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MICROPHONE INPUTS

+CH	POSITION	STAND	MIC 1st / 2nd / 3rd CHOICE
1	Vocal – Mike	Boom	Beta 58 / SM 58 / SM 57
2	Vocal – Rich	Boom	Beta 58 / SM 58 / SM 57
3	Vocal – Shellie	Boom	Beta 58 / SM 58 / SM 57
4	Vocal – Chris	Boom	Beta 58 / SM 58 / SM 57
5	Vocal – Theo	Boom	Beta 58 / SM 58 / SM 57
6	Open Channel		
7	Lead Guitar (Chris)	Boom	SM57 / SM 58
8	Rhythm Guitar (Rich)	Boom	SM57 / SM 58
9	DI Acoustic Guitar (Mike)	N/A	DI
10	Open Channel		
11	DI Bass Guitar (Shellie)	N/A	DI
12	Kick Drum	Desk boom	D112, Beta 52
13	Snare Drum	Boom	EV 468, SM 57
14	Hi Hat	Boom	SM 81, ATM 405, SM 57
15	Rack Tom	Boom	EV 468, D112, SM 57
16	Floor Tom	Boom	EV 468, D112, SM 57
17	Overhead L	Boom	SM 81, SM 94, SM 57
18	Overhead R	Boom	SM 81, SM 94, SM 57
19- 20	Open Channels (Add'l Drums, CD, etc.)		
21	EFX Return - Echo L		Left Echo 220ms @ 30%
22	EFX Return - Echo R		Right Echo 250 ms @ 30%
23	EFX Return – Reverb L		Left Reverb - Small Room
24	EFX Return – Reverb R		Right Reverb - Small Room

SUBMIXES

1. Vocal Left
2. Vocal Right
3. Instruments (guitars, bass) Left
4. Instruments (guitars, bass) Right
5. Drums Left
6. Drums Right

MONITOR MIXES

- MIX 1. Same mix as mains, but with 50% drums, may be adjusted (for two left 'front' wedges).
 MIX 2. Same mix as mains, but with 50% drums, may be adjusted (for two right 'front' wedges).
 MIX 3. Same as MIX 1 & 2, may be adjusted (for one 'back' wedge by drummer).
 MIX 4. Same as Mix 1 & 2, may be adjusted (for in-ear monitors).

HOUSE MIX

40% instruments, 60% vocals, Heavy kick & snare, with lots of high end (4K), and low end (100Hz) on kick.
 Small room reverb on snare and toms.
 Adjustable (Plate) reverb for vocals.

STAGE PLOT

