

Technical Requirements

P.A.

- a minimum of 110 dB (A) clean and undistorted sound at the front of the house

MIXING CONSOLE

- a minimum 24 channels with 4 band EQs
- a minimum of 4 Post Aux ways and 4 Pre AUX ways
- Inserts for all channels

PERIPHERIE

- 2 x graphic EQ
- 2 x noise gate/compressor
- 2 x noise gate
- 5 x compressor
- 2 x reverb processor
- 1 x delay processor
- 1 x CD-player

MICROPHONES

- Microphones listed on the channel list next page are advisory

MONITOR

- 4 x monitor wedge

CH	Instrument	Mic/D.I.	Insert	Monitor	Mic. Stand
1	Kick drum	AKG D112/Shure B52	Gate/Compressor	X	Small boom
2	Snare	Shure SM 57	Gate/Compressor		Small boom
3	Rack Tom	Shure B98/Sennh e604	Gate	(X)	
4	Floor Tom	Shure B98/Sennh e604	Gate	(X)	
5	Hi-hat	Condenser			Small boom
6	OH	Condenser			Tall boom
7	OH	Condenser			Tall boom
8	Drum module	Active D.I.		X	
9	Bass	Active D.I.	Compressor	X	
10	Guitar L	Shure SM 57		X	Small boom
11	Guitar R	Shure SM 57			Small boom
12	Acoustic Guitar	Active D.I.	Compressor	X	
13	Percussion	Condenser			Tall boom
14	Vocals (stage right)	Shure SM 58	Compressor	X	Tall boom
15	Vocals (lead) and Flute	Shure SM 58	Compressor	X	Tall boom
16	Vocals (stage left)	Shure SM 58	Compressor	X	Tall boom
17	FX ret REV L				
18	FX ret REV R				
19	FX ret REV 2 L				
20	FX ret REV 2 R				
21	FX ret DLY				

