Kickstar only requires one good, clean, properly phased and grounded 110 power plugin. We provide our own power conditioner, electric cords, XLRs mics and stands)

We use IEMs and provide our own monitor setup. You usually don't need to do any monitor soundcheck/or stage setup.

Your FOH system easily connects to our inputs via a 25' 16CH XLR whip from a Seismic Audio input splitter in our mixer rack. This gives you our snake inputs directly for your stage-box/snake. The fan is about 36".

Our input gains are pre-set around normal mic and line levels. Drums are triggered, with kick and OH ad-ons. If you need different instrument levels let us know as we'll be glad to adjust but we'd need to adjust our IEM mix also. (No problem, it's pretty quick, set and forget after save) We try to use good gain staging and low stage volume for easier mixing.

We are willing to coordinate IEM frequencies if necessary due to static interference or bleedover on any of your systems or ours.

Our Input List is below. We tried to stay with 'conventional ordering' but pairing inputs on Drums and OH required bass to be second in the order instead of the rest of the drums. Please pan the guitars, Drums, and OH for the best FOH sound. The backing vox should barely be audible unless He's on lead vox. Mix CH 14 as another instrument, not too far forward please.

Drums - Brian		s/VOX - Dana	Guitar(s) -
Input #	From		
- 1	Kick (Mic'd, use for reinforcement) (Brian)		
- 2	Bass (DI, Mesa Walkabout) (Dana)		
- 3-4	Drum Mix (Roland D4 - including kick - no cymbals included)		
- 5-6	OH L(Ride) OH R (Hats)		
- 7-8	Guitar L (sm57)	R (Sennheiser E60	9) (Mesa MarkV) (Jimi)
- 9	Acoustic Guitar (6 s	string) (Shared bet	ween Dana & Jimi)
- 10	Acoustic Guitar (12 String) (Shared between Dana & Jimi)		
- 11	Backing Vox (Jimi)	(TC Helicon Vo	iceLive2)
- 12	Lead Vox (Dana)	(TC Helicon Vo	iceLive)
- 13	Used by the band	NO FOH	
- 14	Backing tracks mix	(iMac via DI box	in RACK)
- 15-16	Control Room Out	(Main Mix From	Band Board)



