

Microphones and instruments are connected to our mixing console.

**Phantom power +48V** is provided by our mixing console.

The output from the band's mixing console to your sound engineer is via an multicore cable XLR cable (1:1) approximately 2m long. We need a minimum of 27 inputs.

The organizer provides the PA system and the local sound engineer.

1 speaker monitoring (Main L nebo Main R), 8 X 230V

We will need **27 inputs** and a complete set of **microphones for the** drum kit (9 microphones) including stands and XLR cables for connecting to our monitor mixing console.



Input list			Microphones	Stands	Note	OUR microphones
Multicore cable A	1	Kick IN	YOUR microphone	YOUR		
	2	Kick OUT	YOUR microphone	YOUR		
	3	Snare	YOUR microphone	YOUR		
	4	Hi-Hat	YOUR microphone	YOUR		
	5	Tom 1	YOUR microphone	YOUR		
	6	Tom 2	YOUR microphone	YOUR		
	7	Floor Tom 1	YOUR microphone	YOUR		
	8	Floor Tom 2	YOUR microphone	YOUR		
Multicore cable B	9	Overhead L	YOUR microphone	YOUR		
	10	Overhead R	YOUR microphone	YOUR		
	11	Djembe	YOUR microphone	YOUR		
	12	Bass guitar	OUR wireless sys.		660.7 MHz, 662.3 MHz	
	13	Electric guitar L	line		not used	
	14	Electric guitar R	line		not used	
	15	Acoustic guitar	line			
	16	Bouzouki	line			
Multicore cable C	17	Hurdy gurdy	line			
	18	Electric violin	line			
	19	Recorders (flutes)	OUR wireless mic.		548-572 MHz	Sennheiser E908
	20	Bagpipes	OUR wireless mic.		548-572 MHz	Sennheiser E908
	21	BackTrack L				
	22	BackTrack R				
	23	Free			not used	
	24	Click			only for us	
Multicore cable D	25	Back vocals Lukas	OUR microphone	YOUR	YOUR stand - tall boom stand	Shure Beta 58A
	26	Back vocals Michaela	OUR microphone	YOUR	YOUR stand - tall boom stand	Shure Beta 58A
	27	Lead vocals Linda	OUR microphone	YOUR	YOUR stand - tall boom stand	Shure Beta 58A
	28	Back vocals Dalena	OUR microphone	YOUR	YOUR stand - tall boom stand	Shure Beta 58A
	29	Back vocals David	OUR microphone	YOUR	YOUR stand - tall boom stand	Shure Beta 58A
	30	Free			not used	
	31	Free			not used	
	32	TalkBack			connects through YOUR mixing console	