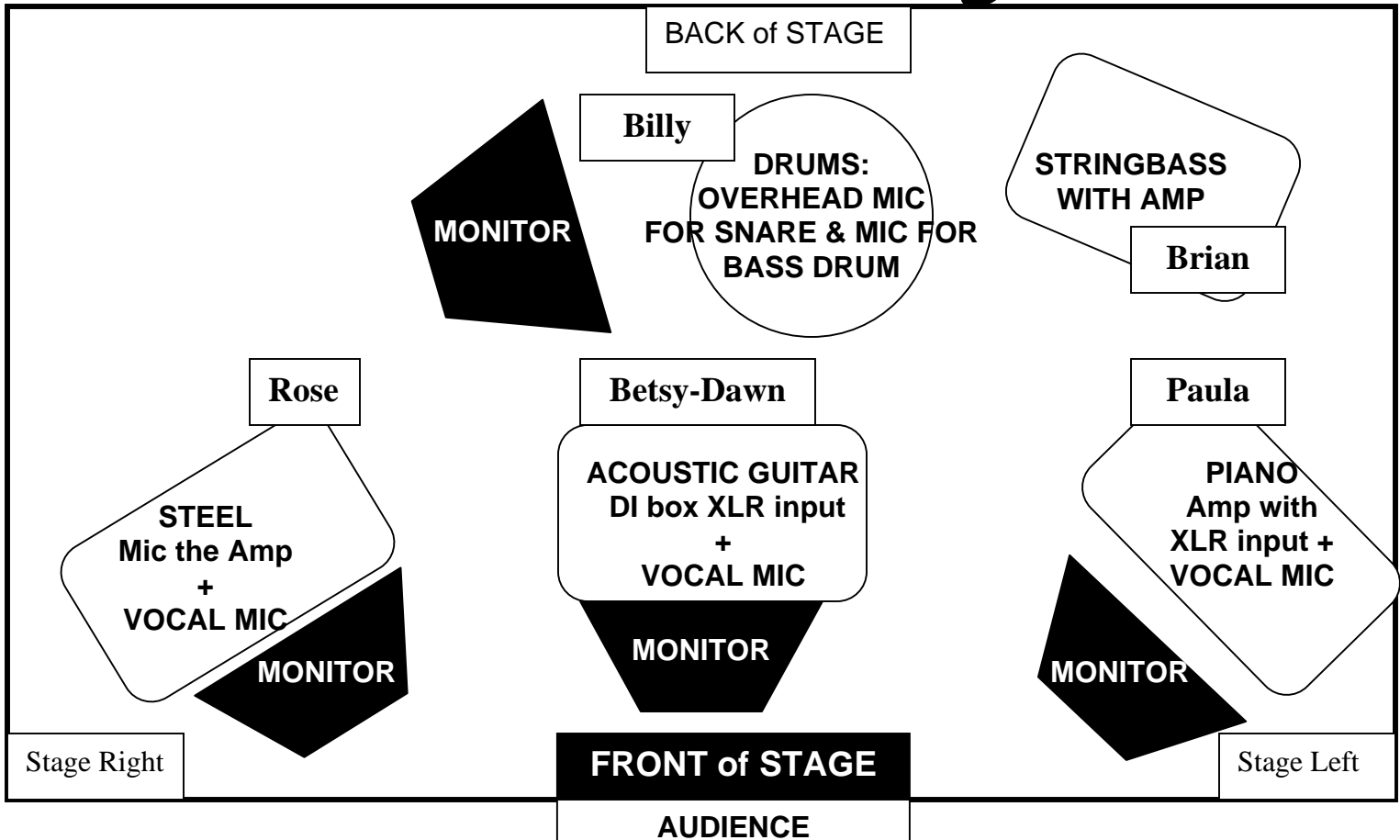


# GiRL HOWDY Stage Plot



**9 Inputs to the board:** A total of 9 channels are needed **IF** everything goes through the board, and 2 are channels used for the DRUMS. **NOTE:** Can get by with 8 channels if the board is limited, and just use one instead of two channels for the drums.

**6 mics total:** 1 mic on the steel guitar amp + 1 overhead mic for snare + 1 for bass drum + 3 Vocal mics = 6.

**The other 3 channels:** are lines out to the board from the, piano amp, bass amp and guitar pre-amp/direct box.

## - NOTES -

**Mic Stands:** 4 stands – 2 booms (Rose, Paula), 1 gooseneck (Betsy-Dawn) and 1 for drum overhead set-up.

**Vocals:** Set for even vocal blend, roll off highs on Betsy-Dawn's vocals so she doesn't break eardrums! Rose's vocal will need to be UP, as she sings low parts that don't project as much.

PLEASE SET VOCAL VOLUME FAIRLY HIGH ABOVE BAND LEVEL.

**Echo: YES – on vocals – this is very important to us – slap back echo on the vox.**

**Monitors:** 4 if possible. Put everything (vox & instr.) in the monitors except bass & drums.

**Guitar:** Slight slap-back echo, very very slight amount, just a hint.

**Stringbass:** Slight slap-back echo, very very slight amount, just a hint.

**Steel:** Generally the steel needs to be boosted more than the other instruments, otherwise it gets lost in the mix.

**Monitor Mixes – Ideally 4 SEPARATE MIXES.**

**If only 2 mixes available – put guitar & piano vocalists on 1st mix, rest of band on 2nd mix.**