La Villa Strangiato the spirit of Rush

Main Channels list

1) Mic. Bass Drum 1 (Front Hole in drum head)
2) Mic. Bass Drum 2 *OPTIONAL (Inside kick mike SM91A like)
3) Mic. Snare Up
4) Mic. Snare Down *OPTIONAL
5) Mic. Hi Hat
6) Mic. Rack Concert Tom 1 (microphone below)
7) Mic. Rack Concert Tom 2 (microphone below)
8) Mic. Rack Tom 1
9) Mic. Rack Tom 2
10) Mic. Floor Tom Right 1
11) Mic. Floor Tom Right 2
12) Mic. Floor Tom Left 1
13) Mic. Ride *OPTIONAL
14) Mic. Drums Overhead Left
15) Mic. Drums Overhead Right
16) Mic. Acoustic Percussions *OPTIONAL (bell tree, wood blocks-drums left side)
17) Drums Sampler Unit on Drums left side (Dual channel L/R 6.25" Jack unbalanced output – Dual channel DI needed)
18) Bass/Midi Pedals (DI) XLR
19) Bass (DI) XLR
20) Electric Guitar speaker sim. Left (DI back of rack - XLR)
21) Electric Guitar speaker sim. Right (DI back of rack - XLR)
22) Mic. Main Vocal (own microphone EV ND96, over keys stand. DI splitter box on floor)
23) Mic. Backing vocal for guitarist, mic and stand required (Stage Monitor needed)
24) Keyboard - Inc. Bass pedals, midi, laptop etc. Left (DI) XLR
25) Keyboard - Inc. Bass pedals, midi, laptop etc. Right (DI) XLR

* OPTIONAL microphones are at the sound engineer's discretion

Aux/Monitor Channels list

1) Main Vocal/Bass/Keys - Own in Ear Monitors **no mix from desk** (Main PA Mix for keys to be same level as guitars)

2) Drums – In Ear Monitor Stereo (preferred) or Mono Mix From desk to Drummer **own mixer** with 2 XLR Inputs (Mix: Predominant Snare and Kick with balanced Overheads, HH, Ride, all Toms and percussions and Drums samples from the sampler unit, balanced mix of all other instruments and vocals),

3) Guitars – Floor Stage Monitor required. (Mix: Main Vocals, All Keys, Midi Pedals, a little kick drum)

Drums Riser

The space required for the drum riser is 5 meters in width and 4 meters in depth (approximately 16.4 feet wide and 13.1 feet deep).