

# Drum codes

cf. <https://magenta.tensorflow.org/datasets/groove> for Roland and GM mappings.

MIDI	note Agostini	note US	Roland	GM	DrumCode
36	D4	F4	Kick	Bass	BD
38	B4	C5	Snare Head	Ac. Snare	SN
40	B4	C5	Snare Rim	El. Snare	SN
37	B4◊	C5x	Snare X-Stick	Side Stick	CS
48	E5	E5	Tom 1	Hi-Mid Tom	TOMH
50	E5	D5	Tom 1 Rim	Hi Tom	TOMH
45	D5	B4	Tom 2	Low Tom	TOMM
47	D5	A4	Tom 2 Rim	Low-Mid Tom	TOMM
43	F4	G4	Tom 3 Head	High Floor Tom	TOMFL
58	F4		Tom 3 Rim	Vibraslap	TOMFL
46	G5⊗	F5⊗	HH Open Bow	Open HH	HHO
26	G5⊗		HH Open Edge	N/A	HHO
42	G5x	F5x	HH Closed Bow	Closed HH	HHC
22	G5x	D4⊗?	HH Closed Edge	N/A	HHC
44	B3⊗	D4x	HH Pedal	id.	HHP
49	D6x	A5x	Crash 1 Bow	Crash Cymbal 1	
55	D6⊗	B5◊	Crash 1 Edge	Splash Cymbal	CR
57			Crash 2 Bow	Crash Cymbal 2	
52		B5⊗	Crash 2 Edge	Chinese Cymbal	
51	B5x	G5x	Ride Bow	Ride Cymbal 1	RD
59	B5⊗		Ride Edge	Ride Cymbal 2	RC
53	B5◊	G5◆	Ride Bell	Ride Bell	RB

- bow (cymbal or HH) = stick on the part between the edge and the bell – the largest surface.
- HH Pedal: difference de notation Agostini pour
  - Open HH Pedal = B3⊗

- Closed HH Pedal = B3x