

GREEN HAZE

Stage Technical Info

Power required:

- 4 power sockets at **stage rear** (to cover centre & stage right).
- 4 power sockets at **stage front** (front stage left).



IN-EAR Monitor Mixes:

- **Drummer** – Equal mix of everything, slight boost on the bass.
- **Lead Guitar & Backing Vox (Stage Right)** – Equal mix of everything, slight boost on lead guitar.
- **Lead Vox/Rhythm Guitar (Centre Stage)** – Equal mix of everything, Lower backing vocals.
- **Bass Guitar & Backing Vox (Stage Left)** – Equal mix of everything, slight boost on bass guitar.



Acoustic Guitar & Rhythm Guitar Mix (Centre Stage):

- An **Active DI box** is already located on centre stage pedal board which just requires an XLR connection to the desk with Phantom Power.



Acoustic & Rhythm Guitar Mix: (Continued...)

- **Acoustic EQ and Volume** - already mixed via pedalboard pre-amp & set to match that of Digital Rhythm guitar output, so no need for separate Acoustic sound check – **i.e both centre rhythm & acoustic guitar signals go through the same single channel to the desk.**

Intro Track:

Green Haze will provide a USB stick that contains the intro track to begin the show, which can be found inside the following folders:

'Intro Track – Venue' – for venue shows (full 9 min intro)

'Intro Track – Festival' – for festival shows (just main stage intro)

- The track needs to be started **before the show begins** – i.e so that it finishes at the time the band are due to start.

- Please make the volume of the intro track at **show level volume** (i.e louder than any background/filler music, as it is the start of the live show).

- Band walks on stage towards end of intro track and start playing when it finishes.

If no facility to play Intro track from USB device, please let band frontman know and we can provide a music player that just needs a 3.5mm audio jack into desk instead.

**** Please send intro track signal to all band member IEMs.**

****** Please return the USB stick/audio player to frontman at the end of the night. Thank you!**

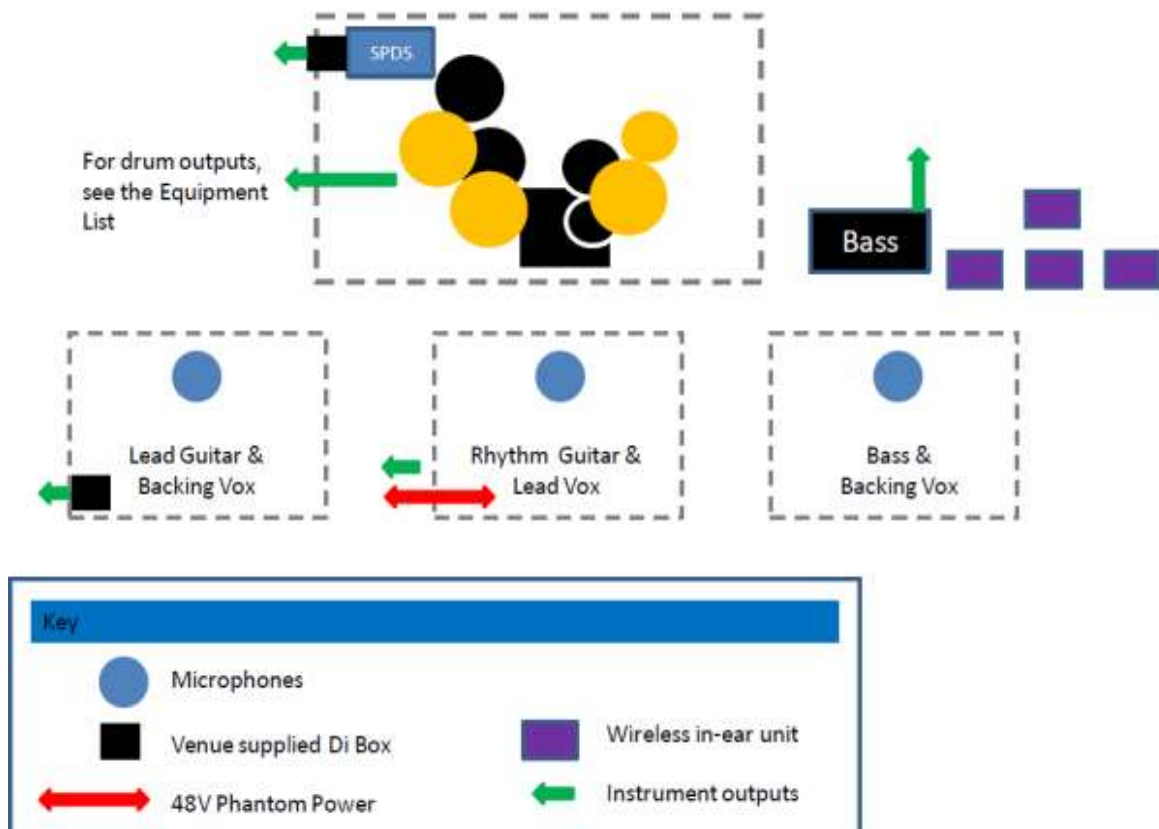
Lighting (for indoor venues or outdoor stages at night):

The stage walk-on is during the '2001 - A Space Odyssey' intro music at the end of the intro track.

Please ensure stage is mostly blacked out during the first part of the intro, except to provide minimal required lighting to enable a safe walk on.

Then, stage lights up as the final crescendo kicks in – i.e. as band enters the stage and the show begins.

Stage Layout:



Full Input/Channel list including all required inputs to the desk:

Instrument	Channel	Equipment	Notes
Drums	1	Bass Drum	
Drums	2	Snare Drum	No Clip-on mic please
Drums	3	Top Tom	
Drums	4	First Floor Tom	
Drums	5	Second Floor Tom	
Drums	6	Hi Hat	Optional - depending on venue
Drums	7	Cymbal Condenser 1	Optional - depending on venue
Drums	8	Cymbal Condenser 2	Optional - depending on venue
Bass Guitar	9	DI from Amp Head	Direct from amp, no DI required
Lead Guitar	10	XLR to Desk from Boss Unit on Pedalboard	DI required
Centre Rhythm & Acoustic Guitar	11	XLR to Desk from Active DI box on Pedalboard	Active DI Box already on centre pedalboard (just needs 48V phantom power).
Right Backing Vox	12	Venue provided mic	Venue provided boom mic stand
Left Backing Vox	13	Venue provided mic	Venue provided boom mic stand
Centre Lead Vox	14	Own Mic Used	Own Mic stand used
Right Backing Vox IEM	15	XLR to IEM Transmitter	
Left Backing Vox IEM	16	XLR to IEM Transmitter	
Centre Lead Vox IEM	17	XLR to IEM Transmitter	
Drummer IEM	18	XLR to IEM Transmitter	
SPDS Unit	19	XLR to Desk	

**** Please note – NO rim-clip microphones to be used for the snare drum. All other drums are OK for rim-clip mics.**

Thank You very much!

We're looking forward to working with you and to having a great show!

Kibb, Rich, Matt & Stephen - Green Haze.