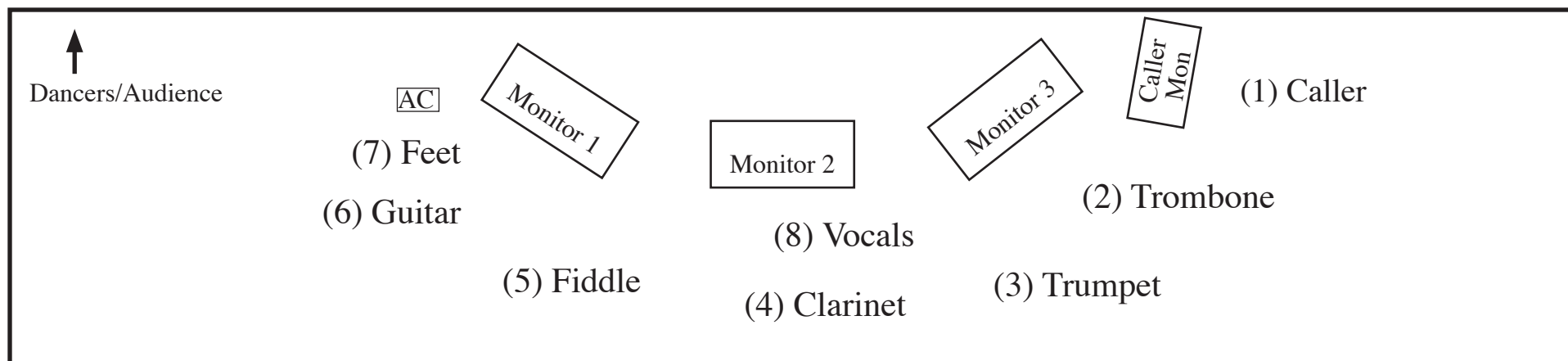


Stage Plot for Elixir



Sound Requirements

Position	Musician	Instrument	Musician needs:	Musician provides:
1	Nils Fredland	Calls/Vocals	1 mic w/ boom stand	
2	Nils Fredland	Trombone	1 XLR*	clip on instrument mic
3	Jesse Hazzard-Watkins	Trumpet	1 XLR*	clip on mic w/ variable pad to adjust level
4	Anna Patton	Clarinet	1 XLR*, 1 boom stand	AMT WS mic, requires phantom power
5	Ethan Hazzard-Watkins	Fiddle	1 XLR*	DPA 4099 clip on violin mic
6	Owen Morrison	Guitar	1 XLR* & AC power outlet	DI, octave doubler, & lead pedal
7	Owen Morrison	Feet	1 mic w/ short boom stand	foot board
8	Anna Patton	Vocals	1 mic w/ boom stand	

Monitor Mix Notes

At least 2 separate mixes preferred; Monitor 1 and 2 can be same mix. Guitar, Fiddle, Clarinet, and Feet emphasized in Mons 1-3. Mon 3 should also have a bit of trumpet and trombone. Caller Monitor (just caller) is optional but very helpful.

Notes: Caller should have significant bass and low-mid cut to increase clarity. Brass/winds are a key component of the Elixir sound, so horns should have a strong presence in the mix. All instruments play lead at times, and we use pedals/pads (as noted) or distance to mics to adjust volume. Guitar should have a rich low end and clear high end/percussive sound, and should be loud enough to have a strong presence when all instruments play at top volume. ***Channel Requires Phantom Power**

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