

fragen/questions: Stephan Keller +49 177 - 56 89 706

1. Kick-Drum (AKG D-112 o.ä.)
2. Snare 1 (Shure SM 57 o.ä.)
3. Snare 2 (Shure SM 57 o.ä.)
4. Hihat (Quality-Condenser-Mic.)
5. Rack-Tom (Shure SM 57 o.ä.)
6. Floor-Tom (Shure SM 57 o.ä.)
7. Overhead left (Quality-Condenser-Mic.)
8. Overhead right (Quality-Condenser-Mic.)
9. D-Drum left (DI)
10. D-Drum right (DI)
11. Conga left (Dynamic Quality Clip-Mic.)
12. Conga right (Dynamic Quality Clip-Mic.)
13. Bongos (Shure SM 57 o.ä.)
14. Perc. Overhead (Quality-Condenser-Mic.)
15. Bass (DI)
16. Guitar (Shure SM 57 o.ä.)
17. Akustic-Guitar (DI)
18. Keyboards left (DI)
19. Keyboards right (DI)
20. Vocals Keyboards (Shure SM58 o.ä.)
21. Vocals Git (Shure SM58 o.ä.)
22. Vocals Bass (Shure SM58 o.ä.)
23. Vocals Drums (Shure SM58 o.ä.)

Optional:

24. DJ left (DI)
25. DJ right (DI)

FOH:

- Quality 32-Channel Mixing-Console
- 2x Quality Reverb-Units
- 2x Quality Tap-Delay-Units
- 6x Compressor/Limiter (insertable)
- 4x Noise-Gate (insertable)
- 31-Band Graphic-EQ
- Quality CD-Player
- Talkback Mic

MONITOR:

- 6 Wege (optional 5) Monitormix wie im Stageplan angegeben
- 31-Band Graphic-EQ für jeden Weg
- Ab einer Größe von etwa 400 Zuschauern ist ein separater Monitormix auf der Bühne notwendig.