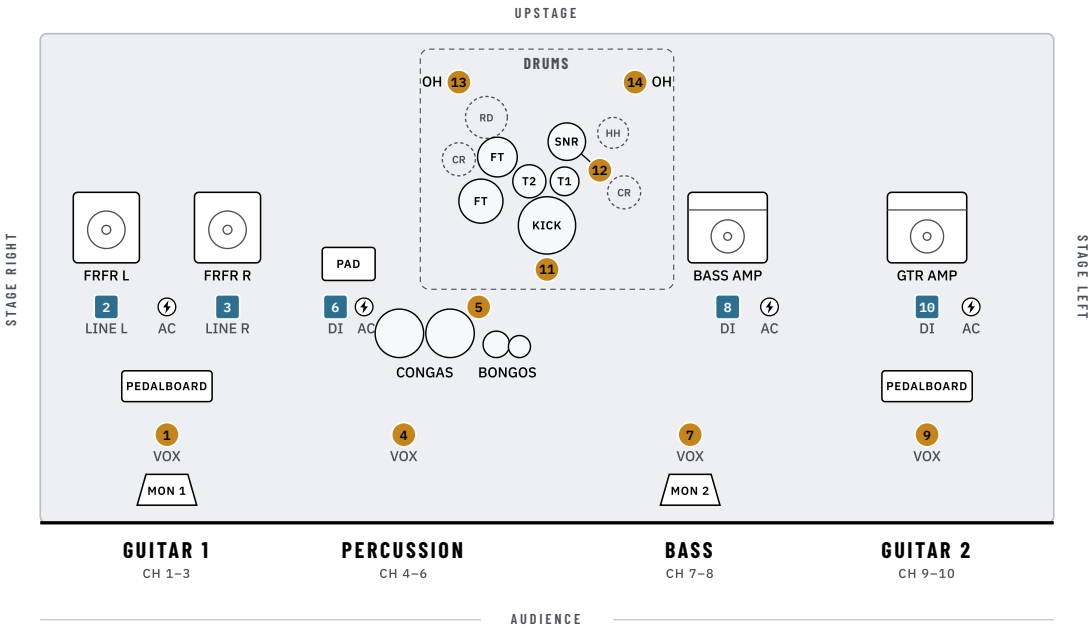


KNUCKLEHORN

STAGE PLOT & INPUT LIST

INPUTS	14 · 13 with mono overhead
MONITOR MIXES	2 · wedges
POWER DROPS	4
REVISED	2026-09-21
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Plan view from above with the audience at the bottom, so stage right is on the left of the drawing (house left). Numbered markers are input channels and match the list below. Drums sit upstage center behind the front line, channels 11–14.

● Mic input, channel number ■ DI / line input, channel number ⚡ Power drop (quad box) ▽ Monitor wedge ○ Cymbal (no mic) □ Amp / cab (band supplied)

INPUT LIST

POSITION	CH	SOURCE	TYPE	MIC / DI · STAND	NOTES
GUITAR 1 Stage right	1	Vocal	MIC	SM58 or equiv. · tall boom	
	2	Guitar stereo L	LINE	XLR line out from modeler, L	Pair with 3, pan hard L/R
	3	Guitar stereo R	LINE	XLR line out from modeler, R	FRFR cabs not miked
PERCUSSION Stage right of center	4	Vocal	MIC	SM58 or equiv. · tall boom	
	5	Congas / bongos	MIC	SM57 or small condenser · short boom	One mic covers both
	6	Drum pad	DI	Mono DI from pad main out	Electronic pad, needs power
BASS Stage left of center	7	Vocal	MIC	SM58 or equiv. · tall boom	
	8	Bass	DI	DI out from bass amp, or passive DI	Amp is stage-only, not miked
GUITAR 2 Stage left	9	Vocal	MIC	SM58 or equiv. · tall boom	
	10	Guitar	DI	DI from guitar rig output	Amp is stage-only, not miked
DRUMS Upstage center	11	Kick	MIC	Beta 52 / D112 or equiv. · short boom	
	12	Snare	MIC	SM57 or equiv. · short boom or rim clip	
	13	Overhead L	MIC	Condenser · tall boom	Mono OH if only 13 channels
	14	Overhead R	MIC	Condenser · tall boom	Optional, pair with 13

MONITORS

- Mix 1 · wedge at Guitar 1, downstage
- Mix 2 · wedge at Bass, downstage

POWER

Four drops along the front line: Guitar 1 (two FRFR cabs and pedalboard), Percussion (drum pad), Bass amp, Guitar 2 (amp and pedalboard). Drums need none.

SOURCES & BACKLINE

- Band supplies all backline shown: amps, FRFR cabs, pedalboards, drum pad, congas and bongos, and the 6-piece drum kit.
- Venue supplies mics, stands, DIs, cables and wedges.
- Guitar 1 sends a stereo line feed to FOH (ch 2–3). Bass and Guitar 2 go to FOH by DI (ch 8, 10); their amps are not miked.

CHANNEL COUNT

14 channels with a stereo overhead pair, or 13 with a mono overhead (drop ch 14).