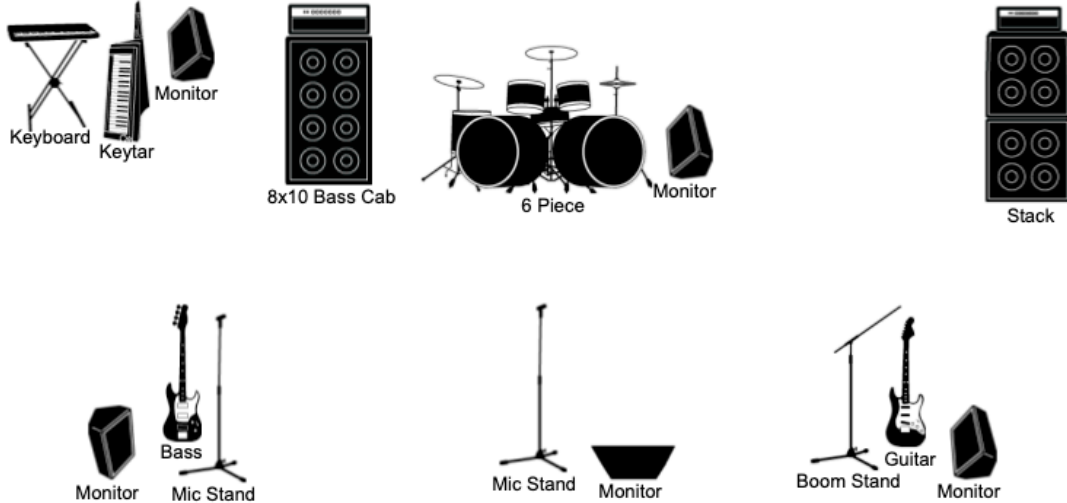


# JOURNEY



# CAPTURED

## STAGE



## INPUT LIST

1	Kick Drum	9	Lead Vocal	17	Keyboard DI L (Stereo)
2	Floor tom 1	10	Guitar Vocal	18	
3	Floor Tom 2	11	Bass Vocal	19	In Ear MONITOR mixes:
4	Rack Tom 1	12	Drum Vocal	20	Lead Singer
5	Rack Tom 2	13	Guitar Mic (mono)	21	Lead Guitar
6	Snare	14	Guitar DI (mono)	22	
7	Overhead L	15	Bass DI	23	
8	Overhead R	16	Keyboard DI R (Stereo)	24	

## NOTES

### INPUTS :

- Lead Singer will provide wireless microphone and in ear monitor. Sound engineer to provide stereo or mono mixer access, cables as well necessary effects for vocalist, such as reverb, delay etc.

- Lead Guitar will provide amps, guitars, pedal board, cables and in ear monitor system. Sound engineer to provide 2 mixer access for guitar, one channel for vocals, vocal microphone, stand, cables and vocal effects.

- Keyboard Player will provide keyboard, synthesizer and stand. Sound engineer to provide either two stereo channels or two mono channel mixer access. Also direct boxes, cables.

- Bass Player will provide bass, bass amp, pedal board and cables. Sound engineer to provide one channel mixer access for bass and one channel for vocals. Also microphone, microphone stand and cables.

- Drummer will provide all drums, symbols, pedals, hardware and in ear monitor. Sound engineer will provide microphones for snare drum, two rack toms, two floor toms, one kick drum, high hats and over heads for symbols. Also microphone, microphone stand and cables.

### MONITORING :

Lead Vocals : one mix out for IEM system

Lead Guitar : one mix out for IEM system and/or field monitor (large stages)

Bass : Field monitor

Keyboard : Field Monitor

Drums :one mix out for IEM system and/or field monitor (large stages)