

LOSE YOUR ILLUSION

INPUT LIST

The list below reflects the amount of production equipment that Lose Your Illusion may use for its performances. If there are any production concerns please direct them to Mano at (562) 209-7657 or at mano@loseyourillusion.com

Shawn Perry (Axl/Lead Vocal) Stage center, wireless vocal mic, has access to In-Ear monitor system, may require floor monitor.

Mano Moreno (Slash/Lead Guitar) Assorted electric guitars, 2 guitar amplifiers for big venues (clean/dirty), 1 amplifier for smaller venues, may need D.I. for amp modeling set-up (for shows not in CA or NV), otherwise 2 instrument mic's are required. Has access to In-Ear monitor system, may require floor monitor.

Ron Foster (Fortus/Rhythm Guitar) Assorted electric guitars, guitar amplifier, may need D.I. for amp modeling set-up (for shows not in CA or NV), otherwise 1 instrument mic is required, may need additional D.I. for acoustic set-up. Requires vocal mic and boom stand. Has access to In-Ear monitor system, may require floor monitor.

Aaron Samson (Duff/Bass Guitar) Assorted electric basses, 2000 watt bass amplifier, can run direct out of amp with XLR, or bass can go D.I. to house. may need D.I. Requires vocal mic and boom stand, may need additional D.I. for acoustic set-up. Has access to In-Ear monitor system, may require floor monitor.

Jeff McCune (Drums/Percussion) Standard 6-Piece drum kit, with 2 crash cymbals, a china, a ride, hi-hats, and cowbell. Requires drum mic's and floor monitor. Handles backing track through MP3 Player.

Below is the minimum equipment required by Lose Your Illusion, when venue is providing the backline.

Minimum 22" kick drum, 16" floor tom, 14" rack tom, 12" rack tom, any snare is ok, 4 cymbals (2 crash, 1 china, 1 ride) with stands, hi-hats with stands, cowbell, kick pedal, and throne. (2) 100 watt guitar amplifier heads (Marshall JCM 2000 or better preferred) with (2) 4x12 guitar cabinets. 2000 watt bass rig with an 8x10 speaker cabinet. (3) Vocal mic's, (1) wireless, (2) instrument mics, and drum mics. Sound System must be capable of supplying sound for entire venue.