	Trig in		Gain	Velocity	VelCurve	Self Rej	Rej	
Snare	2	TP1 SnrA	65	16	Hard 2	1	2	
Tom 1	3	TP1 Tom	52	15	Hard 2	2	4	
Tom 2	4	TP1 Tom	52	15	Hard 2	2	4	
Tom 3	9	TP1 Tom	52	15	Hard 2	2	4	
Tom 4	5	TP1 Tom	52	15	Hard 2	2	4	
Kick	6	KP	65	32	Hard 2	3	2	
Ride	7	DT Snare	50	35	Normal	3	3	
Crash	8	PCY	54	20	Normal	3?	3?	
Cowbell	10	TP1 Tom	?	?	?	?	?	