This specification only applies if agreed between the band and the venue's audio team.
Do not assume this will be set-up without prior confirmation.

Audio specifications

The band will bring their own desk through which they will "cable-up" and mix their own monitors lessening the demand to the in-house engineer and removing the requirement for a dedicated monitor desk and/or engineer.
The main front-of-house is the responsibility of the in-house engineer who is expected to mix "out-front".

DANTE Audio application

The band can offer DANTE which will provide a feed of all sound sources over cat5e cable. If the venue is not able to accept or configure a Dante network or they would prefer an analogue approach *(which is likely in most venues)* it can be offered- see below. If the venue are willing to accept and use a Dante feed it must be discussed in advance.

Analogue "break-out box" audio channels for main FOH desk

Outputs list (all balanced XLR connectors)

1. Main vocals
2. Guitar vocals
3. Keys Vocals
4. Guitar L
5. Guitar R
6. Keys L
7. Keys R
8. Bass guitar

IMPORTANT !!

NO PHANTOM POWER to be applied on ANY Channels !!

9. Track L
10. Track R
11. Kick
12. Snare
13. Toms sub-group L (ride side) stage-right
14. Toms sub-group R (hihat side) stage-left
15. Over-head L (ride side) stage-right
16. Over-head R (hihat side) stage-left

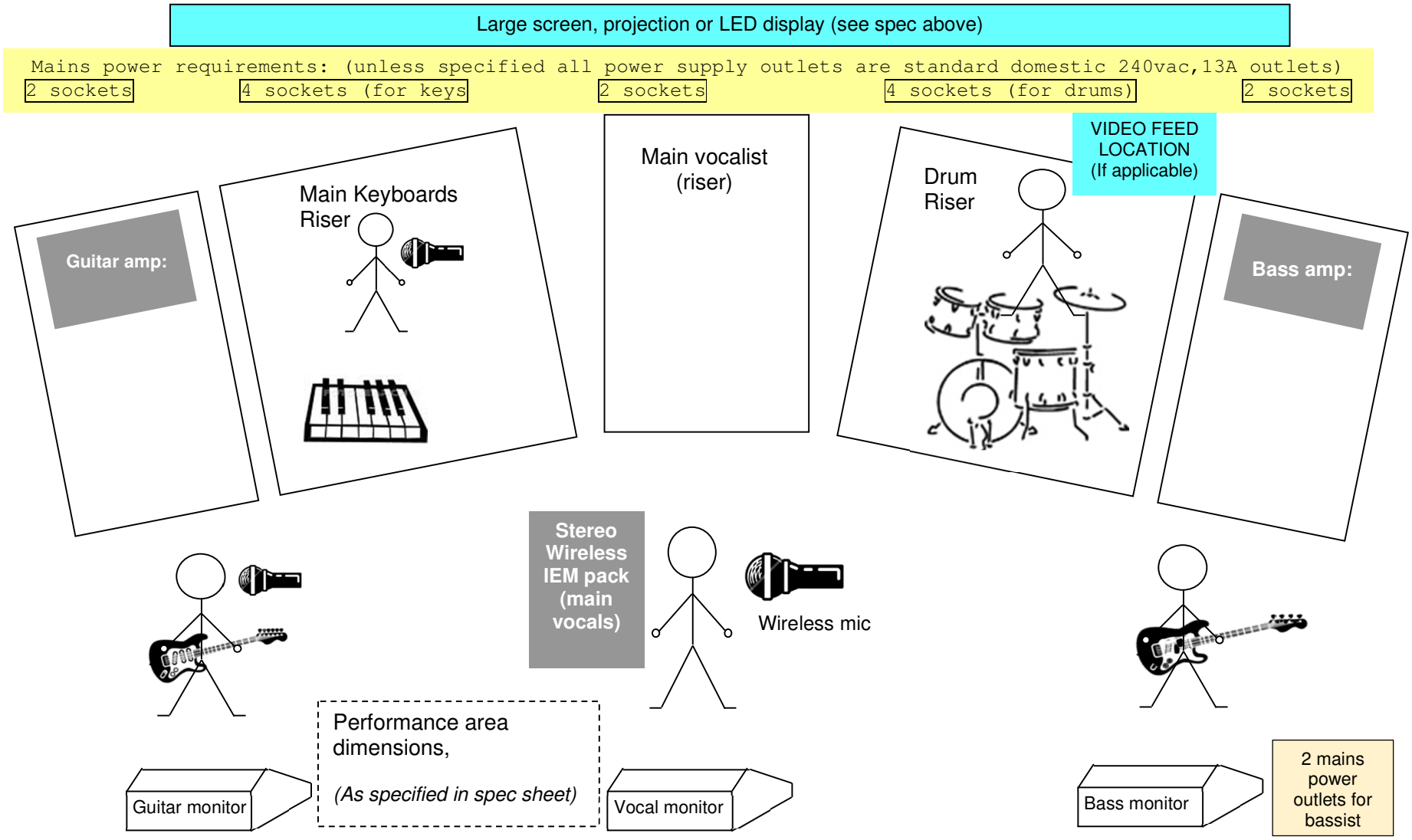
Signal out and type

The "Break-out" audio is *post* pre-amp gain and *pre* everything else, ie no EQ, dynamics or other signal-effects is applied.

Venue: Drum mic'ing up

It is expected and preferable that the venue will mic' up the drums using their own mics/stands/cable so they have access a full set of individual drum-mics rather than use the *limited* break-out channels offered which require sub-grouped toms. In this case the drummer will add his own "local mics" only for the purpose of the band monitoring. All other sound-sources, *shown above,* will be provided on a 16-way XLR "break-out box" that can be located wherever the engineer/venue desire.

STAGE PLAN


Large screen, projection or LED display (see spec above)
Mains power requirements: (unless specified all power supply outlets are standard domestic 240vac,13A outlets)
2 sockets
4 sockets (for keys
2 sockets
4 sockets (for drums)
2 sockets
Guitar amp:
Main Keyboards Riser
Main vocalist (riser)
Drum Riser
VIDEO FEED LOCATION (If applicable)
Bass amp:
Stereo Wireless IEM pack (main vocals)
Wireless mic
Performance area dimensions,
(As specified in spec sheet)
Guitar monitor
Vocal monitor
Bass monitor
2 mains power outlets for bassist
Front of stage

Power supply & electrical:

A safe and “clean” reliable power supply for all equipment, as shown in the stage-plan

Video playback

Video output can be provided either from a VGA or HDMI connector. Please confirm.
The video-audio will be a balanced mono XLR output to feed the PA system, the same as the other on-stage instrument-outputs.

- Output to a large projector or LED screen- the biggest available on site, ideally greater than 4 metres wide
- Playback device will most likely be an iPad (supplied by the band)
- Video output termination: HDMI, SDI or VGA connector
- Video: Resolution: Full HD 1920x1080, Aspect ratio 16:9
- If scaling is required please contact asap
- Audio will be delivered in sync with the visual as MONO XLR output using DI box (see drummer’s spec above)
- Audio will be considered as another on-stage instrument and mixed as such.
- Ensure the connection-terminal for the video output is located at the drummers position on stage

Staging

Minimum stage size 7m wide x 5m deep. Drum Riser 600mm high 3m wide x 2.5m deep. The stage should be sturdy and level the carpet should be securely fitted.

Lighting

- Lighting suitable for the venue with operative or complete automation. Performers will not be able to control the lighting.
- The band may provide and use additional lighting and haze/smoke fixtures supplementary to the in-house fixtures. It may be possible to hand over control of these DMX devices to the in-house lighting-engineer for a better overall experience for everyone.