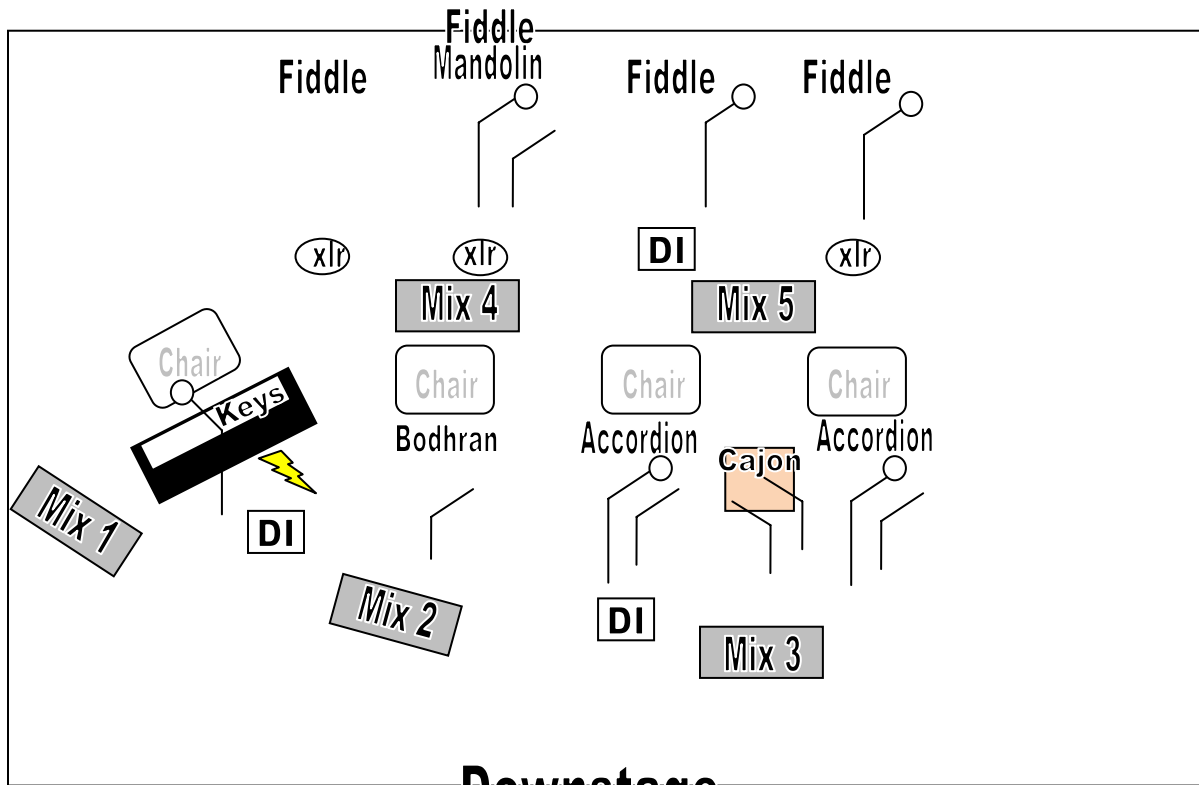
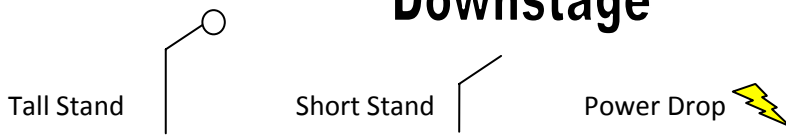


Girsa Stage Plot



Downstage



Monitors

- Monitor Mixes: Overall mix of all instruments at equal levels. Prominent bodhran in all mixes.
- 5 Monitor mixes is ideal. 3 is absolute minimum with one for keys, and two for the rest of the girls





Girsa Input List

Any questions please contact Eamonn McKiernan

860-604-5413 EMcKiernan16@gmail.com

Chan.	nstrument	Mic	Stand
1	Cajon (Low)	M-88/B-52/D112	Short
2	Cajon (High)	SM-81	Short
3	Bodhran	SM-57	Short
4	Key	DI*	
5	Acoustic GTR	DI*	
6	Mandolin USC	SM-81/(Condenser)	Short
7	Box Accordion SR	SM-81/(Condenser)	Short
8	Box Accordion SL	SM-81/(Condenser)	Short
9	Fiddle USR	XLR *	
10	Fiddle USRC	XLR *	
11	Fiddle USRC	XLR *	
12	Fiddle USL	DI*	
13	Vox Keys	58/ Beta 58	Tall
14	Vox DSR/C (Accordion)	58/ Beta 58	Tall
15	Vox DSL (Accordion)	58/ Beta 58	Tall
16	Vox USR (Fiddle)	58/ Beta 58	Tall
17	Vox US C (Fiddle)	58/ Beta 58	Tall
18	Vox USL (Fiddle)	58/ Beta 58	Tall
19			
*Phantom Power			

1. SOUND SYSTEM:

Purchaser will supply a professional sound system adequate for the size of the room

- A minimum 24-channel mixing console digital or analog with reverbs
- 2 channel 32 band EQ for the main mix, and a 32 band EQ for each of the monitor mixes
- Five (5) on-stage, wedge-type floor monitors
- 1 Power Strip for the Keyboard position
- Enough electrical power to run the entire system
- Girsa only travels with microphones for the fiddles unless otherwise mentioned beforehand.
- Girsa needs 6 tall mic stands and 6 short mic stands, **All Boom Stands. All in working order**
- All Microphones for a group of instruments should be the same (Vocals, Accordions) **No mismatching** of microphones for the show.

2. SOUND CHECK:

A sound check will be required on the day of performance. After the stage is set and all equipment is in operating order, the sound check should last approximately 45 minutes. It should take place two hours before the performance. Sound check shall be completed to Artist's satisfaction before opening of the house.