



**PAPA DOO RUN RUN
MICROPHONE INPUTS**

CHANNEL / POSITION	STAND	MICROPHONE (1st, 2nd, 3rd choices)	SUBMIX / PAN (1 vocals, 2 drums L, 3 drums R, 4 instruments L, 5 instruments R)
1. Kick Drum	Desk boom	Senn 421, RE 20, AKG D112	2/3 center
2. Snare	Boom	CS 15, SM 57	2/3 center
3. Hi Rack Tom (1)	Boom or clip	Senn 421, D112, SM 57	2/3 3 o'clock
4. Mid Rack Tom (2)	Boom or clip	Senn 421, D112, SM 57	2/3 1 o'clock
5. Low Rack Tom (3)	Boom or clip	Senn 421, D112, SM 57	2/3 11 o'clock
6. Floor Tom (4)	Boom or clip	Senn 421, D112, SM 57	2/3 9 o'clock
7. Hi Hat	Boom	SM 81, ATM 405, SM 57	2/3 center
8. Overhead (Left)	Boom	SM 81, ATM 4051, SM 57	2 hard left
9. Overhead Right)	Boom	SM 81, ATM 4051, SM 57	3 hard right
10. Keyboard vocal (Don)	Boom	Beta 58, SM 58, SM 57	1
11. Bass vocal (Jim)	Boom	Beta 58, SM 58, SM 57	1
12. Rhythm Guitar vocal (Jeff)	Boom	Beta 58, SM 58, SM 57	1
13. Rhythm Guitar vocal (Adrian)	Boom	Beta 58, SM 58, SM 57	1
14. Lead Guitar vocal (Bob)	Boom	Beta 58, SM 58, SM 57	1
15. Drum vocal (Bo)	Boom	Beta 58, SM 58, SM 57	1
16. Keyboards (pan LEFT)	-	DI from keyboard mixer	4 hard left
17. Keyboards (pan RIGHT)	-	DI from keyboard mixer	5 hard right
18. Bass Guitar	-	DI	4/5 center
19. Rhythm Guitar 1 (Jeff)	Boom	SM 57, SM 58	4/5 9 o'clock
20. Rhythm Guitar 1 (Adrian)	Boom	SM 57, SM 58	4/5 3 o'clock
21. Lead Guitar	Boom	SM 57, SM 58	4/5 center
22-28.	Open. Use for off stage announce, CD, etc.		
29.	EFX return (LEFT ECHO 220 ms @ 30%)	Pan hard left.	
30.	EFX return (RIGHT ECHO 250 ms @ 30%)	Pan hard right.	
31.	EFX return (LEFT REVERB small room)	Pan hard left.	
32.	EFX return (RIGHT REVERB)	Pan hard right.	

MONITOR MIXES

MIX 1. (KEYBOARD)	Don:	Vocals (100% Don, 90% others), all 3 guitars, kick, snare, hat.
MIX 2. (BASS)	Jim:	Vocals (100% Jim, 90% others except keybd vocal 0%), kick, snare.
MIX 3. (RTHM GUIT 1)	Jeff:	Vocals (100% Jeff, 70% others, 0% bass vocal).
MIX 4. (RTHM GUIT 2)	Adrian:	Vocals (100% Adrian, 70% others), keyboards.
MIX 5. (LEAD GUIT)	Bob:	Vocals (90% Bob, 100% others, 0% bass vocal), keyboards, lots of snare.
MIX 6. (DRUMS)	Bo:	Vocals, slight keyboards & guitars, all drums, heavy kick.
MIX 7. (KEYBOARDS L)		Only left side of key mix.
MIX 8. (KEYBOARDS R)		Only right side of keyboard mix.

(NOTE: May substitute 2 Roland JC 120 or 2 Twin Reverb guitar amps for keyboard monitor mixes 7 & 8).

HOUSE MIX

40% instruments, 60% vocals, Heavy kick & snare, with lots of high end (4K), and low end (100Hz) on kick.
Small hall reverb on snare and toms.
Digital delay (stereo echo) on all vocals (L: 220 ms @ 30% / R: 250 ms @ 30%)

MIC. INPUTS
CHANNEL / POSITION

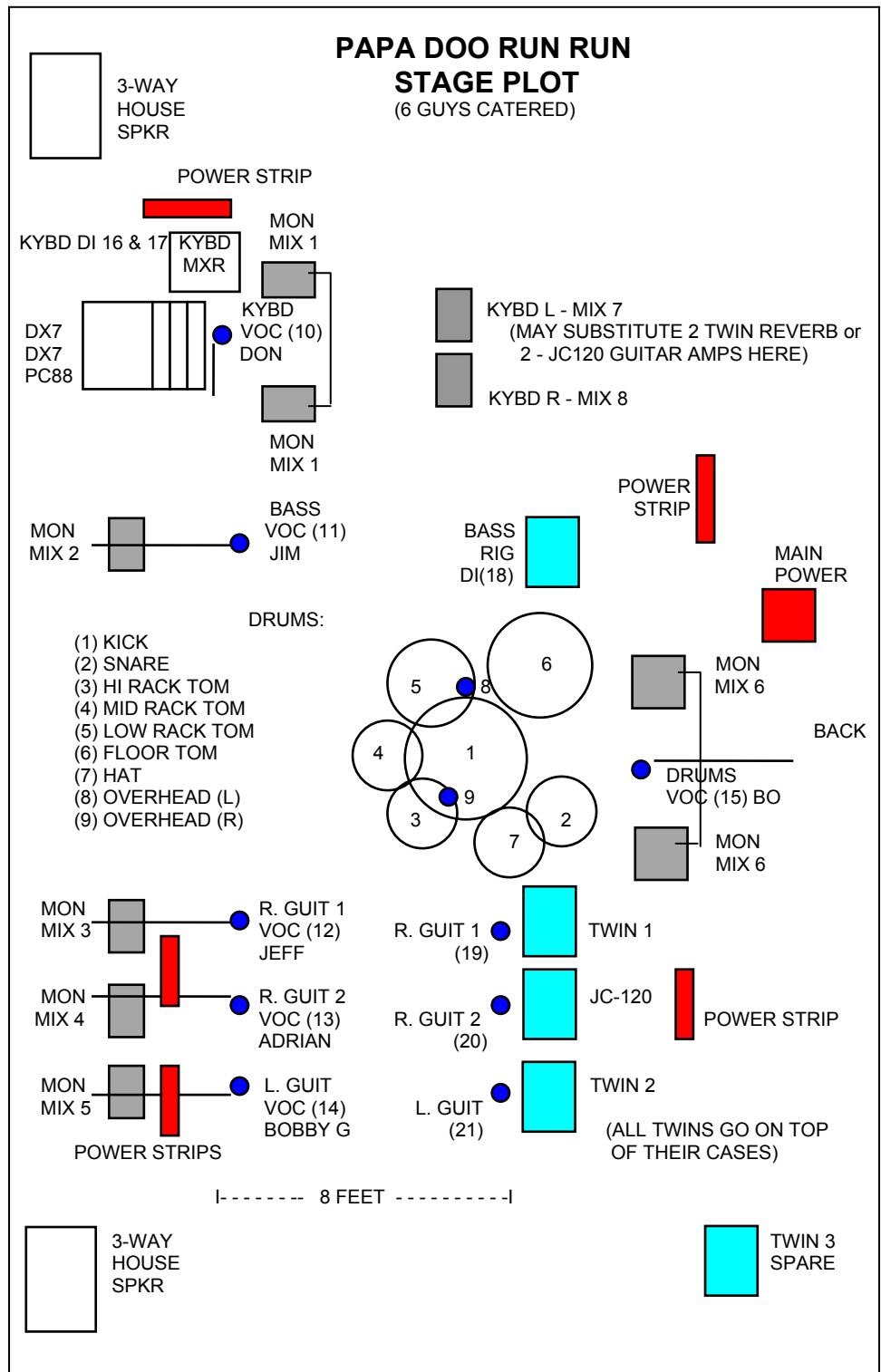
1. KICK
2. SNARE
3. HI RACK TOM
4. MID RACK TOM
5. LOW RACK TOM
6. FLOOR TOM
7. HAT
8. OVERHEAD L
9. OVERHEAD R
10. KEYBOARD VOC.(DON)
11. BASS VOC (JIM)
12. RYTH GUIT 1 VOC (JEFF)
13. RYTH GUIT 2 VOC (ADRIAN)
14. LEAD GUIT VOC (BOBBY)
15. DRUM VOC (BO)
16. KYBD L DI
17. KYBD R DI
18. BASS DI
19. RHYTHM GUIT 1
20. RHYTHM GUIT 2
21. LEAD GUIT

8 MONITOR MIXES
WITH 10 WEDGES

STAGE SIZE: 16' X 32' MINIMUM
6' x 8' x 18" DRUM RISER.

AT FULLY CATERED EVENTS
(USUALLY OUTSIDE OF CA, AZ & NV)
PAPA WILL BRING 4-5 CASES:

KEYBOARD MIXER RACK
KEYBOARD STAND & SEAT
CABLES, PEDALS, EFX, AND
DRUM & PERCUSSION ITEMS.



STAGE: A SINGLE LEVEL PLATFORM 20'D x 40'W X 2'H (or 16'D x 32'W x 2'H minimum), WITH A 6' x 8' x 2' CARPETED DRUM RISER AT CENTER, 8' BEHIND FRONT MIC LINE. STAIRS AT STAGE LEFT.

POWER: A DROP BOX WITH 4-SEPARATE 20 AMP / 115V AC OUTLETS FOR BAND GEAR. SOUND & LIGHTING WILL REQUIRE ADDITIONAL POWER.