

Inputs and configurations

Drums: We generally use six mics on the kit: 2 overheads, 1 snare, 1 kik, and 2 toms, but we can do with 4 (no toms in that case).

Vocals: We have two main vocal mics and two secondary vocal mics. There is David's mic (Mic 1) at the keyboard. Then there is David's stage mic (Mic 2). Ange has a similar set-up; Ange's stage vox and saxes (Mic 3), and Ange's vocal mic at keyboards (Mic 4).

Guitars and Bass: Guitar 1 has two amps both of which are mic'd. The bass has a mic as well (although a DI box will do in a pinch, we prefer the sound of the stage amp going through the mains).

Sax: We require 1 sax mic. Usually it is Ange's stage mic (Mic 3). In some cases though, the sax will be mic'd internally and sent to an effects processor, so we can do with a stereo line input from the processor, but ideally there would be an extra mic AND an effects line level input.

Keyboards and Gtr-Synth: There are 2 keyboard rigs onstage, both of which are in stereo and submixed prior to being sent to the mains. Keyboard A sends a stereo pair to the keyboard amp and requires 2 line inputs. Typically the guitar-synth signal is mixed with Keyboard A in the keyboard amp as well. Keyboard B sends a stereo pair directly to the board and thus requires 2 line inputs.

Monitors: We require 3 monitors: 1 for Vox 1-Keyboard A, 1 for Vox2-Saxes-Keyboard B, and 1 for drums. Ideally we have a seperate mixes for each, but in a pinch we can all share the same mix.

Total input requirements: In all we require: 14 mics and another 6 line level inputs, but can make do with 9 mics (2 drums, 2 gtr1, 1 gtr2, 4 vocals) and 5 inputs (keyboard 2 & 3 share a pair via a submix).