



PRODUCTION INFO

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INPUT LIST

FOH INPUT	INST/SPLIT.	MIC/INPUT TYPE PREF.	STAND
1	KICK	Shure BETA 52A	SHORT BOOM
2	SNARE	Shure SM57	SHORT BOOM
3	TOM 1	Sennheiser e604	
4	TOM 2	Sennheiser e604	
5	OH R	Shure SM81	TALL BOOM
6	OH L	Shure SM81	TALL BOOM
7	BASS	DI/Direct off amp	
8	KEYS 1 – LOW	Mono DI/Radial JDI or sim.	
9	KEYS 2 - HI	Mono DI/Radial JDI or sim.	
10	GUITAR 1	Mono/XLR Direct from unit	
11	GUITAR 2 (<i>Mix Out 5</i> if on track/) Or <u>AMBIENT MIC</u> if GUITAR 2 unused	Mono/XLR Direct from unit - Shure SM81 if AMBIENT MIC	TALL BOOM
12	GUITAR 3 (“BARRY”) Or <u>AMBIENT MIC</u> if GUITAR 3 unused	Mono DI (GUITAR) / Shure SM81 if AMBIENT MIC	TALL BOOM
13	VOCAL 1 (“ROBIN”)	Wireless	STRAIGHT STAND
14	VOCAL 2 (“BARRY”)	Wireless	BOOM STAND
15	VOCAL 3 (“MAURICE”)	Wired/Beta58 or Sim.	BOOM STAND
16	GROUP MIC (48v Ph req)	BAND PROV.– SHURE KSM32	BOOM STAND
17	TALKBACK MIC – DO NOT PUT IN FOH!!	Shure Beta58 or sim.	BOOM STAND

BAND OUTPUTS DIRECT TO FOH – NO SPLIT

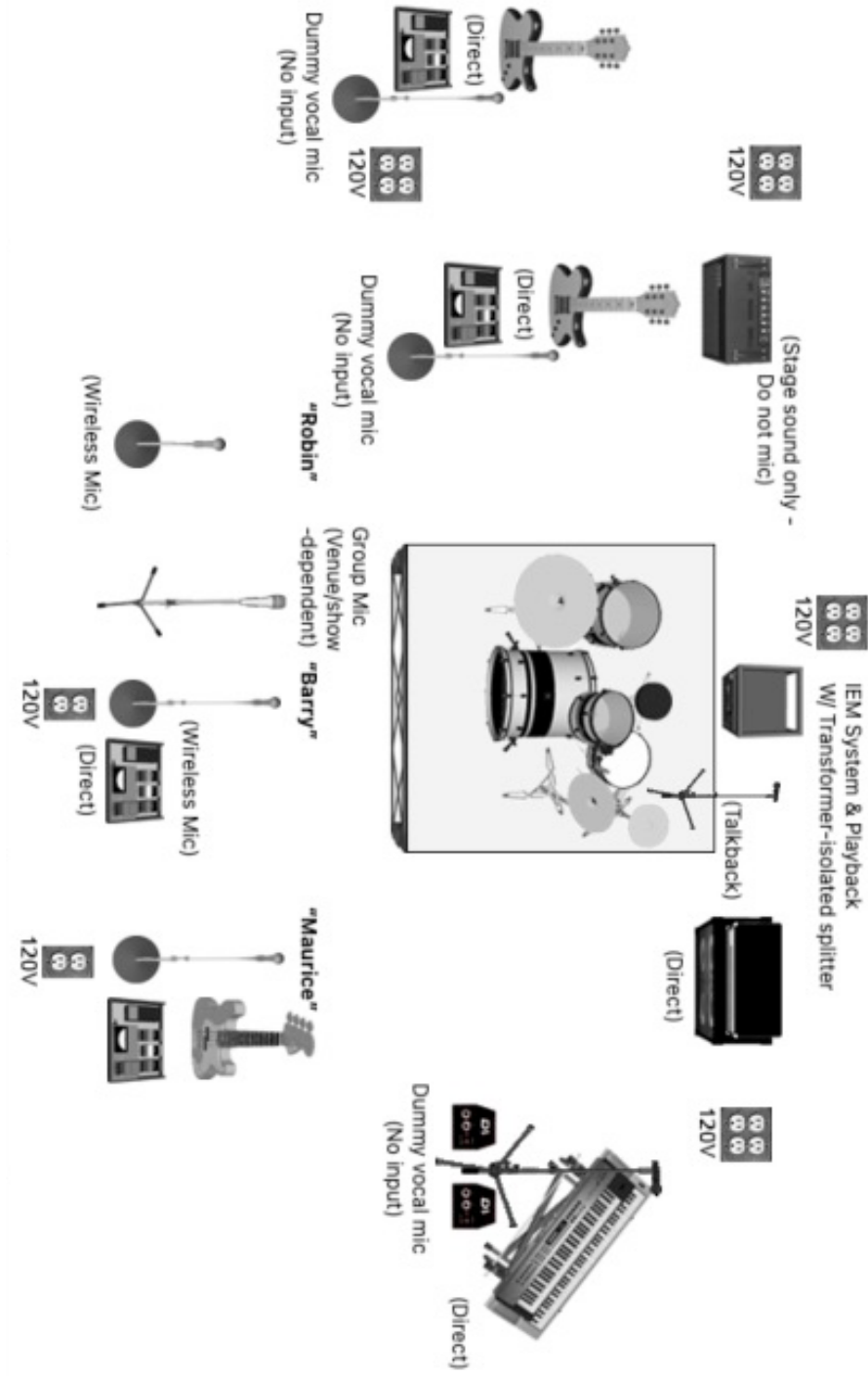
MIX OUT 5	GUITAR TRACK(S)	MIX OUT 5	
LEFT OUT	INST. TRACK (Playback 1)	BAND MIXER OUTPUTS	N/A
RIGHT OUT	VOCAL TRACK (Playback 2)	BAND MIXER OUTPUTS	N/A



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STAGE PLOT

NOTE – Dummy mics & “Maurice position” mic should be on boom stands – NOT straight!





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PRODUCTION NOTES

TECH:

- Band-provided Splitter is transformer-isolated
- It is expected that, apart from the band-provided IEM system & splitter, the venue **will** provide all applicable mics (included dummy mics on stage plot), mic stands, cabling, DI boxes, power cables, FOH mixer, and speakers.
- If splitter is available in-house and simpler to use due to venue parameters/setup, please notify Band Management **BEFORE day-of scheduled performance**.
- Please setup talk-back mic.
- All inputs on input list are required (unless specifically stated otherwise by band management). This includes all drum inputs.
- For certain shows, only (1) live guitar player will be on stage. For those events, please expect "Mix Out 5" to contain additional guitar tracks.
- Please ensure the following mic stands are provided (8 booms, 2 straight, 2 short booms):
 - Vox 1 - straight
 - Vox 2 - straight (for John), boom (for Jared)
 - Vox 3 - boom
 - Group- boom
 - Keys - boom
 - Guitar 1 - boom
 - Guitar 2 - boom
 - Drums - 2 booms (overheads)
 - Kick – short boom
 - Headphone amp – short boom
- For (1) guitar shows, Channels 11-12 will be used as AMBIENT MICS. Please have (2) Shure SM81 microphones & (2) tall boom stands ready to go.
- If venue-provided system (to include channel count/mix console) is insufficient to accommodate this input list, **management team (Manager & Music Director) must be notified immediately**

SHOW: IMPORTANT TRACK MIX NOTES

- Instrumental track should be slightly higher (louder) than live instruments to highlight added percussion & strings.
- Vocal backing track should be equal to level of live harmony voices.
- Guitar track(s) should be equal to level of live guitar (MIX OUT 5).

THE GENERAL NOTE IS TO CREATE A HUGE SOUNDING PRODUCED VEGAS-STYLE SHOW

DAY-OF-SHOW NOTES:

- Under no circumstances should stage crew unplug power for the IEM mixer (back by drum position). There is an internal hard-drive recording the shows and lost power can mean lost data.
- Please don't throw away setlists when striking the stage.