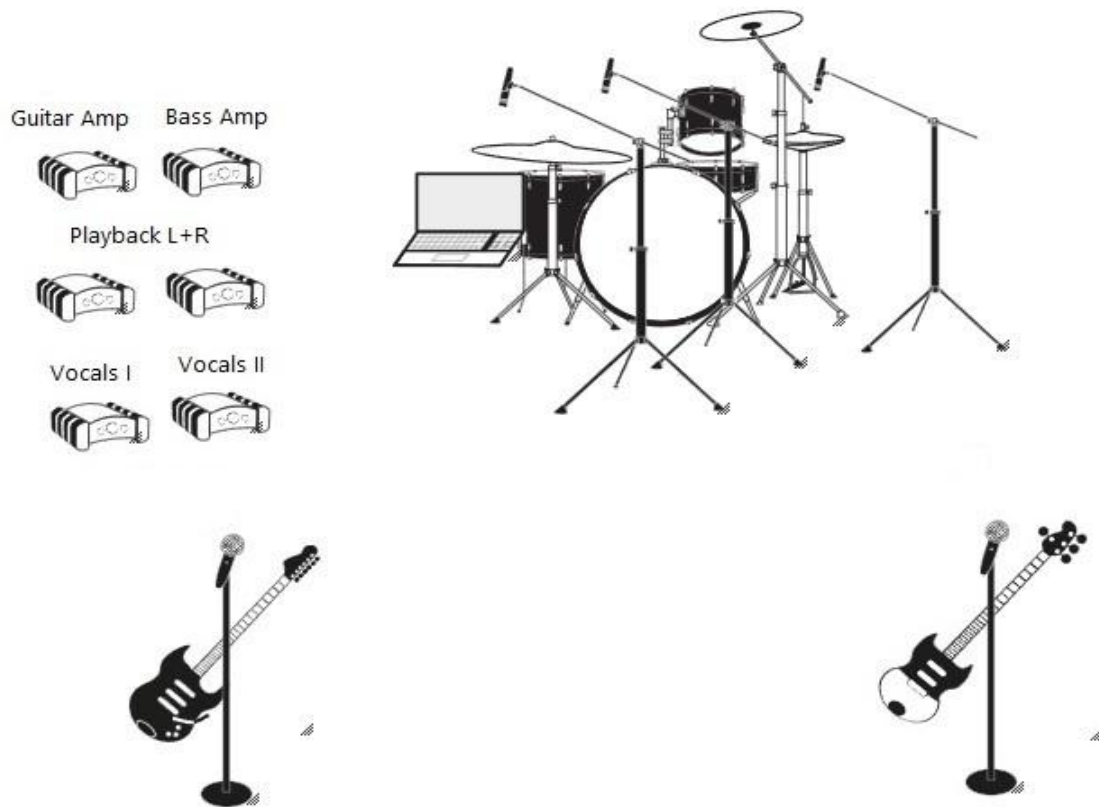


OBSIDIAN TIDE STAGE PLOT



What we require:

- * 2 SM58 on stands & XLR cables that can reach the back of the stage
- * 6 DI channels from our audio interface to the FOH (we have a cable snake with TS connectors for that, we don't bring DI boxes)
- * Drum Channels are what is standard by the venue FOH
(ideally, 2 overhead mics, 1tom, 1 floor, 1 bass drum 1 snare drum)

Channels to FOH

Bass Amp (from pc ch.1)	DI
Guitar Amp (from pc ch.2)	DI
Playback L (from pc ch.3)	DI
Playback R (from pc ch.4)	DI
Vocal I Growl (from pc ch.5)	DI
Vocal II Clean (from pc ch.6)	DI

Monitoring: One channel from FOH - Mono Drum Mix over a **TS\TRS** cable.
[Optional - 1 center stage monitor with vocals guitars and bass \(for backup\)](#)

We do our own In Ear monitors via our PC and our own in-ear packs.

Drums are standard 1 rack tom and 1 floor tom with 2 crash cymbals and 1 ride cymbal.

*Vocal mics connect to our audio interface and go directly to FOH with no EQ Compression or Reverb. (So the FOH will need to process the vocals)

*Playbacks contain vocal harmonies, rhythm guitars, keyboard parts, percussion and FXs.

For any questions, you can contact us at:

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