

Besh o droM TECHNICAL REQUIREMENTS 2009

Input List

CH	INSTRUMENT	MIC	DI	48V	STAND	INSERT	MIC PROVIDED BY THE ARTIST
1	kick drum	AKG D112			short boom	gate	
2	snare	sm57			short boom	gate	
3	floor tom	Sure or Senheiser			clipper mic	gate	
4	rack tom	Sure or Senheiser			clipper mic	gate	
5	hi hat	AKG CK1 or similar			short boom		
6	over head L	AKG CK1 or similar			short boom		
7	over head R	AKG CK1 or similar			short boom		
8	bass line		+			compressor-limiter	
9	bass mic	xlr			short boom		
10	guitar	sm57			short boom		
11	cimbalom L	xlr			normal		
12	cimbalom R	xlr			normal		
13	cimbalom pick-up	xlr		+		compressor-limiter	+
14	sax 1, clarinet	Sm58				compressor-limiter	
15	Sax2 and akai ewi LEFT		+				+
16	sax 2 effect and akai ewi RIGHT		+				+
17	kaval	xlr					+
18	vocal 1	sm58			normal		
19	derbuka	xlr					+
20	vocal 2	beta57A or sm58			normal	compressor-limiter	
21	vocal 3	beta57A or sm58			normal	compressor-limiter	
22	kanna	sure sm58			short boom	compressor-limiter	

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1. PA SYSTEM:

Electrovoice, EAW, D&B, Nexo, Martin or similar Mixing desk: min. 32 channels, (no Peavey, Mackie, Behringer). noise gate and compressor-limiter: Drawmer, Klark-Teknik, DBX or similar.

effects: min.3pcs: T.C.-Electronic , Yamaha SPX990, Lexicon PCM 80 or 91, Yamaha SPX2000. CD player. talk-back microphone

2. MONITOR SYSTEM:

monitor mixer: 32 channels, 8 aux, 8 good quality wedges (15inch+2inch), Electrovoice, EAW, D&B, Nexo, Martin or similar. EQ: 4x stereo1/3 oct. Klark-Teknik

Stage: min. 8x6m

Local crew: 2 sound engineers for FOH and monitor mixing, light engineer, 2 stage hands for loading in and out.

IMPORTANT! BESH O DROM WILL NOT BRING OWN SOUNDMAN!!!

Sound check: optimal duration 90 minutes after load in.