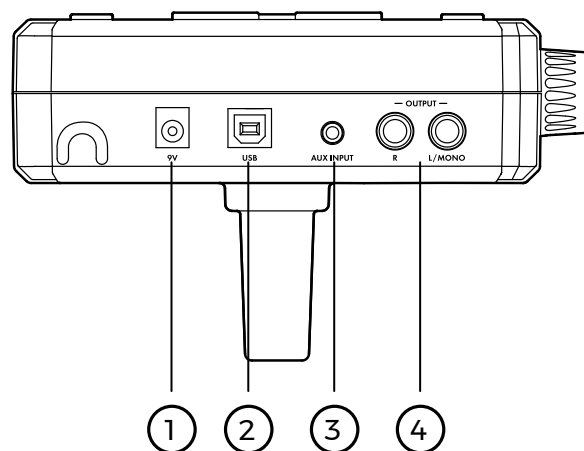
Used for connecting the SD200 module to a computer.

③ AUX Input

Stereo 1/8" jack to connect external audio devices to module.

④ Output

1/4" stereo audio outputs to connect to external audio sources.

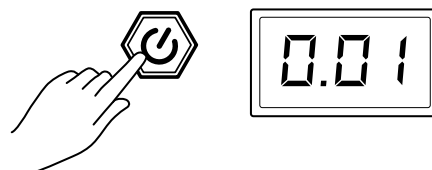


GETTING STARTED

SWITCHING THE POWER ON

1. Connect the AC Adapter to the drum module.
2. Press the power switch on the front panel to turn on the module.

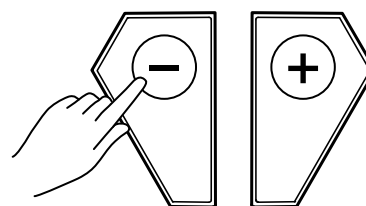
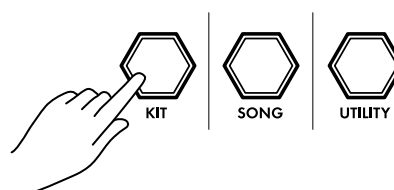
NOTE: There is an automatic power off function that turns off the module when the kit is not being used for a certain period of time. The default setting is Always ON. You can change this setting by holding down the [KIT] button for two seconds. This will disable the auto power off function. Press and hold the [KIT] button again to switch it back on.



BASIC OPERATION AND NAVIGATION

There are 3 main modes for the module KIT, SONG and UTILITY. To enter these modes press the corresponding buttons on the top left panel of the module.

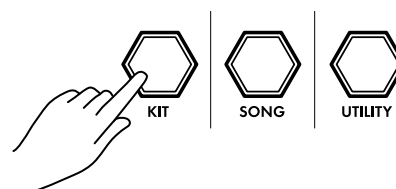
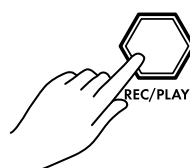
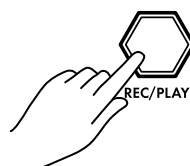
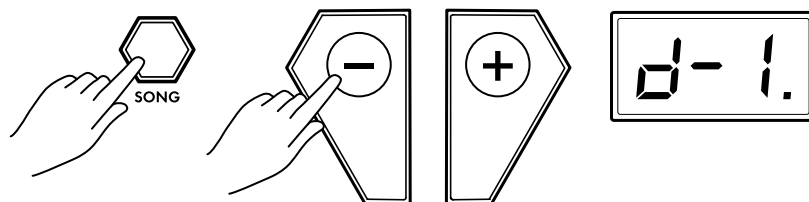
1. Select the parameter to be adjusted.
2. Adjust the value using [-] / [+] buttons.



LISTENING TO THE DEMO SONG

The demo song helps to show you the capabilities and sounds of the SD200KIT module. There is one demo in the module. The demo song is a medley that has several patterns combined to show the different genres of music that the module can play.

1. Press the [SONG] button to enter Song Mode. Use the [-] / [+] buttons to select song d-1.
2. Press the [REC/PLAY] button to start or stop the demo.
3. After stopping the demo, press any of the Mode buttons (KIT, SONG or UTILITY) to exit the Demo Mode.

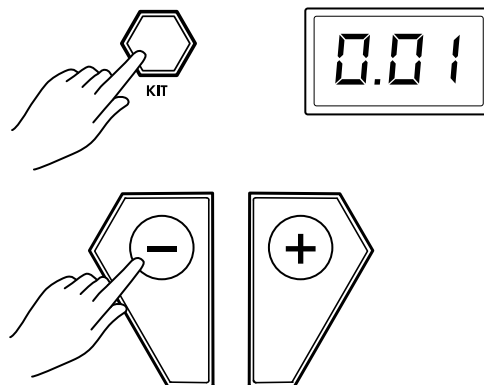


GETTING STARTED

SELECTING A KIT

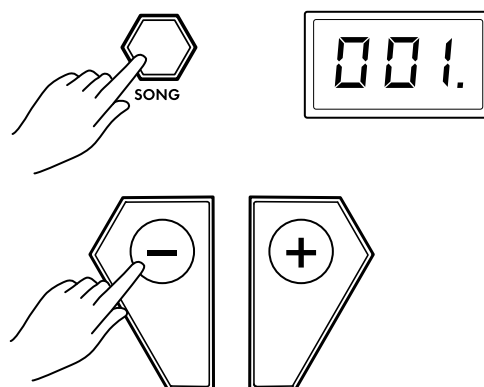
Entering KIT Mode

1. Press the [KIT] button. The LCD displays the current Kit number and the decimal point is in the first place as pictured to the right.
2. Press the [-] / [+] buttons to select a preset or user kit.



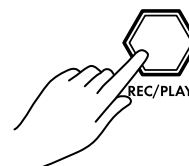
SELECTING A SONG

1. Press the [SONG] button. The LCD displays the current Song Number and the decimal is in the last place as shown on the right.
2. Press the [-] / [+] buttons to select the song you want to play.



PLAYING A SONG

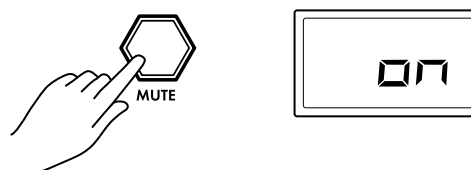
1. Press [REC/PLAY] to play a song.
2. Press the [REC/PLAY] button again to stop playback of the song.



NOTE: You can temporarily change the tempo of a song while playback is in progress by using the [TEMPO/TAP] and [-] / [+] buttons. The song returns to its default tempo when a different song is selected.

MUTING THE DRUM PART

1. While a Song is playing press the [MUTE] button. This will mute the drum sound. The screen will show the mute status "On" or "Off"
2. To unmute the Drums press the [MUTE] button again.

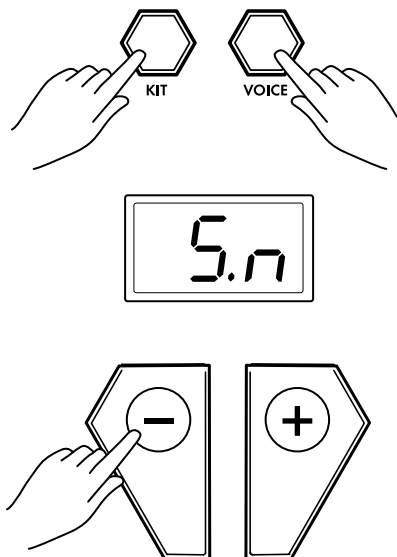


ADVANCED OPERATIONS

EDITING A KIT

The drum kits of the module can be modified from the factory presets. However to save them you will have to store them to the User memory location. See the steps below on how to change the parameters for each pad input.

1. Press the [KIT] button.
2. Press the [VOICE] button to see the current voice - the default is the Snare pad.
3. Strike a drum pad to view the Voice currently assigned.
4. Press the [-] / [+] buttons to change the assigned voice.
A list of drum sounds is at the end of this manual.
5. Press the [MIX] button to change the volume of the selected pad.
6. Press the [REC/PLAY] button to save the assignment to the User Kit.



RECORDING A SONG

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. After you have stopped recording, press the [REC/PLAY] button to play back your recording. Press the [REC/PLAY] button again to stop playback.



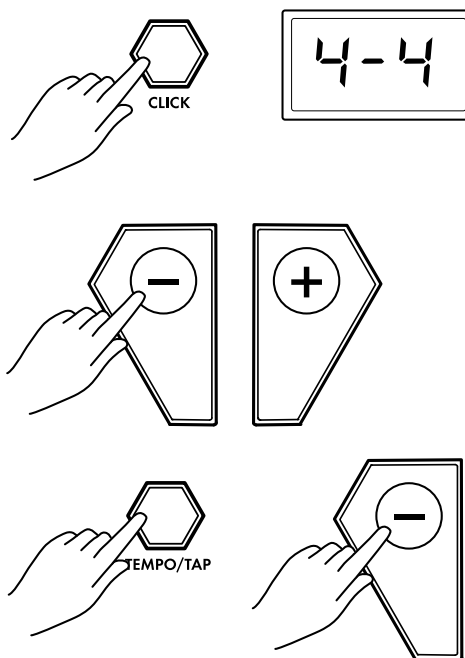
ADVANCED OPERATIONS

CLICK (METRONOME)

The Click is the metronome. The click can be played during a song in song mode or on its own.

Press [CLICK] button to start and stop the metronome.

1. To change the time signature, press and hold the [CLICK] button for 2 seconds
2. Press the [-] / [+] buttons to select the time signature that you want. Available choices are: $\frac{1}{4}$, $\frac{2}{4}$, $\frac{3}{4}$, $\frac{4}{4}$, $\frac{6}{4}$, $\frac{3}{8}$, $\frac{6}{8}$, and $\frac{12}{8}$.
3. To adjust the tempo of the click press the [TEMPO] button and use the [-] / [+] buttons to adjust.
4. You can also adjust the tempo by using the "TAP" function. Press and hold the [TEMPO/TAP] button. The LED screen will flash the current tempo. Strike Tom 1 2-4 times consecutively to set the desired "TAP" tempo.



UTILITY MODE

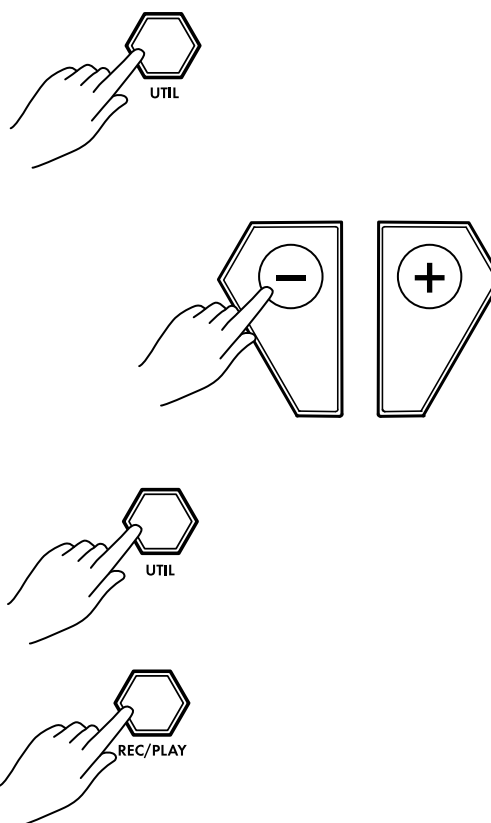
The Utility mode is for the main functions of the module such as trigger setup for the pads, effects, MIDI setup and saving global settings

TRIGGER SETTINGS

You can set the parameters of each drum and cymbal pad in the Trigger menu. While editing the settings, you can select each trigger by hitting the corresponding trigger pad.

1. Press the [UTIL] button.
2. Strike the drum pad you want to edit to view the setting currently assigned
3. Press the UTIL button until you see the parameter you wish to change:
 - thr: Threshold
 - CUR:Curve
 - r-C: Retrigger
 - tAL: Crosstalk
4. Press the [-] / [+] buttons to change the parameter setting.
5. After completing your settings Press the [REC/PLAY] button to save them.

If you want to return to factory settings, perform a Factory Reset on your drum module. See page 16



ADVANCED OPERATIONS

PARAMETER DEFINITIONS

Retrig-C (Retrigger cancel)

Retrigger Cancel prevents retriggering from occurring. Although setting this to a high value prevents retriggering, it then becomes easy for sounds to be omitted when the drums are played fast (like during a drum roll). Set this to the lowest value possible while still ensuring that there is no retriggering.

Threshold

This setting allows a trigger signal to be received only when the pad is struck harder than a specified force. This can be used to prevent a pad from sounding in response to peripheral vibrations from another pad.

Curve (Trigger curve)

This setting allows you to control the relation between the velocity (striking force) and changes in volume (the dynamic curve.) Adjust this curve until the response feels as natural as possible. If you feel like you need to hit the pads too hard to make a sound, try setting the curve to "Esy" (easy). The values are: "nor" = normal, "dyn" = dynamic, "Esy" = easy, "Fid" = fixed.

X- Talk (Pad Crosstalk)

When two pads are mounted on the same stand, the vibration produced by hitting one pad may trigger the sound from another pad unintentionally, this is called crosstalk. You can avoid this problem by adjusting Crosstalk on the pad that is sounding inadvertently. If the value is set too high, then when two pads are played simultaneously, the one that is struck less forcefully will not sound. Setting the value too low may result in crosstalk.

MIDI Settings

Pad MIDI Note assignments

The MIDI output notes from the SD200KIT are preset in the module. The list to the right has the MIDI notes that are sent from the module when the drum pads and pedals are played.

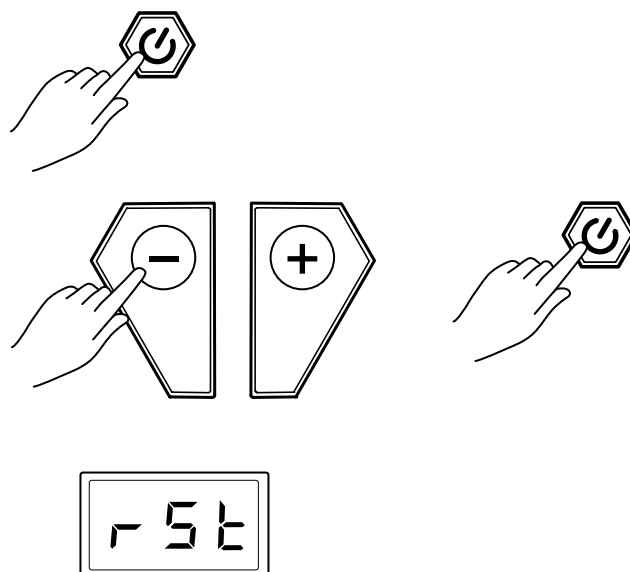
MIDI Note	Pad
36	Kick
38	Snare - Center
48	Tom 1
45	Tom 2
43	Tom 3
46	Hi Hat - Open
42	Hi Hat - Closed
44	Hi Hat - Pedal
49	Crash
51	Ride

For more details on MIDI functionality, please see the MIDI Implementation Chart in the Appendix section of the manual.

FACTORY RESET

There may be occasions where you want the module to return to the factory settings. This function will return the module back to factory setup.

1. Power off the module
2. Press and hold the [-] / [+] buttons while simultaneously pressing and holding the power button. The module display will read "rSt" during startup.



DRUM KIT PRESETS

Preset Drum Kit List

Kit #	Kit Name
Kit 1	Modern Maple
Kit 2	Acrylic
Kit 3	Grunge
Kit 4	Classic Rock
Kit 5	Hip Hop
Kit 6	SDSV
Kit 7	Latin
Kit 8	Urban
Kit 9	Gated Drums
Kit 10	Nails
Kit 11	Tekno / User Kit

Song Style List

Style #	Style Name
d-1	Demo Song
01	Bonz Beat
02	Blues Beat
03	Black Magic
04	Alt Rock
05	Funky Strut
06	Hip Hop
07	Funky D
08	Tech Step
09	Metalhead
10	Jazz Walk

Drum Sound List

Section	Number	Sound Name
Kick	101	22x18 Maple
Kick	102	22x18 Maple Rutes
Kick	103	26x14 Acrylic
Kick	104	24x16 Kick Tunnel
Kick	105	SDSV Kick
Kick	106	Techno Kick
Kick	107	22x14 Gated Kick
Kick	108	Hip Hop Kick

Snare	201	13x7 Maple
Snare	202	14x5 LAL
Snare	203	14x5 LAL Muted
Snare	204	14x5 Maple
Snare	205	14x6.5 LBB
Snare	206	14x5 Gated
Snare	207	SDSV Snare
Snare	208	Techno Snare
Snare	209	Hip Hop Snare
Snare	210	13x7 MapleClick

Tom	301	10" Maple
Tom	302	10" Maple Urban
Tom	303	10" Maple Low
Tom	304	10" Gated
Tom	305	12" Acrylic
Tom	306	12" Maple
Tom	307	12" Maple Low
Tom	308	12" 90s Rock
Tom	309	14" 90s Rock Hi
Tom	310	14" Acrylic
Tom	311	14" 90s Rock Low
Tom	312	14" Maple
Tom	313	14" Maple Low
Tom	314	14" Maple Urban
Tom	315	16" Acrylic

DRUM KIT PRESETS

Drum Sound List

Section	Number	Sound Name
Tom	316	12" Gated
Tom	317	18" 90s Rock Hi
Tom	318	18" 90s Rock Low
Tom	319	16" Gated
Tom	320	SDSV Tom Low
Tom	321	SDSV Tom Mid
Tom	322	SDSV Tom Hi
Tom	323	Techno Tom Low
Tom	324	Techno Tom Mid
Tom	325	Techno Tom Hi
Tom	326	14" Maple Urban
Tom	327	Hip Hop Tom Hi
Tom	328	Hip Hop Tom Mid
Tom	329	Hip Hop Tom Low

Cymbal	401	16" Crash P
Cymbal	402	18" Crash Z
Cymbal	403	24" Ride P
Cymbal	404	20" Ride Z
Cymbal	405	SDSV Cymbal
Cymbal	406	Techno Cymbal
Cymbal	407	08 Crash
Cymbal	408	78 Cymbal

Hi Hat	501	HH Closed P
Hi Hat	502	HH Foot P
Hi Hat	503	HH Open P
Hi Hat	504	HH Closed Z
Hi Hat	505	HH Foot Z
Hi Hat	506	HH Open Z
Hi Hat	507	HH Foot SDSV
Hi Hat	508	HH Open SDSV
Hi Hat	509	HH Closed SDSV
Hi Hat	510	E HH Closed
Hi Hat	511	HH Closed Techno

Drum Sound List

Section	Number	Sound Name
Hi Hat	512	HH Open Techno
Hi Hat	513	HH Closed HipHop
Hi Hat	514	HH Foot HipHop
Hi Hat	515	HH Open HipHop

Percussion & Electronic	601	Cajon BD
Percussion & Electronic	602	Conga Open
Percussion & Electronic	603	Maracas Shake
Percussion & Electronic	604	Cowbell
Percussion & Electronic	605	Shaker
Percussion & Electronic	606	Timbale Hi
Percussion & Electronic	607	Timbale Low
Percussion & Electronic	608	Tumba
Percussion & Electronic	609	Clave
Percussion & Electronic	610	Steel Swarm
Percussion & Electronic	611	Terror Strike
Percussion & Electronic	612	Nasty Kick
Percussion & Electronic	613	Eat Brain
Percussion & Electronic	614	Pic Animal
Percussion & Electronic	615	Gravel Bubbles
Percussion & Electronic	616	Distort Ringer
Percussion & Electronic	617	Bass Rattle Mid
Percussion & Electronic	618	Bass Rattle Low
Percussion & Electronic	619	Bass Rattle Hi
Percussion & Electronic	620	SDSV Cymbal
Percussion & Electronic	621	Techno Cymbal
Percussion & Electronic	622	SDS7 HH Foot
Percussion & Electronic	623	Drumsticks

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

Mode 3: OMNI OFF, POLY
Mode 4: OMNI OFF, MONO

SPECIFICATIONS

Pads	7 drum pads with touch response and two pedals for bass drum and hi-hat
Sounds	93 drum voices
Drum Kits	10 Preset kits, 1 User kit
Songs	10 Preset songs, 1 User song
Overall Controls	Tempo, Main Volume
Metronome	Click
Connections	9V adapter, headphones, USB to host (MIDI IN/OUT), aux input, stereo out, serial pin connector
Dimensions	37" (H) x 27" (W) x 10" (L)
Weight	37 lbs
Power Supply	9V adapter
Accessories	Drum sticks, drum key, velcro cable straps, user manual

WARRANTY

Two (2) Years 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.

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FCC STATEMENT

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.



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