

YAMAHA M7CL PATCH

1 John Bixler	Guard / Prisoner / Capt. Inquisitor	RF 23
2 Michael John Improta	Muleteer / Guard / Prisoner / Inquisitor	RF 22
3 Kevin Jones	Tenorio / Muleteer / Prisoner / Inquisitor	RF 21
4 Sean Jones	Quito / Muleteer Dancer	RF 20
5 Ethan Kasnett	Gypsy Dancer / Prisoner / Inquisitor	RF 19
6 Ryan Marccone	Paco / Muleteer	RF 18
7 Connor Moore	Guard / Prisoner / Inquisitor	RF 17
8 Amandina Altomare	Gypsy Dancer / Prisoner	RF 16
9 Alanna Saunders	Fermina / Slave / Moorish Dancer	RF 15
10 Claire Saunders	Gypsy Dancer / Prisoner	RF 14
11 Sarah Wintermeyer	Housekeeper	RF 13
12 Daria DeGaetano	Maria / Inkeepers Wife	RF 12
13 Brad Brinkley	Dr. Carrasco / Duke	RF 11
14 Anthony J Goes	Pedro / Head Muleteer	RF 10
15 Alex Gibson	Inkeeper / Governor	RF 9
16 Joey Barreiro	Anslemo, Muleteer / Cantor	RF 8
17 James Barry	The Padre / Juan Meleteer	RF 7
18 Steven Hayes	The Barber	RF 6
19 Ryan Phillips	Jose/Muleteer	RF 5
20 Megan Moran	Antonia	RF 4
21 Alix Page	Aldonza (Dulcinea)	RF 3
22 Richard Ruiz	Sancho	RF 2
23 Terrance Mann	Don Quixote	RF 1
24 SPARE 1		RF 24
25 SPARE 2		RF 25
26 PCC L		Crown PCC
27 PCC C		Crown PCC
28 PCC R		Crown PCC
29 Piano L		SM93 w/ transformer
30 Piano R		SM93 w/ transformer
31 Perc 1 L		aux send from SIDECAR
32 Perc 1 R		aux send from SIDECAR
33 Perc 1 RF		RF 26
34 Perc 2 L		SM-57
35 Perc 2 R		SM-57
36 Perc 2 RF		RF 27
37 James Guitar		RF 28 – W93
38 Joey Guitar		RF 29 – W93
39 Pit Guitar		DI?
40 Bass		DI?
41 Flute		Beta 58
42 Clarinet		Beta 58
43 Oboe		Beta 58
44 Bassoon		Beta 58
45 Trumpet 1		SM-57
46 Trumpet 2		SM-57
47 Trombone		SM-57
48 Horn		SM-57
ST 1 SFX – House Mains		LAYLA 1-2
ST 2 SFX – ROH		LAYLA 3-4

Connecticut Repertory Theatre
Summer 2012 Season

Man of La Mancha
Mixer Patch

Sound Design: Nathan Leigh
nathan@nathanleigh.net

617-653-4634

ST 3 SFX – UPSTAGE
ST 4

LAYLA 5-6

SIDECAR CONSOLE:

1 Perc 1 OH L	Rode NT-5
2 Perc 1 OH R	Rode NT-5
3 Snare	SM-57
4 Kick	RE-20
5 Timpani	SM-57
6	
7 Fire Pit L	Crown PCC
8 Fire Pit R	Crown PCC
9	
10	
11	
12	
13	
14	
15	
16	