

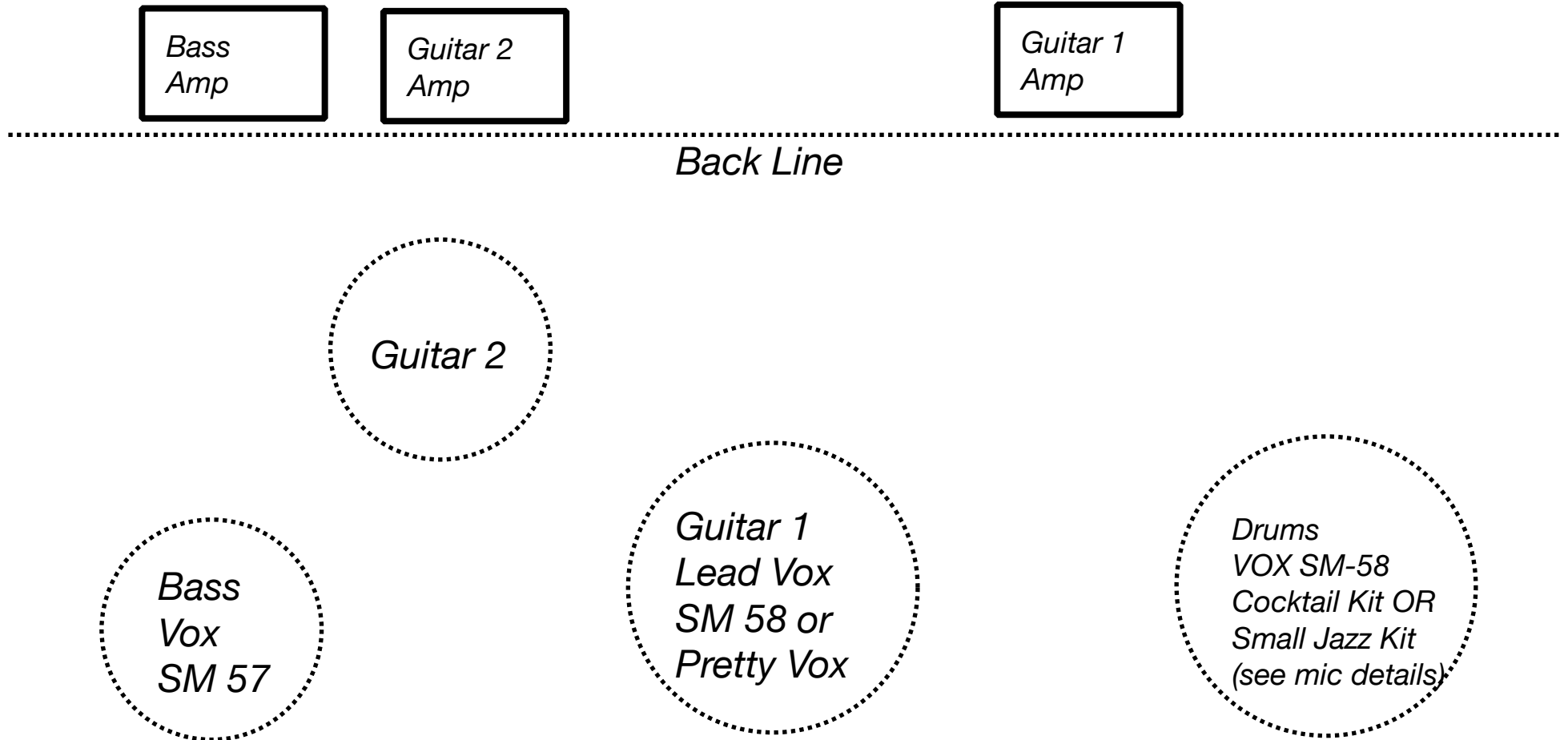
The Eclectic Bastards

Sound Reinforcement Requirements

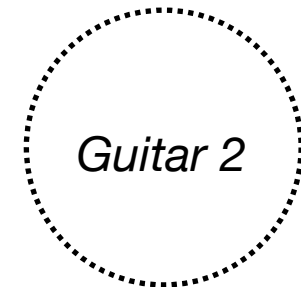
and

Stage Plots

Stage Plot 1 – Drummer at Front – Preferred



Stage Plot 2 – Drummer at Rear



Sound Reinforcement Guidelines

LEAD VOCAL

- SM-58 or a prettier vocal mic for lead
- Performer is about 60"
- Boom Stand
- Add mid-low/low to round out this vocal
- Generally pretty loud at microphone
- Some light compression 1.5/1 if possible.
- Slight vocal plate if possible

BASS VOCAL

- SM-57 or something with punch
- Performer is about 79"
- Boom Stand
- Add mid/mid-high for clarity
- Generally too soft at microphone
- Some light compression 1.5/1 if possible.
- Slight vocal plate / small reverb if possible

DRUM VOCAL

- SM-58 or pretty vocal mic for backups
- Performer is about 60" standing (Cocktail Kit)
- Boom Stand
- Add mid/mid-high for clarity. Very little EQ.
- Generally a bit too soft at microphone
- Some light compression 1.5/1 if possible.
- Slight vocal plate / small reverb if possible

DRUM KIT CONFIG 1 - Cocktail Kit

- Snare
- Kick (under cocktail)
- Overheads for splash/ride cymbals and effects (cow bell, etc)

DRUM KIT CONFIG 2 - Jazz Kit

- Snare
- Kick
- Hi-Hats
- Floor Tom
- Two small toms
- Overheads for splash/ride cymbals and effects (cow bell, etc)

AMPLIFIERS (Standard Rock Mics)

- Bass - RE-20 or similar
- Guitar 1 - SM57 or Synheiser
 - Feedback issues when using Acoustic
- Guitar 2 - SM57 or Synheiser - EQ for melody

HOUSE MIX

- Drum mix, Guitar 1, and Bass should be equal apparent levels (think Jazz)
- Guitar 2 plays mainly a few melodies - mix a bit further back - may have to ride fader at melody moments
 - Lead vocal slightly ahead of bass/drum vox generally. Adjust when other performer is lead for a particular song.

MONITOR MIX

- Need all Vox in all monitors with each performer hearing at least as much of themselves as the lead - A little reverb can be comforting
- On large stage need a bit of Guitar 1 (sometimes) in all monitors
- On large stage need a bit of kick in all monitors