## INPUT LIST JOHN ADAMS BAND

СН	SOURCE	MIC	FX	COMMENTS
		SI WSD 40 / S I I	RETURN	
4	Land March (Danser Claud)	Shure KSM9 / Sennheiser	VEC	Hall on the State of the State
1	Lead Vocal (Boom Stand)	e845 or equal Will bring	YES	Hall reverb with long tail
2	C String Cuitar (Taylor)	own Microphone as well  Need BSS DI	YES	TDD (Flanger/Deverb32)
3	6 String Guitar (Taylor) 12 String Guitar (Taylor)	Need BSS DI	YES	TBD (Flanger/Reverb??) TBD (Flanger/Reverb??)
-			YES	• • • • • • • • • • • • • • • • • • • •
4	12 String Guitar (Ovation)	Need BSS DI Need BSS DI	-	TBD (Flanger/Reverb??)
5	6 String Guitar (Gibson)		YES	TBD (Flanger/Reverb??)
6	Piano (Grand piano theater)	Need BSS DI (mono/stereo)		Stereo if enough inputs
7	Keyboard	Need BSS DI (mono/stereo)		are available
8	Backing Vocals Piano Player (Boom Stand)	Shure KSM9 / Sennheiser e845 or equal	YES	Hall Reverb
	Acoustic Bass	Need BSS DI		Both Basses will use same
9	Electric Bass	Need BSS DI		channel
10	Bass Cabinet + Amp			
11	Backing Vocals Bass Player	Shure KSM9 / Sennheiser		
	(Boom Stand)	e845 or equal		Hall Reverb
12	Kick drum	RE20		For the drum kit, any equal
13	Snare	SM57		or
14	Tom 1	E604		Better mic set will be fine
15	Tom 2	E604		
16	Floor Tom	SM57		
17	High Hat	SM57		
18	Overhead Left	KM184		
19	Overhead Right	KM184		
20	Percussion Overhead	KM184		2 if channels are available
21	Conga Left	57 Beta		
22	Conga Right	57 Beta		
23	Djembe	Unknown		Please advise
24	Cajon	Unknown		Please advise
25	Violin/Fiddle (Amanda)	Wireless set	YES	Has her own wireless set
	Banjo (Amanda) only 1 song	Mic Stand and Mic		Is in process TBD
26	Electric Guitar/Lap Steel	1 Line Mic for Amp		If enough channels available
27	Mandolin/Fiddle	1 Line for Acoustic Amp		instruments will be separate
28	Acoustic Guitar	Need BSS DI		
29	Backing Vocals Guitar Player	Shure KSM9 / Sennheiser		
	(Boom Stand) also Harmonica	e845 or equal		
30	Flute	Will bring own wireless set	YES	
31	Soprano Sax	Will bring own wireless set		
32	Penny whistle/Recorder	Will bring own mic		
	TALK BACK MIC	Any Mic	No	For Sound Engineer