



Minimum size of PA, 2 main speakers and 2 subwoofers.		
Channels	Instruments	Connection
CH 1	Stomp box - Kick	XLR
CH 2	Stomp box - Snare	XLR
CH 3	Stomp box - Perc	XLR
CH 4	Stomp box - EFX Subdrop	XLR
CH 5 Link (L)	Accordion - Melody L (<i>Low cut to 100Hz, Hard Pan Left</i>)	XLR - Built in Mic
CH 6 Link (R)	Accordion - Melody R (<i>Low cut to 100Hz, Hard Pan Right</i>)	XLR - Built in Mic
CH 7	Accordion Bass (<i>No low cut, bass goes down to 50Hz</i>)	XLR - Built in Mic
CH 8	Hurdy Gurdy - Melody (<i>No Low cut, uses octave pedals</i>)	XLR - Built in Mic
CH 9 Link (L)	Hurdy Gurdy - EFX & Reverbs, <i>Hard Pan Left</i>	XLR
CH 10 Link (R)	Hurdy Gurdy - EFX & Reverbs, <i>Hard Pan Right</i>	XLR
CH 11	Hurdy Gurdy - Bass (<i>No low cut</i>)	XLR - Built in Mic
CH 12	Hurdy Gurdy - RytM (<i>Low cut to 200hz</i>)	XLR - Built in Mic
CH 13	Vocal (Speaking only) Boom stand	XLR
CH 14	Vocal (Speaking only) Boom stand	XLR
Note	Drum chairs without armrests	
Note	Reverbs, delays and other effects are made by the musicians, keep channels dry unless needed. (<i>Both instruments are pre-mixed through pedalboards.</i>)	
Note	Both instruments can be quite loud in the high-mid frequency area, 2-6kHz. And sometimes a bit "muddy/boxy" around 200-500Hz. These areas might need some extra attention. The sound should be deep and full without being to sharp.	
IN-EAR	All channels 1-14 are splitted analoguely on stage. (Need sufficient time for rigging and connecting all the channels) Symbio provides cabling for the 14channels that runs to their in-ear mixer. Venue provides cabling for the 14channels that runs to FOH	
FOH-Communication	Communication with FOH can be done via side-fill, a wedge on the side or a return cable running into channel 15 on our in-ear mixer	