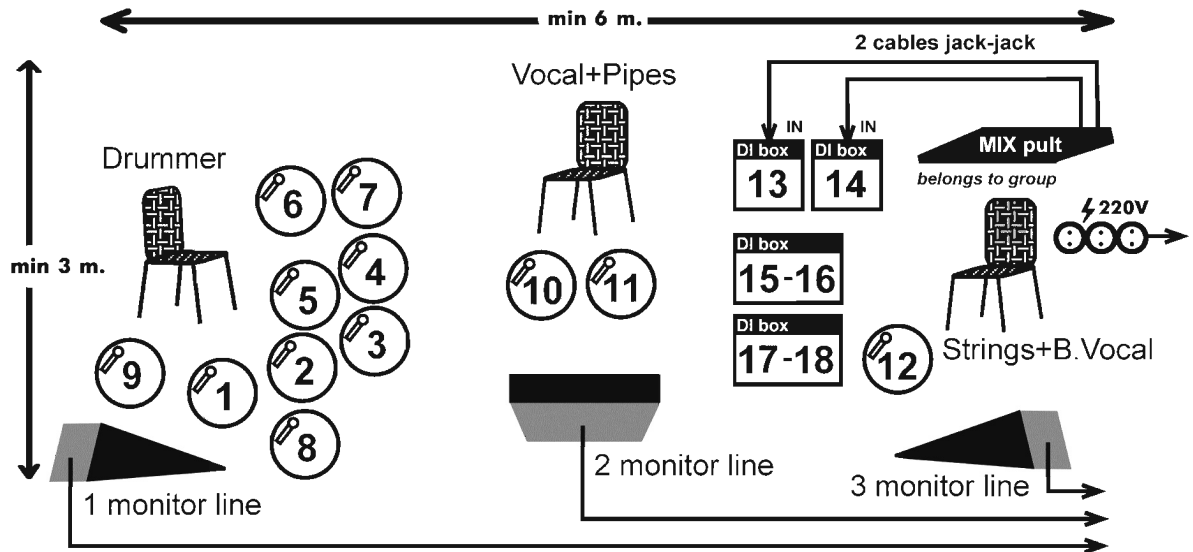


TECHRIDER "ethno-trio TROITSA"



List of stuff placed on stage:

#	NAME	WHAT?	OR...	INSERT
1.	Bass Drum Gong 20"	AKG D112	SHURE Beta52, Sennheiser e602	Compressor
2.	TOM floor 14"	SHURE SM57	Sennheiser e604	Compressor
3.	RotoTOM 10"	SHURE SM57	Sennheiser e604	
4.	RotoTOM 6" & 8"	SHURE SM57	Sennheiser e604	
5.	SNARE Drum	SHURE SM57	Sennheiser e604	
6.	Cymbal Gong	SHURE SM57	SHURE SM58	Compressor
7.	Over Head	Bayerdynamic. MCE83	SHURE 81S	
8.	Over Head	Bayerdynamic. MCE83	SHURE 81S	
9.	Darabuka	SHURE SM57	SHURE SM58	
10.	Pipes	SHURE Beta 87	SHURE SM87	Hall Effect
11.	Vocal Lead	SHURE Beta 58	SHURE SM58	Hall Effect
12.	Vocal Back	SHURE Beta 58	SHURE SM58	Hall Effect
13.	Instruments mix-pult out 1	D.I. box (not stereo pair)	Any	Compressor
14.	Instruments mix-pult out 2	D.I. box (not stereo pair)	Any	Compressor
15-16.	Acc. Guitar 6-str.	D.I. box (stereo pair)	stereo D.I. box	Compressor
17-18.	Acc. Guitar 6-str.	D.I. box (stereo pair)	stereo D.I. box	Compressor
	Main MIX	Console		

Necessary accessories on a stage:

1. Microphone stands like so-cold «crane» (amount 12).
2. Three armchairs (flat, like on a drawing without armrests).
3. Three monitors in three lines, sufficient on capacity for a sound on a stage
4. Six cables <jack mono – jack mono> (pp.13-18 tabl)
5. Power 220 V (four sockets).
6. The minimum sizes of a stage 6 x 3 m.
7. Water drinking without gas (3 x 0,5l).

In a MAKE-UP ROOM of a lavatory:

Mirror, hanger for clothes.

The necessary equipment in a concert-hall:

1. The serviceable acoustic system sufficient on capacity for audio area of the given concert room, is desirable with separate subwoofer (JBL SR series or etc.);
2. Serviceable the mixboard with enough of channels is (see higher), not less than with 4-EQ with 2 by parametrical "middle", with a separate monitor line 3 monitors and opportunity of connection, as a minimum, 2 processors of sound effects;
3. 1/3 octave EQ, switched on output of the mixboard;
4. Processor of sound effects HALL (t.c. electronics M300 or etc.);
5. Processor of sound effects DYNAMIC-Processor (Kompessor/Limiter/Gate) (dbx or etc.).