

U2 REVUE

Input List

1. Kick (hole in front head)
2. Snare
3. Rack Tom
4. Floor Tom
5. Hi-Hat
6. Overhead L
7. Overhead R
8. Bass (direct out of amp, stage left, front of stage)
9. Guitar L (direct out of Kemper, stage right, rear of stage, panned hard L in FOH)*
10. Guitar R (direct out of Kemper, stage right, rear of stage, panned hard R in FOH)*
11. Acoustic Guitar 1 (DI box you provide, center stage)
12. Acoustic Guitar 2 (DI box you provide, stage right)
13. Tracks L (direct out of DI we provide, panned hard L in FOH)*
14. Tracks R (direct out of DI we provide, panned hard R in FOH)*
15. Mic Stage R (we supply mic and stand, your line comes from an XLR splitter, front of stage)
16. Mic Center Stage (mic and stand we provide)
17. Mic Stage L (we supply mic and stand, your line comes direct from mic, front of stage)
*If your venue runs mono rather than stereo FOH, you still need both lines for the guitar and tracks to get all of it)

Monitor Sends

1. Two Wedges (all vocals, tracks, acoustic guitars)
2. Drum Mix (XLR line sent to our IEM monitor mixer, stage L near drums)
3. Bass ONLY (XLR line sent to our IEM monitor mixer, stage L near drums)
4. Center Mic (XLR line sent to our IEM monitor mixer, stage L near drums)
5. Mic Stage L (XLR line sent to our IEM monitor mixer, stage L near drums)
6. Mic Stage R (XLR line sent to our IEM monitor mixer, stage L near drums)

Additional notes:

During soundcheck, we will help you establish the level for the tracks. Once established they are mixed so that you should not have to make any adjustments. They should be run flat without compression. Do not use a massive low end cut on the lines for the tracks, there are sections where they carry the low end. Low cuts have already been made where required on the tracks.

The two wedges on stage are just for backup in case one of us has an IEM failure. We will be mixing our own IEM mixes from stage.

We have an intro that is part of the tracks feed which is almost three minutes long. When ready, we will have a tech establish a signal with FOH and once the FOH break music fades, our tech will start our intro. House lights should be off at this point. During intro, stage lighting should be low level. Stage lighting should begin to increase when drums start and should go full when band kicks in.

Guitar and bass both use dedicated floor monitors for stage volume, these both point back at the band so stage volume toward FOH is limited.