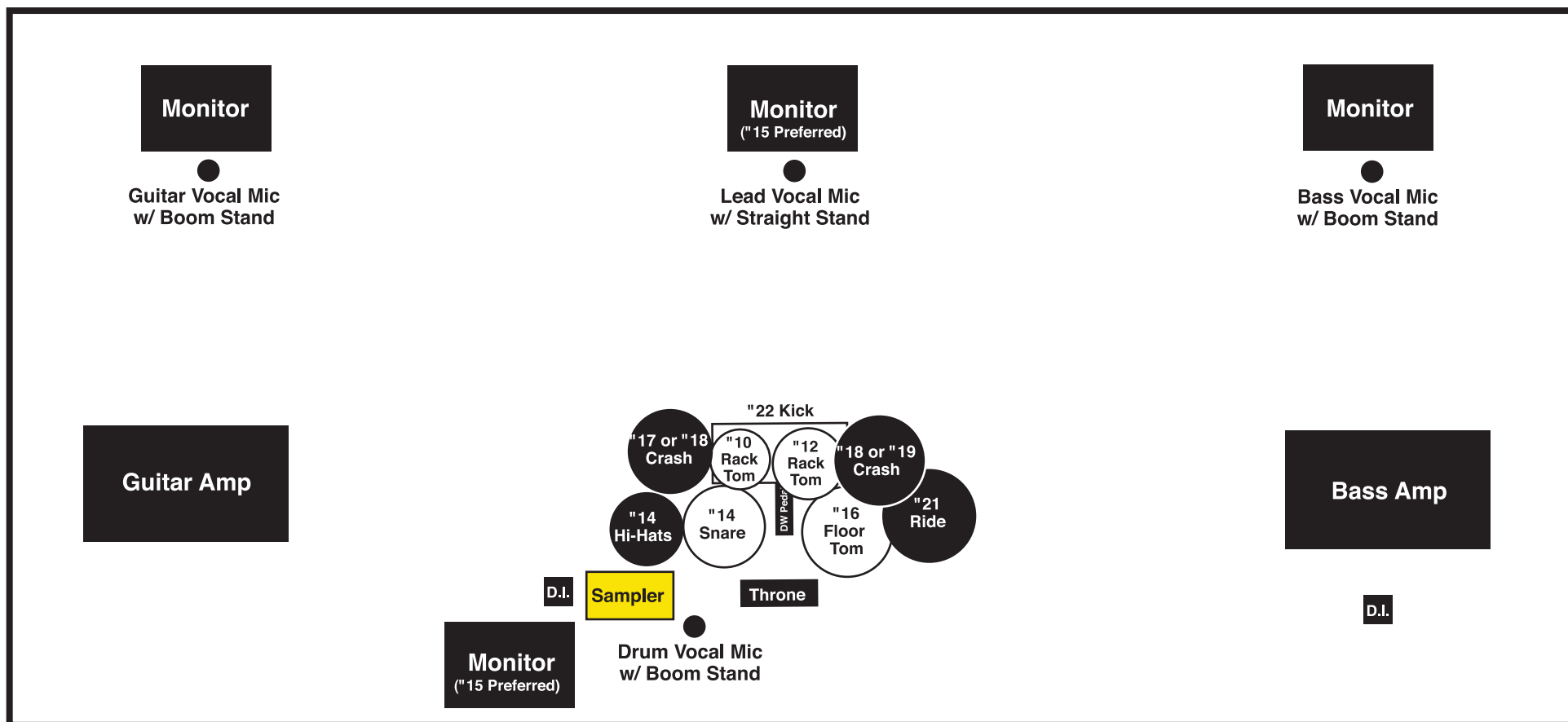


STANDARD

Stage Plot



- 4 MIXES: 4 MONITOR MIXES
MICS: 4 VOCAL MICS - 3 ACROSS THE FRONT OF STAGE AND 1 FOR DRUM VOCALS.
1 GUITAR MIC
8 DRUM MICS (KICK, SNARE, RACK TOM 1, RACK TOM 2, FLOOR TOM, HI-HAT AND OVERHEADS).
2 D.I.'S: 1 FOR SAMPLER AND 1 FOR BASS.

PWE TECHNICAL SPECIFICATIONS

MINIMUM P.A. (SOUND) REQUIREMENTS

Amplifiers:

- (2) QSC EX 4000 + SUBS
- (2) QSC EX 1600 + LOWS
- (2) QSC SERIES ONE 1400 + MIDS
- (2) QSC SERIES ONE 1400 + HIGHS
- (2) QSC SERIES ONE 1700 + MONITORS

Speaker Cabinets:

- (8) 18 INCH P.A.S/EQUALING (4) DBL CABINETS + SUBS
- (8) 15 INCH JBL + LOWS
- (4) 2 INCH JBL 2450 + MIDS
- (4) 1 INCH REINKUS HEINZ DRIVERS/EQUALING (4) 3-WAY CABINETS + HIGHS

Mixing Board(s):

- (1) MACKIE (24) CHANNEL MIXING CONOSLE + F.O.H.
- (1) MACKIE (24) CHANNEL MIXING CONSOLE + MONITORS
OR BETTER

Outboard Gear:

- (2) SPX 90'S/900'S OR (1) EVENTIDE H-3000 +
- (1) SET OF FOUR AUDIO LOGIC GATES +
- (2) STEREO 31 BAND EQ'S +

Microphones:

- (4) SHURE BETA 58's: **FOR VOCALS**
- (2) SHURE SM 57's: **FOR GUITAR AMP AND SNARE DRUM**
- (1) SHURE BETA 52: **FOR KICK DRUM**
- (3) SHURE BETA 98's: **FOR TOM #1, TOM #2 AND FLOOR TOM**
- (3) SHURE SM 81's: **FOR HI HAT AND OVERHEADS**
- (2) ACTIVE D.I.'S

Monitors:

- (4) SEPARATE MIXES – NO EXCEPTIONS!!!
- (4) FLOOR WEDGES – 15"/HORN – 2 WAY SYSTEM +
- (1) DRUM FILL – 15"/HORN - 3 WAY SYSTEM +

ALL NECESSARY CABLES, EXTENSION CORDS, BUS BOXES, AND MIC STANDS.

(CENTER LEAD VOCAL MIC STAND MUST BE STRAIGHT AND WITHOUT TRIPOD LEGS)

These items are very important to providing you with the best show possible. It is imperative that all items are fulfilled to their requirements. Thank you for your support!

STANDARD BACKLINE REQUIREMENTS

Drums:

- (1) COMPLETE FIVE PIECE DRUM SET WITH CYMBALS AND HARDWARE
(DW, TAMA, YAMAHA, PEARL OR COMP) •
- ALL HARDWARE (STANDS/THRONE/PEDAL, ETC.)

Bass amp:

- (1) LARGE BASS AMPLIFIER HEAD/RACKMOUNT
- (2) SWR 4X10 CABINETS OR BETTER

Guitar amp:

- (1) COMBO GUITAR AMP (MATCHLESS DC 30, FENDER TWIN, MARSHALL)