

Percussion notes
GM Standard Drum Map

In GM, MIDI channel 10 is reserved for percussion instruments only. Notes played on channel 10 always produce percussion sounds regardless of any Program Change messages or Program Numbers that may have been sent on channel 10. Each of the 128 different possible note numbers is interpreted as a separate, different instrument, and the percussion sound's pitch is not related to the note number:

- 35 Bass Drum 2
- 36 Bass Drum 1 (C)
- 37 Side Stick
- 38 Snare Drum 1
- 39 Hand Clap
- 40 Snare Drum 2
- 41 Low Tom 2
- 42 Closed Hi-hat
- 43 Low Tom 1
- 44 Pedal Hi-hat
- 45 Mid Tom 2
- 46 Open Hi-hat
- 47 Mid Tom 1
- 48 High Tom 2
- 49 Crash Cymbal 1
- 50 High Tom 1
- 51 Ride Cymbal 1
- 52 Chinese Cymbal
- 53 Ride Bell
- 54 Tambourine
- 55 Splash Cymbal
- 56 Cowbell
- 57 Crash Cymbal 2
- 58 Vibra Slap

- 59 Ride Cymbal 2
- 60 High Bongo
- 61 Low Bongo
- 62 Mute High Conga
- 63 Open High Conga
- 64 Low Conga
- 65 High Timbale
- 66 Low Timbale
- 67 High Agogo
- 68 Low Agogo
- 69 Cabasa
- 70 Maracas
- 71 Short Whistle
- 72 Long Whistle
- 73 Short Guiro
- 74 Long Guiro
- 75 Claves
- 76 High Wood Block
- 77 Low Wood Block

- 78 Mute Cuica
- 79 Open Cuica
- 80 Mute Triangle
- 81 Open Triangle

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