

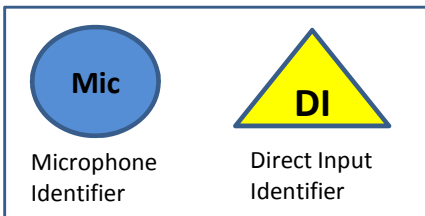
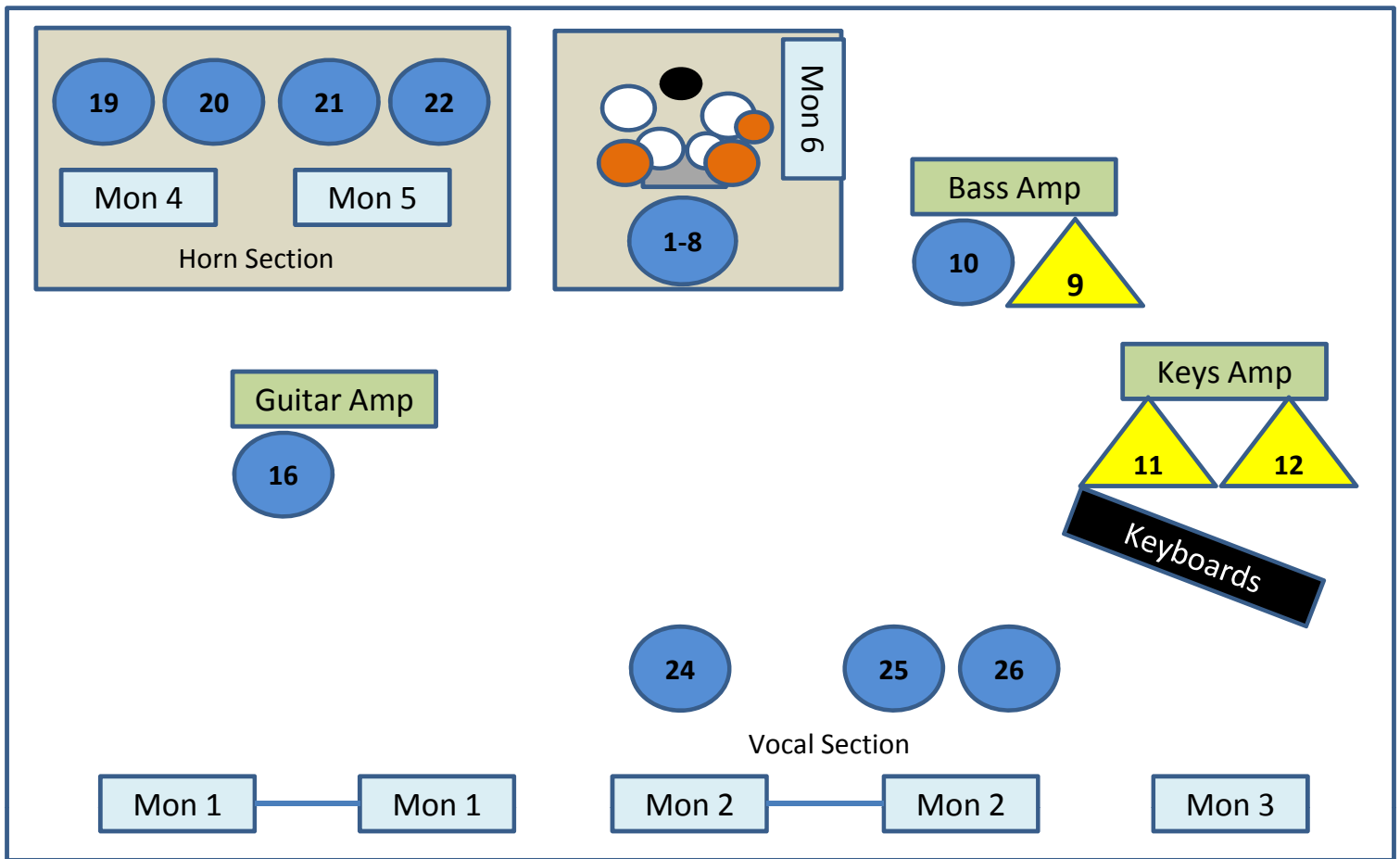
My Old School (MOS) Channel Specifications

Channel	Instrument	Mic / Direct Insert (DI)	Insert / Comments	Mic Stand Type
1	Kick	D112/BETA52	Comp/EQ	Short Boom
2	Snare	SM57		Boom/No Claws
3	Hat	SM81		Boom
4	Rack 1	421/D2		Boom/No Claws
5	Rack 2	421/D2		Boom/No Claws
6	Floor Tom	421/D2		Boom/No Claws
7	Overhead L	SM81	Left - 40" From Snare	Boom
8	Overhead R	SM81	Right - 40" From Snare	Boom
9	Bass	DI From Instrument	DI Between Bass/Amp	NA
10	Bass	RE20/421/D112	NA - If Short Channels	Short Boom
11	A. Keys L	DI From Instrument		NA
12	A. Keys R	DI From Instrument		NA
13	B. Keys L	<i>Presently Not Used</i>	<i>Presently Not Used</i>	NA
14	B. Keys R	<i>Presently Not Used</i>	<i>Presently Not Used</i>	NA
15	---- Spare ----	---- Spare ----		
16	Guitar1 R			
17	NA (Guitar2 L)	<i>Presently Not Used</i>	<i>Presently Not Used</i>	
18	---- Spare ----	---- Spare ----		
19	Trumpet	Provides Own Bell Mic	Wireless/Needs AC Power	NA
20	Trombone	Provides Own Bell Mic	Needs Phantom Power	NA
21	Tenor/Baritone Sax	Provides Own Bell Mic	Needs Phantom Power	NA
22	Alto/Tenor Sax	Provides Own Bell Mic	Wireless/Needs AC Power	NA
23	---- Spare ----	---- Spare ----		
24	VOX Lead (Tom M.)	N/D767/BETA 58		Boom
25	VOX Backup1 (Laurie)	EV/BETA 58		Boom
26	VOX Backup2 (Jody)	EV/BETA 58		Boom

Notes:

- 1) 26 Minimum Channels required for Mics and DI's.
- 2) 3 Minimum Channels for FX.
- 3) Stereo Digital Reverb is to be returned to Channel Fader(s) for FX (Stereo).
- 4) Digital Delay is to be returned to Channel Fader for FX (Mono).

My Old School Stage Plot - Six Monitor Mix



36' x 24' Stage with 8' x 8' x 2' Drum Riser and 16' x 8' x 2' Horn Riser

Notes:

- 1) Band needs 26 Channels for Mics and Direct Inputs (DI) plus 2 Effects (FX) returned through their own Channel Faders.
- 2) Staging dimensions are ideal and preferred. If Venue has different stage dimensions, please notify Band Production Dept. (Band is flexible regarding stage dimensions, but 11 people must be able to fit onto the stage.)
- 3) DI numbers 13, 14, and 17 are not currently used.
- 4) If Side Fill Monitors are available, Monitor 1 and Monitor 3 may be used for this application for Stage Right, and Keyboardist, Stage Left.

MOS Monitor Mixes

Monitor Mixes				
Ten	*Six, Alt.	Section	Voice/Instrument	Voices Required in Monitors
1	1		<i>Currently Not Used</i>	
2	1		Guitar1 (Tom B.)	Guitar1, VOX All, Keys
3	2	VOX All	Lead VOX (Tom M.)	Lead VOX, Backup 1 & 2 VOX, Keys
4	2		Backup1 VOX (Laurie)	Backup1 VOX, Backup 2 VOX, Lead VOX
5	2		Backup2 VOX (Jody)	Backup2 VOX, Backup 1 VOX, Lead VOX
6	3		Keyboards (Zach)	VOX All, Keys, Guitars, Horns All
7	4	Horns All	Trpt/Tbone (Tom R./Doug)	Trumpet/Trombone, Horns All, Keys, VOX All,
8	5		Sax1/Sax2 (Scott/Steve)	Sax1/Sax2, Horns All, Keys, VOX All, Keys
9	6		Bass (Jim)	VOX All, Keys, Guitar1, Horns All
10	6		Drum Kit (Kent)	Snare, Kick, Bass, Keys, VOX All, Guitar1, Horns All

Notes:

- 1) "Voices Required in Monitors" in various mixes are good starting points.
- 2) "Preferred" configuration is 10 Mixes with 10 Monitors. Mixes 1 & 9 may be sidefills.
- 3) * Alternate Six monitor mix - requires minimum of 8 monitors, 9 monitors are better. Mixes 1 and 3 may be sidefills.

MOS Subgroups

Groups	Mix	Inserts	Notes / Comments
1	VOX L	Stereo Comp	
2	VOX R	Stereo Comp	
3	Keys / Guitar L		
4	Keys / Guitar R		
5	Horns L	Stereo Comp	
6	Horns R	Stereo Comp	
7	Drums / Bass L		
8	Drums / Bass R		

Notes:

- 1) In event of only 4 Subgroup desk, VOX to be 1 & 2 group (L/R), Horns to be 3 & 4 group (L/R), Remaining to Stereo Bus directly.