

## DUSK STAGE PLOT



1	KICK TRIGGER (R & L)	7	FLOOR TOM	13	GUITAR STAGE L
2	KICK RIGHT (mic'd)	8	HI HAT	14	GUITAR STAGE R
3	KICK LEFT (mic'd)	9	RIDE	15	CENTER MAIN VOCAL
4	SNARE	10	OVERHEAD 1	16	WIRELESS VOCAL
5	TOM 1	11	OVERHEAD 2	17	**SYNTH TRACK
6	TOM 2	12	BASS AMP DI		

Steve Crane - Bass/Center Main Vocals (SM58 Mic Supplied)

Please add vocal Delay around 200ms/20% feedback/20% volume

Tim Beyer - Guitar Stage Right-Direct from pedal

Steve Gross - Guitar Stage Left-Direct from pedal

David Swanson - Drums

Dana Ignarski - Wireless Vocals (Wireless Mic Supplied, IN EAR MONITORS Supplied)

Please add vocal Delay around 200ms/20% feedback/20% volume

### FRONT MONITORS:

Kick, Snare, Hi Hats, Guitar Stage Right, Guitar Stage Left, Center Main Vocal, Wireless Vocal, \*\*Synth Track

DRUM MONITOR: Completely Muted

\*\*SYNTH TRACK (XLR supplied from drum rack)

For soundcheck we play a test track which is comprised of a string section playing, make sure it is prominent in the F.O.H. and MONITOR mix.

Notes for Lighting Director:

We use (2) Moving Head Lights (controlled by the click tracks) that sit on Stage L and Stage R guitar cabs programmed with the music. Dim House lights down to the point where the stage is barely lit and put on a slow moving color chase.

If this is a festival show where we are not using our choreographed lights, if possible, please create an atmospheric mood with dim front lights, slow moving chases, strobes in double kick sections.

-Massive amounts of FOG preferred and appreciated. We can supply our own fog machine also if needed.