

RAISE YOUR HANDS

Input List

Contact Nano Sciucco with any questions

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WHO / WHAT	STAGE POSITION	MIC	NOTES
DRUM KIT	Upstage		
riser if possible			
01 Kick		D112.	
02 14" Snare		SM57	Drums mics do not need to be brand specific, just comparable quality. Appropriate venues will require overheads and high hat mic(s)
03 13" High Hats (<i>when applicable</i>)		SM81	
04 10" Rack Tom		SM57	
05 12" Rack Tom		SM57	
06 16" Floor Tom		SM57	
07 O/H Right (<i>when applicable</i>)		SM81	
08 O/H Left (<i>when applicable</i>)		SM81	
INSTRUMENTS			
09 Bass Guitar	SL	DI	
10 Guitar Amp Left	Far SR	Direct Out	FRONT OF STAGE (modeler)
11 Guitar Amp Right		Direct Out	FRONT OF STAGE (modeler)
12 Acoustic 12 String Guitar	Far SR	DI	
13 Keyboard 1	Far SL	DI	
14 Keyboards 2	Far SL	DI	
VOCALS			
15 Bass Guitar Vox	SL	SM58	Boom stand
16 Lead Vox (usually has his own)	Center	SM58	Straight Stand (usually has his own)
17 Lead Guitar	Far SR	SM58	Boom stand
18 Keyboard Vocal	Far SL	SM58	Boom stand

All microphones DO NOT need to be brand specific; however, they do need to be of equal or better quality of what's listed above.

We are not currently travelling with our own house engineer, so you are free to set up inputs as your engineer prefers.

5 Separate Monitor Mixes

Wedge monitors for Keyboard player, drummer, bass and guitar. (4 wedges)

Singer prefers In Ear monitors. He carries his own IEM system.(would like a wedge as well if possible)

Monitor mixes are "vocal-heavy". Coverage is more important than volume or low end.

Lead Vocal: TJ

Guitar: Nano

Bass Guitar: David

Keyboards Chris

Drummer: Rob