

DRUM GATING CHEAT SHEET



	Kick	Snare	Toms
Range	12dB	12dB	12dB
Attack	5ms	5ms	5ms
Hold	0	0	0
Release	150ms	200ms	300-500ms
Key Filter Frequency	70Hz	250Hz	80-180Hz
Key Filter Type	High Cut	Q = 5.0	Q = 5.0
Key Filter Source	Self	Self	Self

Setting the Threshold

Have someone give the drum a **soft** hit over and over and adjust the threshold so that the gate lets the soft hit come through.

Additional Tips

- Set the Release time on the toms to match the natural decay of each specific tom. For example, the higher toms have a shorter decay time (~300ms) than a floor tom (~500ms).
- Set the Key Filter Frequency on each tom to match the most prominent low frequency for that specific tom. Easiest way to figure it out is by activating the RTA on the tom's EQ screen while someone is hitting the tom.