

# THE LONG RUN - Inputs List

Channel	INPUT	LOCATION	PREFERRED MIC/CONNECTION	STAND MOUNT	48V	NOTES
1	Kick	Drum Riser	BETA 52, D112	N/A	No	
2	Snare	Drum Riser	BETA 57	Telescopic Boom	No	
3	Hi-Hat	Drum Riser	SM81	Straight	Yes	
4	Tom Rack 1	Drum Riser	604, 421, B57, SM91	Clip	No	
5	Floor Tom	Drum Riser	604, 421, B57, SM91	Clip	No	
6	Timbale	Drum Riser	SM57	Straight	No	
7	OH-L	Drum Riser	SM81	Tall Boom	Yes	
8	OH-R	Drum Riser	SM81	Tall Boom	Yes	
9	OPEN					
10	BASS AMP	USCL	DI	N/A	No	
11	BASS AMP	USCL	D112, D4, B52	Shorty Boom	No	
12	OPEN					
13	KEYS 1	USR	XLR	N/A	No	DI provided with keys
14	ORGAN	USR	XLR	N/A	No	DI provided with keys
15	OPEN					
16	OPEN					
17	A-Gtr 1	DSR	XLR	N/A	No	DI Provided
18	A-Gtr 2	DSCR	XLR	N/A	No	DI Provided
19	A-Gtr 3	DSL	DI	N/A	No	Prefer Radial DI
20	A-Gtr 4	USR	XLR	N/A	No	DI provided with keys setup
21	E-Gtr 1	DSR	XLR	N/A	No	
22	E-Gtr 2	DSCR	XLR	N/A	No	
23	E-Gtr 3	DSL	E609	Shorty Boom	No	
24	OPEN					
25	VOX-1	DSR	Band Brings	Boom	No	Uses SM58 or Beta58
26	VOX-2	DSCR	Band Brings	Boom	Yes	Uses Sennheiser 865
27	VOX-3	DSCL	B58	Boom	No	
28	VOX-4	DSL	B58	Boom	No	
29	VOX-5	USR	Band Brings	Boom	No	Uses Sennheiser e835
30	OPEN					
31	OPEN					
32	OPEN					

**NOTES:** Channels coincide with banks of eight (8); greylines are channels NOT used  
 There should be 7 monitor mixes  
 Mix #1, 3, 4 = Wedge (frontline)  
 Mix #2 = IEM (Mono)  
 Mix #5 & 6 = IEM ("stereo"; bus 5 & 6 are linked)  
 Mix #7 = Wedge (Drummer)