

Drum Patterns Cheat Sheet

14 genres as step grids, with tempo and swing.

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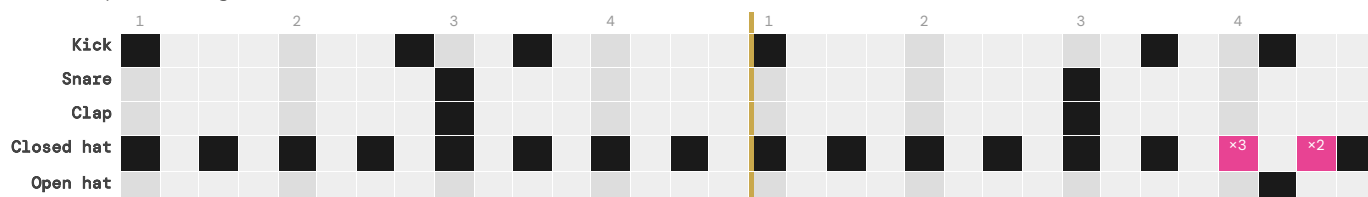
The main drum pattern for each genre as a step grid: two bars of 16th notes. Program it in any step sequencer or piano roll, or open the genre page to play it, edit it and download it as MIDI. MIDI notes (General MIDI): kick 36, rim 37, snare 38, clap 39, closed hat 42, low tom 45, open hat 46, crash 49, high tom 50, ride 51, shaker 70.

■ hit ■ accent ■ ghost note ■ roll (×2 = two 1/32 notes) 2 bars of 16ths, counted 1 e & a

Trap

140 BPM · range 130-150 BPM

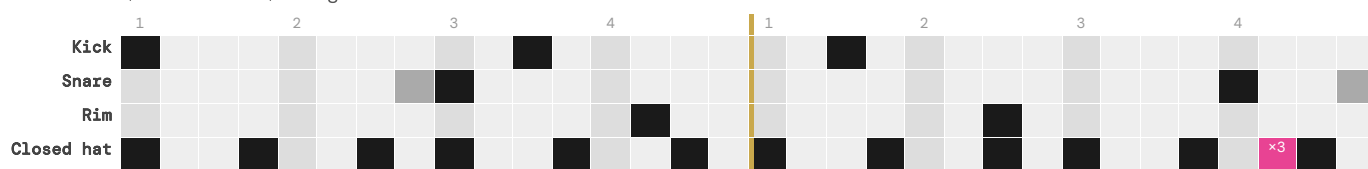
half-time clap on 3, rolling hi-hats, 808 kicks



Drill

142 BPM · range 138-145 BPM

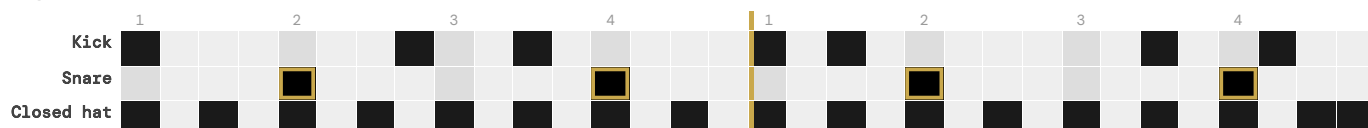
half-time snare, 3-3-2 hi-hats, sliding 808s



Boom Bap

90 BPM · swing 58% · range 85-95 BPM

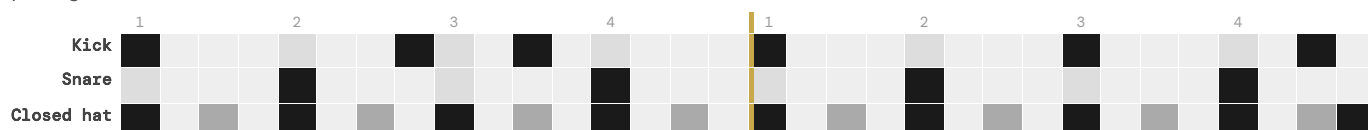
swung 16ths, hard snare on 2 and 4



Lo-fi Hip-Hop

80 BPM · swing 62% · range 70-90 BPM

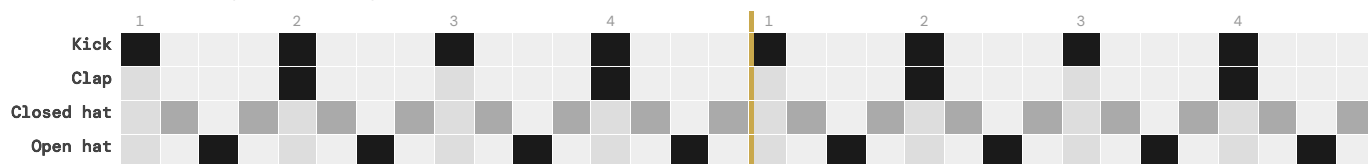
lazy swing, soft kick, rim or snare on 2 and 4



House

124 BPM · range 118-128 BPM

four-on-the-floor kick, clap on 2 and 4, open hat on the off-beat



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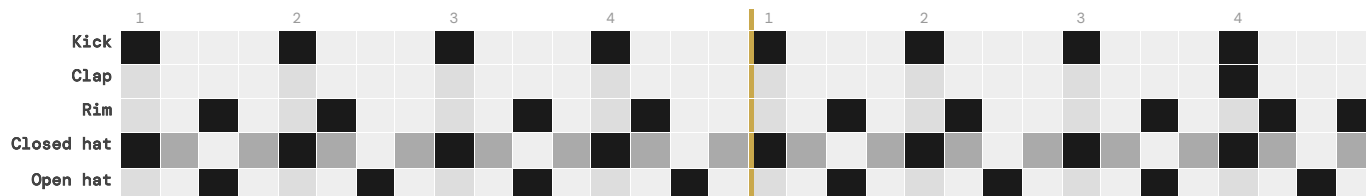
Techno, drum and bass, reggaeton and afrobeats.

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Techno

130 BPM • range 125-140 BPM

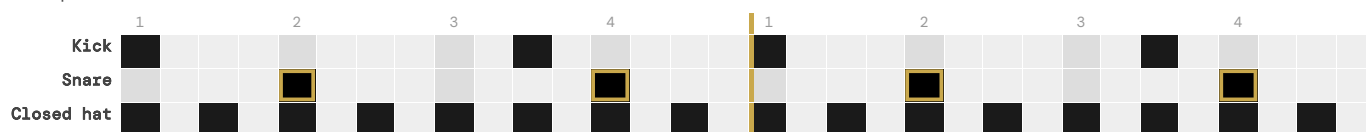
driving four-on-the-floor, off-beat hats, rim and percussion loops



Drum & Bass

174 BPM • range 165-176 BPM

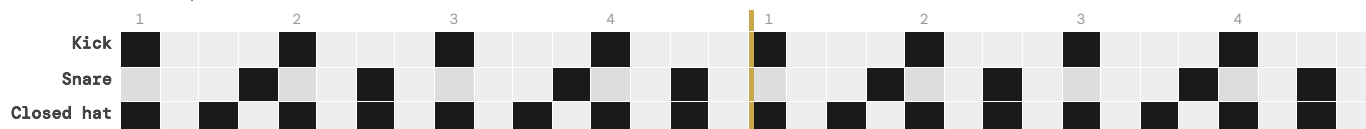
two-step: kick on 1 and the "and" of 3, snare on 2 and 4



Reggaeton

95 BPM • range 88-100 BPM

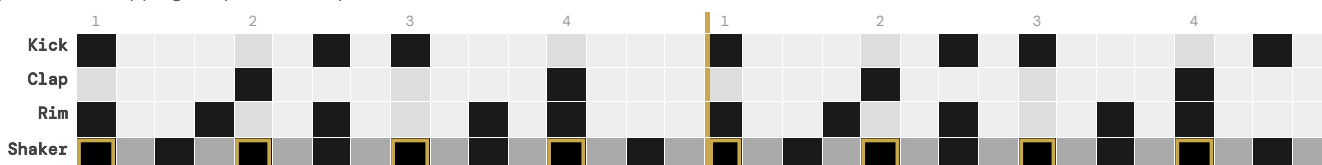
dembow: kick on every beat, snare on the 3-3-2 off-beats



Afrobeats

104 BPM • swing 54% • range 95-115 BPM

syncopated kick, skipping rim pattern, busy shakers



5 tips that make programmed drums sound played

1. **Vary velocity.** Accent the hats on the beat and play the off-beats softer. No two hits at the exact same level.
2. **Use swing on 16ths.** 54–62% gives hip-hop, R&B and house their bounce. 50% is straight.
3. **Ghost notes at 30–50 velocity.** Quiet snare hits around the backbeat add groove without cluttering it.
4. **Choke the hats.** Put the closed and open hat in the same choke group so the open hat stops when the closed one plays.
5. **Change something every 4 or 8 bars.** A fill, a roll, a dropped kick or an open hat tells the listener a new section is coming.

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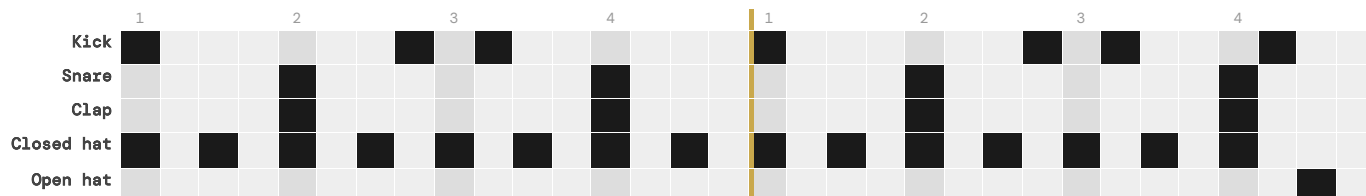
Pop, rock, funk, R&B and disco.

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Pop

100 BPM · range 95-128 BPM

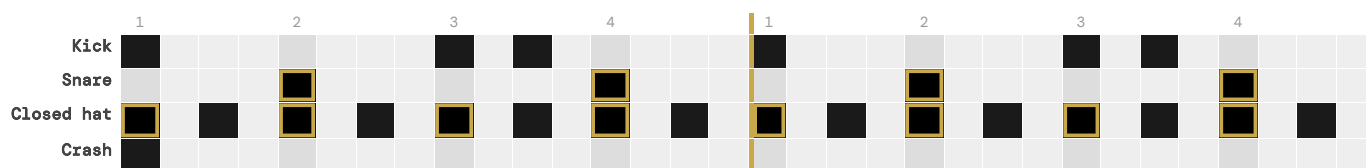
kick and snare backbeat, steady 8th hats, claps layered on the snare



Rock

120 BPM · range 100-140 BPM

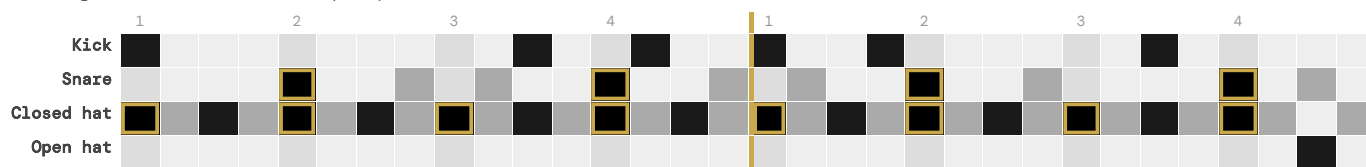
kick on 1 and 3, snare on 2 and 4, 8th-note hats



Funk

100 BPM · swing 52% · range 90-115 BPM

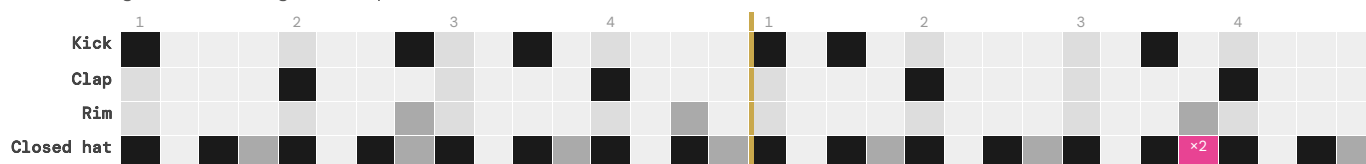
16th hats, ghost notes on the snare, syncopated kick



R&B

82 BPM · swing 56% · range 65-95 BPM

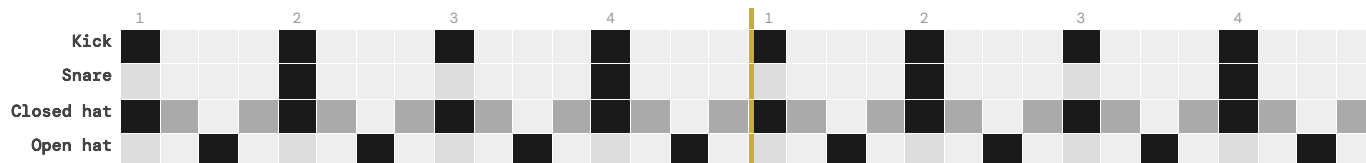
laid-back swing, 16th hats with ghosts, clap or snare on 2 and 4



Disco

118 BPM · range 110-125 BPM

four-on-the-floor, open hat on every off-beat, snare on 2 and 4



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thesonicsecrets.com/songwriting/song-starter-midi-kit