

FlashPants input list

Drums:

Kick
Snare
Tom
Tom
Hat,
O/H
Electric Drum Output
Laptop (drummer runs may need DI)

GTR cab mic (whatever you recommend)

Bass cab mic (or DI, whatever you recommend)

Boom stand vocal Bass (stage left)

Boom stand vocal GTR (stage right)

Cordless mic for lead vocals. No stand

Show notes:

Drummer runs his own in ear mix from stage, he will need you to send an aux (1/4 or XLR) to him; he will **not** need (or want) a floor monitor.

In the drummers aux mix, please send him lead vocals, kick and a touch of gtr. that is all. (no bass) **DO NOT SEND HIM HIS OWN TRACKS.**

Monitors: please use as FEW monitors as possible on stage. One large stage wash on either side of the stage is ideal. The **fewer** physical speakers, the better; just make them **loud**. PLEASE, DO NOT BLOCK OR LINE THE FRONT OF THE STAGE WITH MONITORS OR DROP BOXES.

Ideally the band's stage mix would be the same as what the audience gets!! (YES you can actually send a line straight out of your FOH speakers into the monitors and just employ the high pass filters on the monitors to make sure there's no low end feedback and be done! Or run all aux sends as POST FADER, set all the same and be done. The band will love it! We don't need to hear every little part that WE are playing; we are listening to the entire mix, just like you are.

The band typically runs its own sound and is accustomed to sound checking very quickly. (about 5 minutes or less). Here are some broad tips on getting the sound up quickly before sound checking:

Drums : (think "The Cars" or "Queen")

Kick: duck 250 by about 8 db Boost 8k about 3 db.

Snare: low shelf duck at around 300hz boost 8k by about 3 db. (Compress to taste, or not)

Toms: duck 250 by about 3 db Boost 8k about 3 db.

Tracks: Compress, DO NOT GATE!

Gtr: Flat

Bass: 80/100 htz up 3 db. duck 250 by about 10 db Boost 10k about 3 db.

Vocals compress, (do not gate) 450 ml delay

Mix notes,

Make the tracks loud!!!

We actually start some songs with tracks alone; we aren't trying to hide them. They are part of the show; let them be loud.

Make sure effects are off vocals mic when singer is talking.

If there is a DJ playing, keep him going right up until the drummer counts the band to start its first song. (i.e. don't let the DJ fade out while the band is tuning or getting ready to start)