

## Industry Standard Input List Channel Order

Channel	Input	Abbreviation	Notes
1	Kick IN	K IN	
2	Kick OUT	K OUT	
3	Kick SUB	K SUB	
4	Snare Top	Sn T	
5	Snare Bottom	Sn B	
6	HiHat	HH	
7	Tom 1	T1	
8	Tom 2	T2	
9	Tom 3	T3	
10	Tom 4	T4	
11	Ride Cymbal	Ride	
12	Overhead Left	OH L	Usually stage right
13	Overhead Right	OH R	Usually stage left
14	Spare		Spare channels allow flexibility for unexpected needs while grouping in 8's prevents instruments from being split across digital console banks.
15	Spare		
16	Spare		
17	Bass DI		
18	Bass Mic		
19	Electric Guitar 1 Left	EGtr 1 L	Guitars are usually split stage left and stage right — Guitar 1 is typically stage right, Guitar 2 stage left
20	Electric Guitar 1 Right	EGtr 1 R	
21	Electric Guitar 2 Left	EGtr 2 L	
22	Electric Guitar 2 Right	EGtr 2 R	
23	Acoustic Guitar	Acu	
24	Spare		
25	Keys 1 Left	Keys 1 L	Usually together on stage; if split, Keys 1 is typically stage right and Keys 2 stage left
26	Keys 1 Right	Keys 1 R	
27	Keys 2 Left	Keys 2 L	
28	Keys 2 Right	Keys 2 R	
29	Spare		
30	Trumpet	Trump	These are the most common horns and strings — add or remove as needed, but keep instrument categories grouped together
31	Trombone	Bone	
32	Saxophone	Sax	
33	Violin		
34	Viola		
35	Cello		
36	Misc 1		Less common instruments
37	Misc 2		
38	Misc 3		
39	Misc 4		
40	Misc 5		
41	Click		There are many combinations of click and cues routing — some setups use fewer channels, some use more
42	Cues		
43	Tracks L	Trx L	
44	Tracks R	Trx R	
45	Lead Vocal	Ld Vox	
46	Background Vocal 1	BGV 1	Usually ordered from downstage right to downstage left, then continuing upstage right
47	Background Vocal 2	BGV 2	
48	Background Vocal 3	BGV 3	