



TECHNICALS

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Personnelle

Light and Sound Engineers provided by the venue (except when otherwise noted).

Minimum Technical requirements for Sound

- Full range FOH system including subs sufficient for the needs of the performance space.
- Console / Virtual mixer minimum 17 inputs XLR, in good mix position within the space.
- 3 independent Monitor Channels, Pre-Fader, Full Band EQ, etc.

Backline

Arrives with the band unless otherwise noted

Stage

Minimum 4mx5m, or otherwise adapted to allow for a rock trio.

Lumières

Lights, color gels, DMX provided by the venue unless otherwise noted.

- Pastel color spectrum
- no flashing lights
- 3 fixed spots R#3204





STAGE PLOTS

//// //// //// //// //// Free space

① Bass / Lap Steel / Vocal

Down Stage Right

Amp Mic / DI Lap Steel
A/C Power Strip 5 sockets
SM58 or better on a Boom Stand
Floor Monitor

② Guitar / Vocal

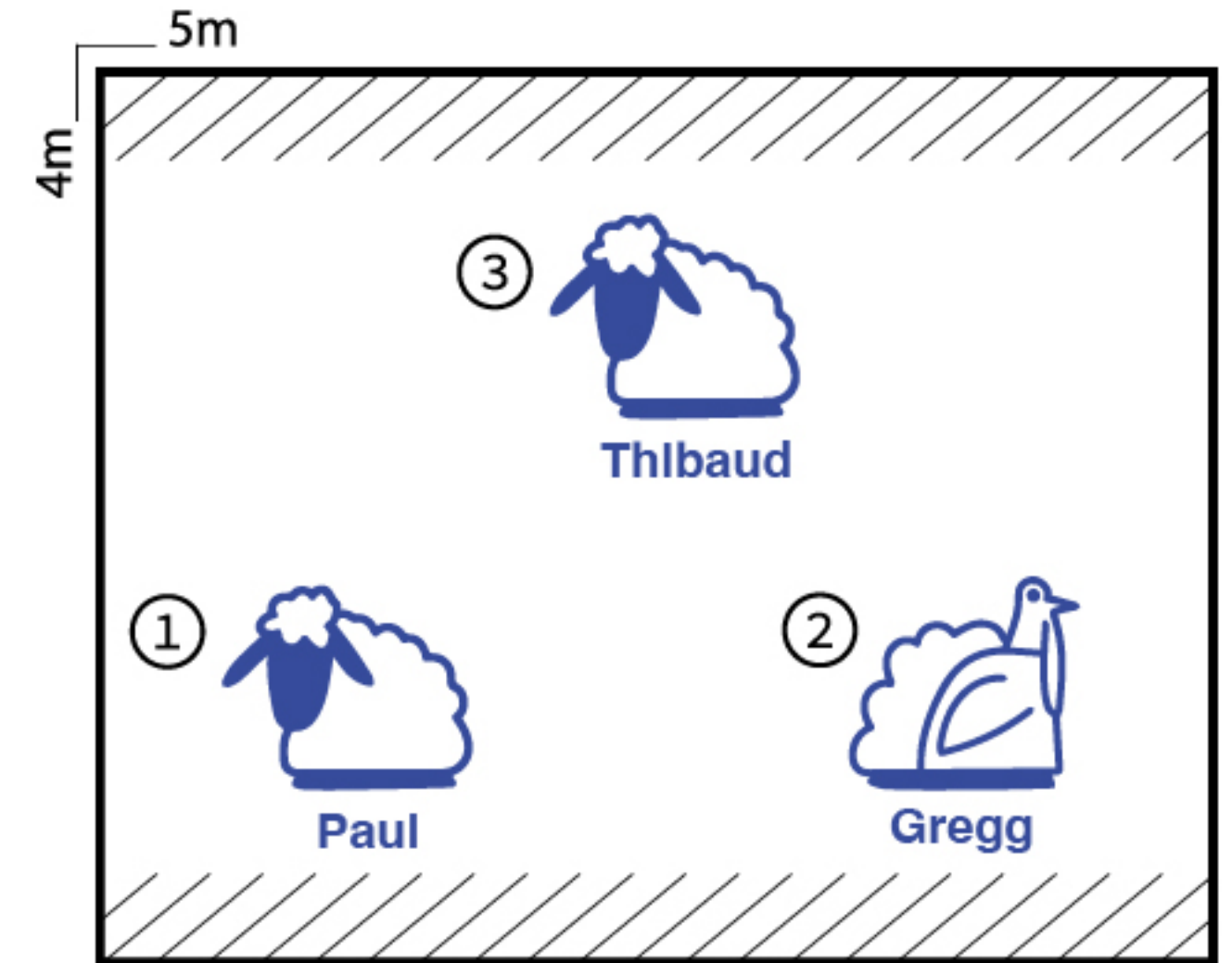
Down Stage Left

2 Amp Mics in Stereo
SM58 or better on a Boom Stand
A/C Power Strip 5 Sockets
Floor Monitor

③ Drums / Keyboard / Vocal

Position centre

Full Microphone Kit for Drums
SM58 or better on a Boom Stand
DI for keyboard
A/C Power Strip 5 Sockets
Floor Monitor





PATCH LIST

IN	INSTRUMENTS	MICRO / DI	INSERTS
1	Kick	e604 / b98 HF (or equivalent)	Comp/Gate
2	Snare	sm57 (or equivalent)	Comp/Gate
3	HH	c451 / sm81 (or equivalent)	Comp
4	Tom 1	e604 (or equivalent)	Gate
5	Tom 2	e604 (or equivalent)	Gate
6	Floor Tom	e604 (or equivalent)	Gate
7	OH L	c414 (or equivalent)	Comp
8	OH R	c414 (or equivalent)	Comp
9	Bass	Active DI	Comp
10	Lap Steel	Active DI	
11	Lap Steel	sm57 (or equivalent)	
12	Guitare L	sm57 (or equivalent)	
13	Guitare R	sm57 (or equivalent)	
14	Keyboard	Active DI	
15	Vocal Thibaud	sm58 (or equivalent)	Comp
16	Vocal Paul	sm58 (or equivalent)	Comp
17	Vocal Gregg	sm58 (or equivalent)	Comp
AUX	MUSICIEN	TYPE DE MONITEUR	MIX
1	Drummer / Keys	Wedge	Independant
2	Bass / Lap Steel	Wedge	Independant
3	Guitar	Wedge	Independant

