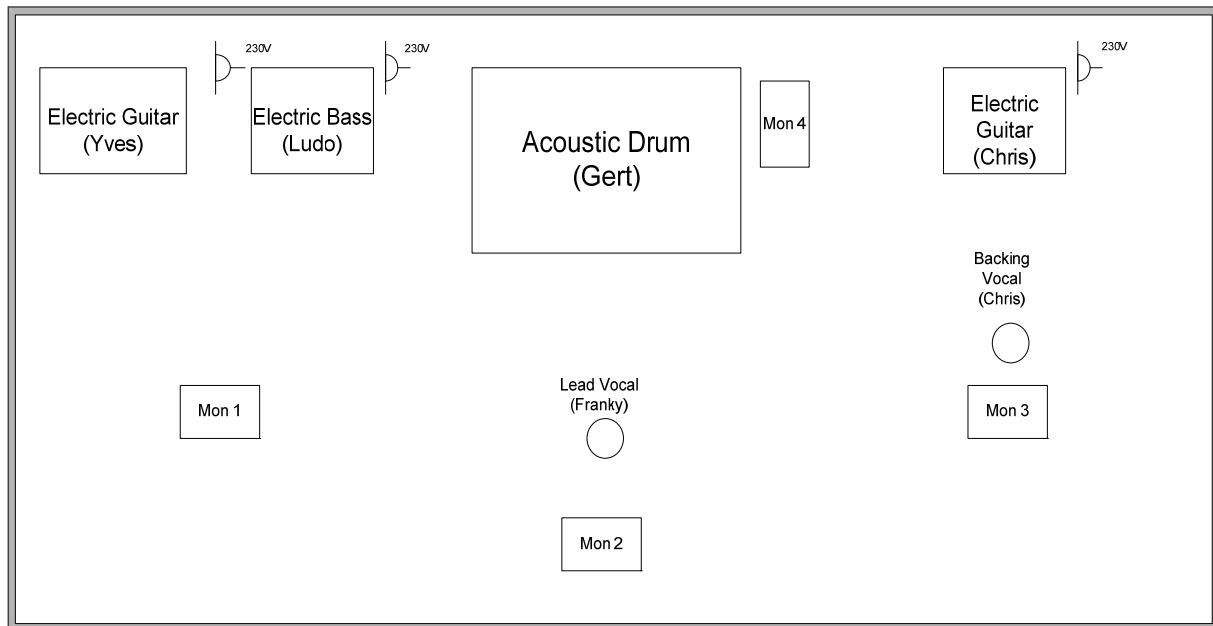




1 STAGE PLOT



2 CHANNEL LIST

Channel	Description	Mic	Insert
1	Kick drum	Shure Beta 52	Gate/Comp
2	Snare top	Shure SM57	Gate/Comp
3	Snare bottom	Shure Beta 57/Shure SM57	Gate/Comp
4	HiHat	Quality Condenser	
5	Rack Tom 1	Sennheiser E604 or equivalent	Gate
6	Rack Tom 2	Sennheiser E604 or equivalent	Gate
7	Floor Tom	Sennheiser E604 or equivalent	Gate
8	Overhead L	Quality Condenser	
9	Overhead R	Quality Condenser	
10	Electric Bass	DI or amplifier output	Compressor
11	Electric Guitar 1	Sennheiser E609	
12	Electric Guitar 2	Sennheiser E609	
13	Lead Vocal	Shure Beta 58a (has own wireless set)	Compressor
14	Backing vocal	Shure Beta 58a (has own mic)	Compressor
15	Lead Vocal	Split of channel 13 without compression if no separate monitor mixing desk	
16	Backing Vocal	Split of channel 14 without compression if no separate monitor mixing desk	



3 DYNAMICS & FX

Description	Brand	Number
Gate/compressor	Drawmer/dbx/BSS	3
Gate	Drawmer/dbx/BSS	3
Compressor	dbx/BSS/drawmer	3
Reverb	Tc Electronic M-One or better	1 minimum
Delay	tc Electronic D-Two	1
FOH EQ		2 x 31 bands
Monitor EQ		4 x 31 bands

4 MIXING DESK

- Analogue desk - **NO DIGITAL CONSOLE**
- Soundcraft/Midas/Allen & Heath
- Minimum 16 mono inputs
- Minimum 8 AUX sends
- Minimum 8 subgroups or VCA's
- FX returns on faders

5 STAGE MONITORING

- 4 separate monitor lines with 31 bands EQ available
- 3 floor monitors + 1 drum fill in minimum

6 REMARKS

- Speakers and amps as required → 104 dB good quality sound at mixing desk location must be possible.
- Light as required. If possible fit PAR spots with only 2 colors (Red and Dark Blue).
- No Behringer stuff please.
- ANALOGUE MIXING DESK
- Band has own FOH mixer.
- If not possible to comply with the above, please contact sound engineer of the band (Wim Hermans) in advance via email (wim.hermans.lummen@skynet.be).