

Stage Plot

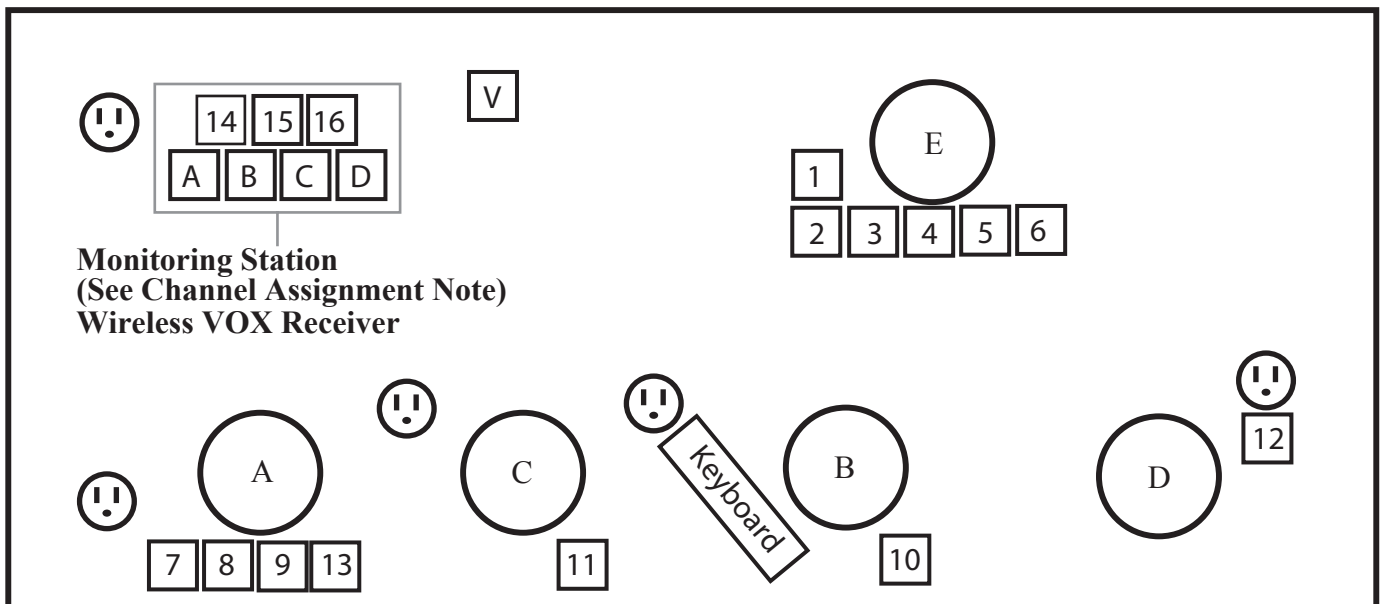
We typically set up 4 Downstage, 1 Upstage (see below). Where stage dimensions permit we will move the drum kit to the front row in the stage left slot.


Basic Setup - Please confirm with technical contact (sound@coyoterun.com)

- A) Doug needs: 4 onstage XLR (we provide vocal mic and instrument DI's)
- B) David needs: 2 onstage XLR (we provide vocal mic and instrument DI)
- C) Paul needs: 1 onstage XLR (we provide fiddle DI)
- D) Michael needs: 2 onstage XLR (we provide vocal mic and instrument DI)
- E) Catherine needs: 6 XLR for drum mics (we provide)
 - 1 XLR for wireless headset mic (we provide)
 - 1 Condenser mic (AKG C1000 or equivalent) - on boom ("Kilted Christmas" Only)

We travel with our own on-stage monitor mixing board and wireless in-ear monitoring system. If for any reason this is not practical we will need to make arrangements beforehand. If wedges must be used, please provide a separate board and operator for mixing. In a typical venue setup, you will be asked to provide the XLR cables specified above, one onstage percussion mics and boom stand ("Kilted Christmas" show only), power, and whatever drum mics you wish to use for a 4-piece kit (or we can provide if you prefer). All channels marked on our channel assignment list with an asterisk (*) will pass through our monitor board, then via a 16 channel snake to your stage snake. Where possible please position your snake Stage Right.

Channel Reservation  110v/15a AC Power



 Offstage Power (Stage Right) if we are using our Speakers

Channel Assignments

<u>1</u>	*Kick
<u>2</u>	*Snare
<u>3</u>	*Rack Tom
<u>4</u>	*Floor Tom
<u>5</u>	*Drum Overhead
<u>6</u>	*Thunder Drum (Also used for hand drum)
<u>7</u>	*Guitars
<u>8</u>	*Bagpipe
<u>9</u>	*Didgeridoo (Also used for harp for "A Kilted Christmas" Holiday Show)
<u>10</u>	*Keyboard & Accordion
<u>11</u>	*Violin
<u>12</u>	*Bass
<u>13</u>	*Doug Vocal
<u>14</u>	*David Vocal
<u>15</u>	*Michael Vocal
<u>16</u>	*Catherine Vocal
<u>V</u>	*Vibraphone (A Kilted Christmas" Holiday Show only)

FOH Engineer may specify alternate drum mic placements as dictated by the venue acoustics. Kick, Snare, Overhead, and Thunder Drum are general minimums. Suggestions include Hi Hat and Ride mics.

Monitor Returns

<u>A</u>	Doug
<u>B</u>	David
<u>D</u>	Michael
<u>E</u>	Catherine
<u>C</u>	Paul

* will pass through our monitor board, then via a 16 channel snake to your stage snake

Unless otherwise discussed, Coyote Run will provide its own onstage mixing board and in-ear personal monitoring system. This information is for use when monitoring must be provided by the house by prior arrangement.