

DESIGNBAND STAGEPLOT: there are 3 options (**A/B/C**) for your front of house mix:

OPTION A: a **simple 3 CHANNEL** solution (for small club or when time is of the essence): We mix ourselves on our QSC Touchmix 16, providing you with a Stereo Feed on 2 XLR's including: all vocal microphones* keyboards, midi /audio tracks, guitar, bass, all drum microphones&Keys/Midi/Audio/EIDrums/SynthBass everything is balanced and EQ'd for you, we also run our own 4 monitor mixes:

Aux 1: monitor wedge for keys stage right

Aux 2: monitor for guitar player stage left

Aux 3: monitor wedge for stage middle

Aux 4: monitor for bassist / vocalist in ears (on XLR)

In addition to the Stereo FOH mix we can provide you with a **mono stem of all the vocal microphones only:**

Aux 4: (2 Wireless Mics, Wireless Headset, Guitar Vocal Mic, Keyboard Vocal Mic,)

to clarify: because we have our own monitors, those vocal mics are also in the **stereo mix***

but that additional Aux 4 vocal stem will give you some control to give vocals an extra boost when needed

OPTION B: if you have a **18 CHANNEL (or larger)** mixing board and can provide 4 monitor mixes for us: **you** mix vocals, guitar, bass, drums, percussion we provide only a stereo feed of keys/midi/audio tracks

01 Vocal mic on boom stand for guitarist (your choice)

02 Guitar mic for Fender Amp (your choice)

03 Wireless Microphone for lead vocalist Tracy on straight stand (your's)

04 Wireless Microphone for lead vocalist Brian on straight stand (your's)

05 Kick Drum Audix D6 provided by us (May system internally mounted)

07 Snare Drum Shure Sm57 provided by us including mount

08 Rack Tom Sennheiser E 609 provided by us including mount

09 Floor Tom Sennheiser E 604 provided by us including mount

10 Hi Hat (your's)

11 Overhead Mic (your's or percussion Mic B Congas/Bongos on stand)

12 Percussion Mic A your's Congas/Bongos on stand

13 Keys/Midi/Audio/EIDrums/SynthBassSubmix L on drum riser (Aux 5 on XLR, no DI needed)

14 Keys/Midi/Audio/EIDrums/SynthBassSubmix R on drum riser (Aux 6 on XLR, no DI needed)

15 Kick Drum Triggered Sound from Submixer on drum riser (Aux 1 on XLR, no DI needed)

16 Female vocalist/bassist wireless headset Crown CM-311 (Karin's)

17 Mark Bass Amp (has build in DI)

18 Vocal mic Audix OM2 with switch mounted on keyboard rig provided (Tracy's)

OPTION C: large event, **20 CHANNEL** mix, stage plot starting stage left:

01 Vocal mic on boom stand for guitarist (your's)

02 Guitar mic for Fender Amp (your's)

03 wireless microphone for lead vocalist Tracy (your's)

04 wireless microphone for lead vocalist Brian (your's)

05 Kick Drum Audix D6 provided by us (May system internally mounted)

06 Kick Drum Triggered Sound from Submixer on drum riser (Aux 1 on XLR, no DI needed)

07 Snare Drum Shure Sm57 provided by us including mount

08 Rack Tom Sennheiser E 609 provided by us including mount

09 Floor Tom Sennheiser E 604 provided by us including mount

10 Hi Hat Mic (your's)

11 Overhead Left (your's)

12 Overhead Right (your's)

13 Percussion Mic A

14 Percussion Mic B

13 Electric Drums/Sound Efx Submix L on drum riser (Aux 3 on XLR, no DI needed)

14 Electric Drums/Sound Efx Submix L on drum riser (Aux 4 on XLR, no DI needed)

15 Female vocalist/bassist wireless headset Crown CM-311 on XLR no DU needed

16 Mark Bass Amp (has build in DI)

17 wireless MC mic (your's)

18 Vocal mic Audix OM2 with switch mounted on keyboard rig provided by us

19 Keyboard Midi /Audio Tracks Left Submix on drum riser (Aux 5 on XLR, no DI needed)

20 Keyboard Midi /Audio Tracks Left Submix on drum riser (Aux 5 on XLR, no DI needed)

DESIGNBAND:

Tracy:voc/keys. **Brian:**voc/perc **Karin:**voc/bass/flute/keys. **Steve:**voc/guitar. **Manny:**drums/voc

Notes to dial in the mix for the band and generate monitor mixes for the musicians:

Floor Monitor 1: by keyboard rig (wireless mics and keyboard mic boosted to 80%)

Floor Monitor 2: by guitar player (guitar mic and Guitar Vocal boosted to 80%)

Monitor 3: in ear feed on XLR for female bass player (bass guitar and female headset boosted to 80%)

Monitor 4: in ear feed on XLR for drummer

(has his mix set with added click track, just needs vocal mix at 50% like everyone else)

Besides those 'boosted' channels, please route **all vocal mics to all 4 monitor mixes at 50%** as well as [13 Electric Drums/Sound Efx Submix L & 14 Electric Drums/Sound Efx Submix R](#) and

[19 Keyboard Midi /Audio Tracks Submix L & 20 Keyboard Midi /Audio Tracks Submix R](#) also **to all monitors** also at 80% and **please do not mute any channels at any time after sound check until end of show.**

Please do not cut power until 15 minutes after show to give us a chance to properly shut down samplers, keyboards, laptops, reset digital mixing board and interfaces

Our stage volume is not very loud and to avoid any 'open mic bleeding' the musicians have silent **switches** on the mics (which are not being used all the time):

Keyboard Vocal,

Wireless Mics

Female Bassist's Wireless Headset Vocal

Drum Vocal (which feeds into a harmonizer/vocoder present in the drum submix)

and **they** reliably will turn them **on and off as needed themselves**

(with the exception of the guitar vocal mic)

They are trading and switching mics around often (even during songs) that it is difficult for you to keep track of unmuting mics, resulting in unwanted vocal dropouts.

Please just leave all mics on all of the time.

for easier identification to possible assignments for your subgroups / matrix:

acoustic and electronic drum/percussion are [blue](#):

[13 Electric Drums/Sound Efx Submix L & 14 Electric Drums/Sound Efx Submix R](#)

[contain most electronic triggered Drum Sounds/ Percussion and](#)

[Special EFX such as drummer's vocoded voice](#)

[and can be grouped with the Kick Trigger](#)

[as well as Acoustic Kick Microphone and all other Acoustic Drum Microphones](#)

Keyboards / Audio Tracks are [red](#)

[19 Keyboard Midi /Audio Tracks Submix L & 20 Keyboard Midi /Audio Tracks Submix R](#)

[contain everything keyboard generated such as Grand and E Pianos, Horns, Strings&Orchestral,](#)

[also additional Backup Vocals, Acoustic Guitars and Light Percussion such as Hand Claps](#)

Bass is [purple](#)

[16 Ken Smith 5 String Bass and/or Rick Turner acoustic bass through Mark Bass Amp](#)

We underlined and extended the lines of each channel for your FOH numbering to get this stage plot transferred quickly to your preferred board layout

what the hell, don't they know Kick is always on ch 01 !

We hope this helps, we thank you for providing sound for Designband and we are looking forward to seeing you at the show!

Tracy, Brian, Karin, Steve and Manny

Please feel free to phone anytime day of event cell: **503.639.9364**

or e-mail us: **design.music4@gmail.com**