



Stage Plot / Input List

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The following (A through F) supplied by buyer when specified in entertainment contract.

- Main public address system and mixing board capable of producing 110db of clean and clear sound at mix position.
- 4 (four) vocal microphones with boom stands
- 16 (sixteen) instrument microphones with stands
- 1 (one) direct box
- 4 (four) monitor mixes
- 6 (six) AC power drops, At least 4 (four) outlets each

Channel	Input	Insert	Microphone	Stand
1	Kick Out "Ko"	Gate/Comp 1	Beta 52	Short Straight
2	Kick In "Ki"	Gate/Comp 2	SM 91	N/A
3	Snare Top "SnT"	Gate/Comp 3	Beta 57	Short Boom
4	Snare Bottom "SnB"		SM 57	Short Boom
5	Hi Hat "Hh"		SM 81	Short Boom
6	Rack Tom "R"	Gate/Comp 4	SM 98	Clamp
7	Floor Tom 1 "F1"	Gate/Comp 5	SM 98	Clamp
8	OH L "Oh-L"		SM 81	Tall Boom
9	OH R "Oh-R"		SM 81	Tall Boom
10	Bass DI "Bdi"	Comp 4	Direct Box	N/A
11	Bass Mic "BM"		Beta 52	Short Boom
12	Guitar SR "Gtr i"		SM 57	Short Boom
13	Guitar SL "Gtr J"		SM 57	Short Boom
14	SR Vocal "I Vox"	Comp 1	Beta 58	Tall Boom
15	C Vocal "J Vox"	Comp 2	Beta 58	Tall Straight
16	SL Vocal "C Vox"	Comp 3	Beta 58	Tall Boom
17	Drum Vocal "D Vox"	Gate/Comp 6	Beta 58	Tall Boom
18	Vocal Reverb		Return	N/A
19	Drum Reverb		Return	N/A
20	Delay		Return	N/A

Notes:

Drum microphones may be supplied by band- Please confirm with band day of show. In this case, a split snake will be used so the drummer can mix his own monitor feed (in-ears).

Monitors: 4 Monitor Mixes are required, 3 requiring amplification. Monitors should be at least 1x12 cabinet, preferably 2. Drummer will use in-ears, but may use a wedge in some instances.. Please confirm with band on the day of show.

