

Technical Raider

An important, but often overlooked factor in the live performance is the sound equipment. Our requirements are simple. We don't need anything utterly expensive or luxurious; just some basic well working gear to serve the purpose. This document is a guideline to the equipment that helps us achieve the best possible performance for the pleasure of Your public.

Sound Equipment

- Sound system capable of 100dB (slow A scale) of pure, undistorted sound in the range 60 – 19 000 Hz (± 3 dB) to cover the whole audience. Preferably Nexo, Mackie, d&b or other brand names. Loud isn't the keyword; purity is.
- Monitor system with 5 groups and assorted equipment as 1/3 oct. monitor eqs. If required the monitor system can be driven from the main console with minimum of 4 distinct groups.
- 24-channel main console with 4 band eqs with 2 half parametric mids.
- 3 effect processors: delay, reverb and pitch shift. f.ex. TC D2, Lexicon MPX-500 and SPX 990.
- 4 channels of noise gates and 4 channels of compressors.
- Good quality microphones. Examples follow in the channel list

Channel List

1. Bass drum	noise gate ch.1	Shure B52, AKG D112
2. Snare		Shure SM57 / beta 57
3. Rack Tom 1	noise gate ch.2	Shure SM57 / beta 57
4. Rack Tom 2	noise gate ch.3	Shure SM57 / beta 57
5. Floor Tom	noise gate ch.4	Shure SM57 / beta 57
6. Overhead L		Shure SM81, AKG 460
7. Overhead R		Shure SM81, AKG 460
8. Bass	compressor ch.1	DI box
9. Guitar		Shure SM57 / beta 57
10. Talkbox		Shure SM58
11. Keys 1 L		DI box
12. Keys 1 R		DI box
13. Keys 2 L		DI box
14. Keys 2 R		DI box
15. Voc 1	compressor ch.2	Shure SM58 / 87
16. Voc 2 (lead voc)	compressor ch.3	Shure SM58 / 87
17. Voc 3	compressor ch.4	Shure SM58 / 87
18. Delay return		
19. Delay return		
20. Pitch return		
21. Pitch return		
22. Reverb return		
23. Reverb return		
24.		

Contact Information

For any questions dealing with the sound equipment, please contact Tero Lipponen at +358-50-4646469 or info@baltazar.info.

Stage Map

