

SOUND

MONITOR MIXES (8)

MICROPHONE INPUTS (See Attached Page 1-Stage Plots)	LEAD VOCAL MONITORS MUST HAVE:
1) Kick Drum 2) Snare 3) Hi Hat 4) Lo Tom 5) Mid Tom 6) Hi Tom 7) Overhead (Right) 8) Overhead (Left) 9) Bass Guitar (Direct) 10) Guitar Amp (Right) 11) Guitar Amp (Left) 12) Guitarist Vocal (Right) 13) JESSIE (LEAD VOCAL) - Wireless 14) Bass Guitar Vocal 15) Guitarist Vocal (Left) 16) Spare Lead Vocal	2 FLOOR MONITORS & 2 SIDE FILL MONITORS Mix – LEAD VOCAL ONLY Effects in Monitor – Delay/Reverb (Delay 90-125 Milliseconds) Guitar Monitor: Mix – Lead Vocal, Guitar Guitar Monitor: Mix – Lead Vocal , Guitar Vocal Bass Monitor: Mix – Lead Vocal, Bass Vocal Drum Monitor: Mix – Kick (1), Bass , Lead Vocal , Guitar

ATTENTION: MONITOR NOTES

- 2 (two) Lead Vocal Stage Monitors and 2 (two) side fill monitors

MONITOR CONSOLE (GRAPHIC EQUALIZER)

-must be set up to send effects (Delay/Reverb) to this lead vocal monitor mix.

- Delay of 90-125 milliseconds in Jessie's Monitor

- EQ Monitors for maximum gain before feedback

F.O.H. NOTE: ONLY DELAY SHOULD BE USED ON LEAD VOCALS IN THE HOUSE MIX.

NO REVERB PLEASE! F.O.H. should have any reverb on anything. Especially Jessie's voice. The only effect on her voice should be a slight repeating delay of around 200-250 milliseconds.

STAGE:

Drum riser (approximate) 8' x 8' x 8 inches or 12 inches high are to be provided

LIGHTING:

Jessie (Lead vox) moves to the front of the stage. Lighting should be prepared with follow spots or specials if possible. White lighting preferred if possible.

DRESSING ROOMS:

-2 rooms required if possible – or male and female private changing space
 - Bottled water, apple juice, coffee, tea
 - Towels

ADDITIONAL NOTES: Please allow audience to enter place of performance after technical setup and soundcheck completed. Every effort will be made to see that this is completed one hour prior to start of performance. **THANK YOU!**