

Smokin Gunnz

Channel	Input	Insert	Drum Mon	SR Mon	Cent Mon	SL Mon
1	Kick	Gate 1				
2	Kick	Gate 2				
3	Snare	Gate 3				
4	Hat					
5	Tom 1&2	Gate 4				
6	Tom 3&4	Gate 5				
7	Tom 5	Gate 6				
8	Tom 6	Gate 7				
9	OH					
10	OH					
11	Bass (DI)	Comp 3				
12	GTR SR			X		X
13	GTR SL			X		X
14	Drum Vocal	Comp 1	X	X	X	X
15	SR Vocal	Comp 2	X	X	X	X
16	Center Vocal	Comp 2	X	X	X	X
17	SL Vocal	Comp 2	X	X	X	X
18	Verb Ret					
19	Delay Ret					

Drummer is Lead Vocal. He will have his own Headset Mic that will need Phantom.

Drum Monitor needs to be on his Left Side.

We prefer to use our Mic Kit when possible.

Four musicians on stage, Guitar SR, Bass SL, Guitar SL, Drummer Center Rear.

I put the comps on Sub Groups if monitors are done FOH. I can live without the Comps.

TC M One XL and D Two are desired effects. We can use our effects units.

If Digital desk is being used, please have the Guitars, Bass, and Vocals on top fader layer.

Please have Verb and Delay returns on separate Channels on top layer also.

Please have the House Engineer available at beginning of our Set.

We will follow all volume restrictions, just let me know. If at any time the House System Engineer determines that I am putting the Sound System in danger of damage, or the volume is exceeding the Venue Limit, it is their responsibility to tell me. We do not want to cause any damage to the Supplied Sound System or exceed Venue Volume Restrictions. We will respect the House Engineer's call.

This is an easy band to work with, it will be an easy time for all involved!

Any questions, please contact me.

Thanks,

Greg Hershey

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