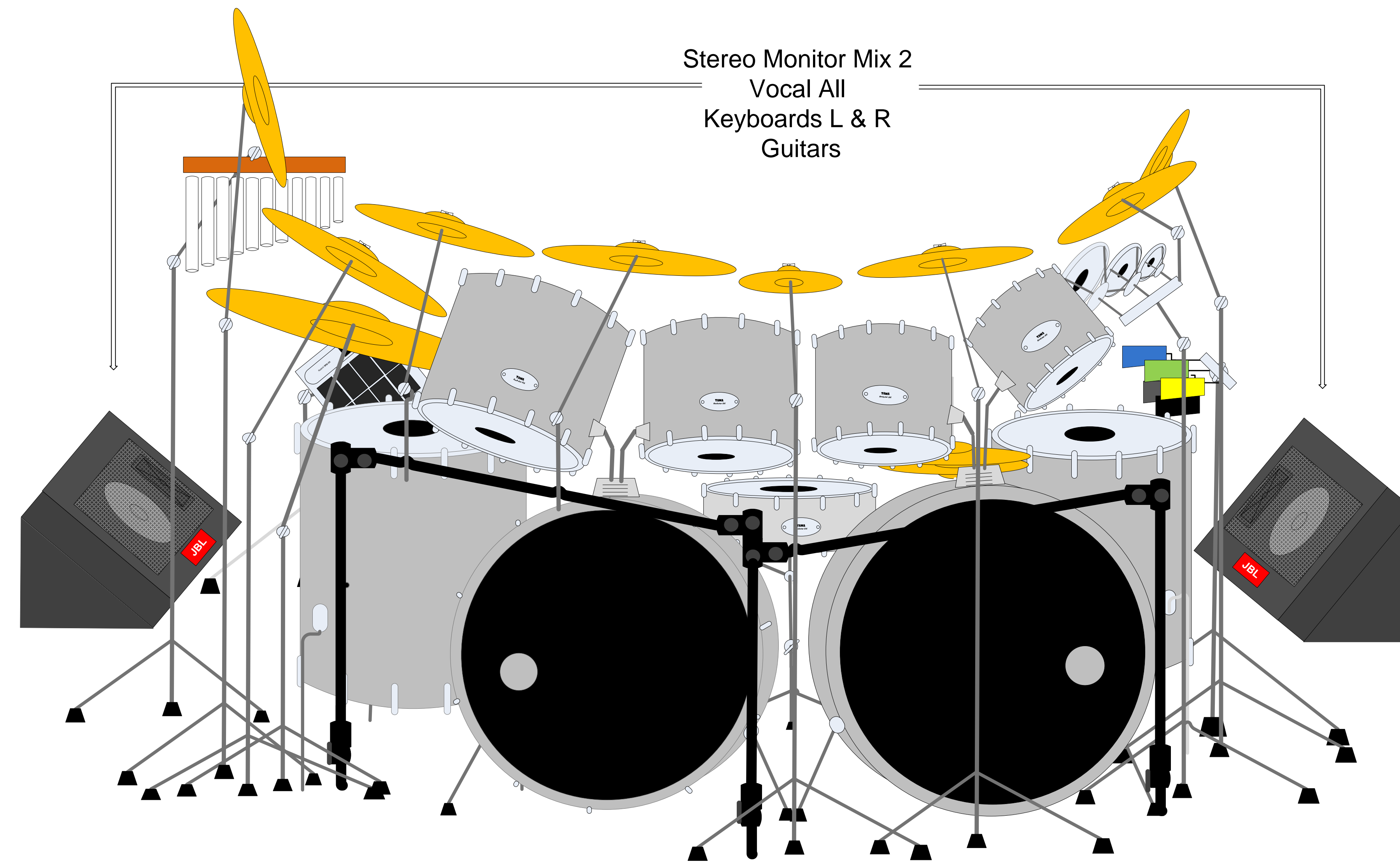


Vital Signs Stage Plot



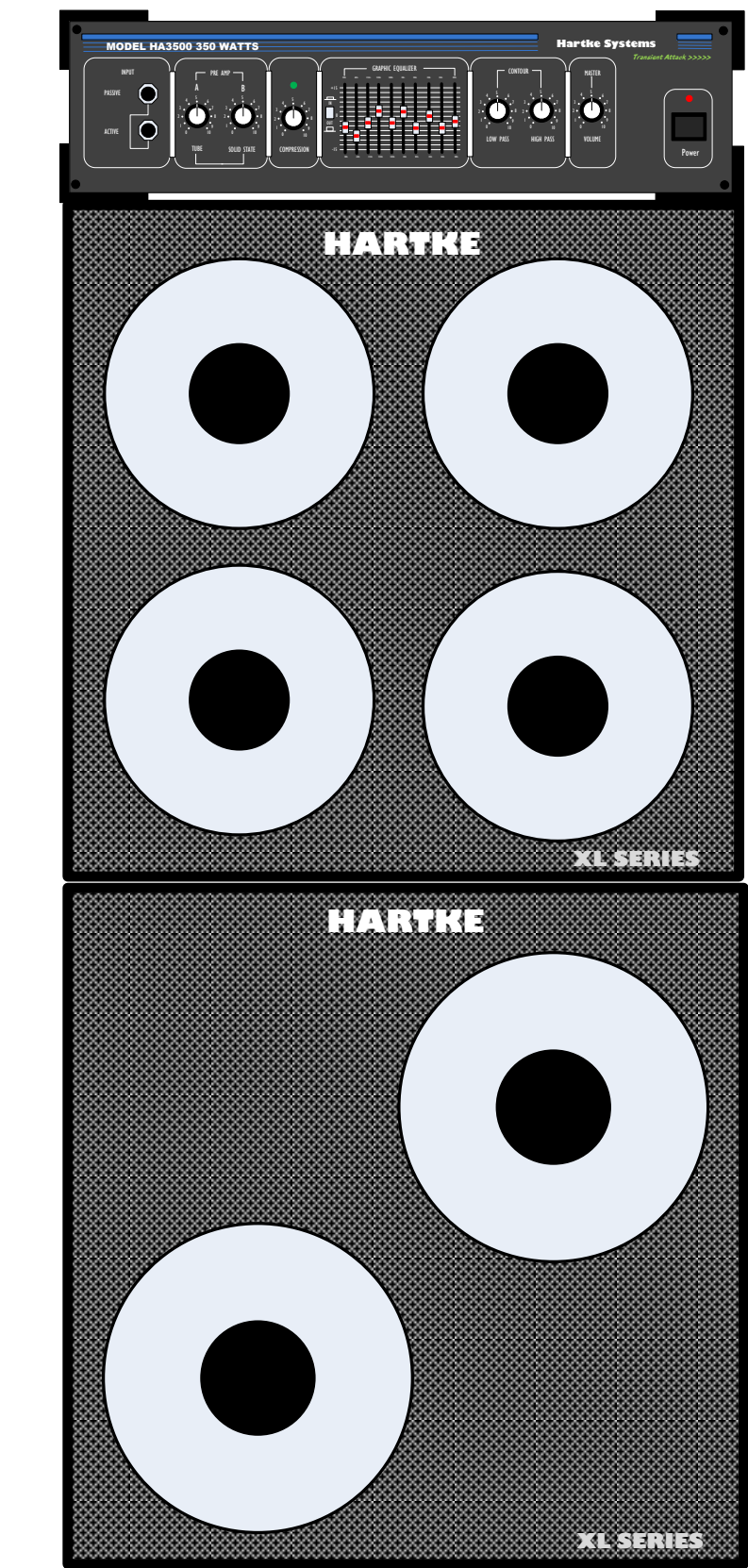
Optional

Guitar Amps.
SM57 or equivalent.
Mic both cabs and pan
hard left and right if
channels are available.



DRUM MICS

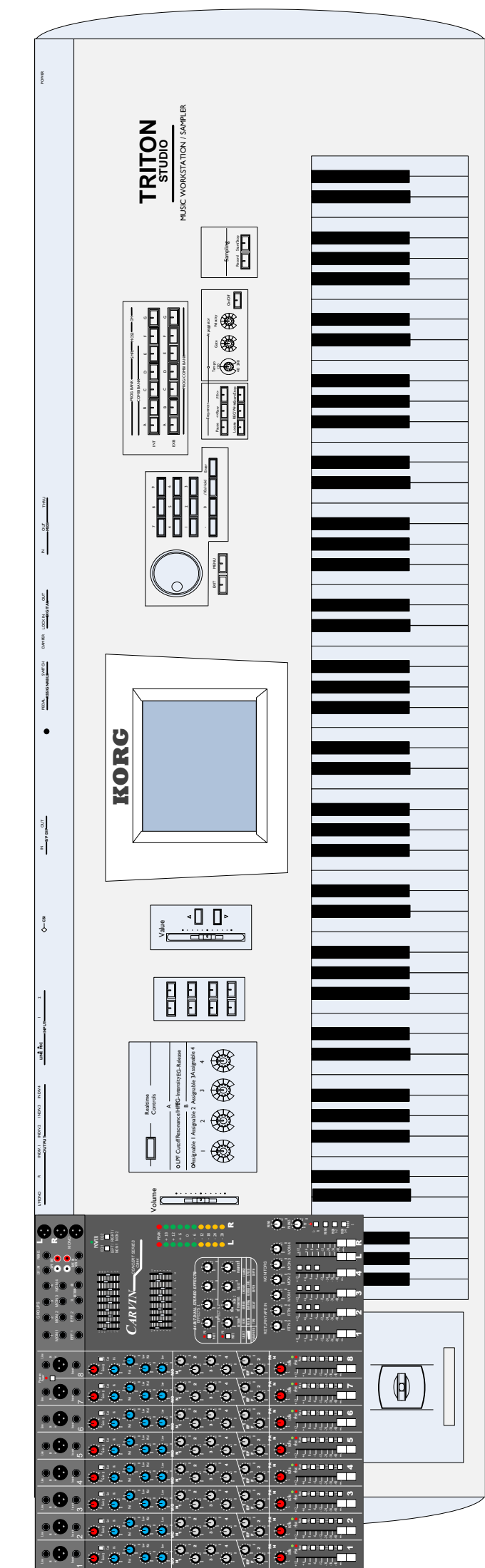
- Kick 1
- Kick 2
- Snare
- Roto Toms 1
- Roto Toms 2
- Rack 1
- Rack 2
- Rack 3
- Rack 4
- Floor 1
- Floor 2
- Hi Hat
- Ride
- Overhead 1
- Overhead 2



Bass Amp
XLR Output
From Amp

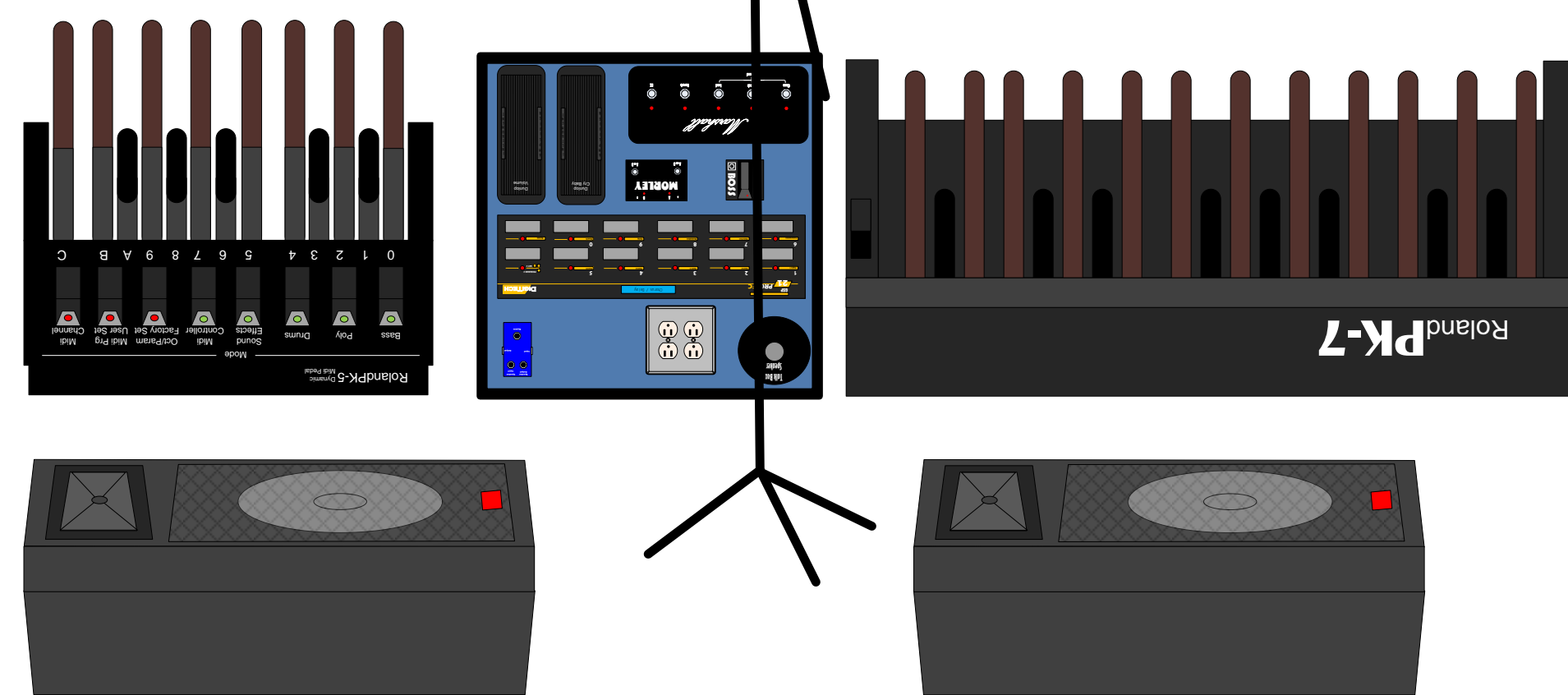
Channel Requirements

- Drums – 15
- Vocal – 3
- Bass – 1
- Guitar – 1(2)
- Keys – 2
- Total – 22



Mixer Outputs (XLR)
Left & Right To FOH

Vocal 2
SM58 Or Equivalent
Boom Stand



Stereo Monitor Mix 1
Vocals All
Keyboards L & R

Note: All Laptop, Keyboard and Electronic Drum outputs are connected to an artist provided 8 channel mixer. The artist will mix the keys and samples on stage and send the main XLR outputs from the board to the FOH system. It is vital that these sends are fed in stereo to FOH and FOH is a stereo mix. The keyboard mix also needs to be sent to the monitors in stereo and "post" fader so adjustments and fade-ins are reflected in the stage mix as well as FOH. Monitor mix 1 & 2 need to be stereo mixes if possible. Monitor mix 3 is a mono feed direct from the board to one in-ear monitor. A condenser mic on stage also needs to be fed into the in-ear monitor only.
Call 920-948-0485 if you have any questions.

Vocal 3
Artist Provided Condenser
Ambient Stage Mix Feeding
Geddy In-Ear Monitor only.

