

## Input List

### Microphones:

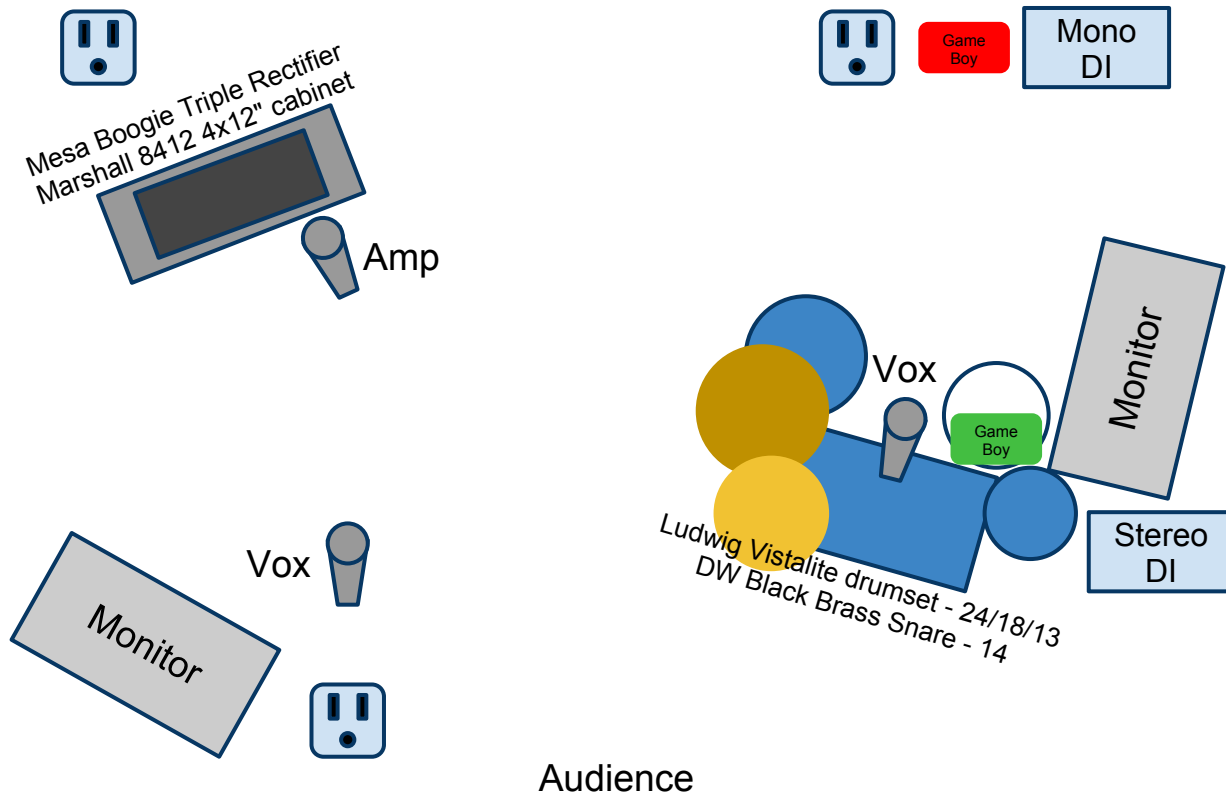
- 2 vocal (each with a functioning boom stand)
- 1 guitar amplifier (SM57, 609e, etc)
- drums (as needed)

### Direct Inputs (3)

- 2 sequencer at drum set (stereo pair, 50% pan)
- 1 behind drum set for synthesizers

### Monitors (2)

- 1 at drums
- 1 at guitarist vocal mic



## General Notes:

- Both DIs are plugged into modified Nintendo Game Boys.
- Stereo DI (LSDJ sequencer) is extremely important in monitor mixes, especially for drummer.
- Guitar and drums are not generally needed in monitors.
- A backup sequencer Game Boy is kept at drum set - if there is a problem, be prepared to mute the stereo DI to switch!



Technical contact: Matt Payne (drummer)  
email: [matthewjosephpayne@gmail.com](mailto:matthewjosephpayne@gmail.com)  
phone: (510) 409-9065

stage plot as of April 25th, 2011