

HIT EXPLOSION

Basic Technical Requirements

FOH

One industry standard FOH console that includes at least 24 input channels. Channel eqs should be at least 2 band parametric. Each channel should have at least 4 aux sends.

One industry standard digital delay unit

2 industry standard reverb units

One CD player

Four channels of noise gates

Eight channels of compression

FOH SPEAKERS

House speakers should be at least one stack per side and triamped

The low-end should be at least 2 eighteens per side

The midrange should be at least 2 twelves per side

The highs should have at least one 2" horn per side

FOH AMPS

FOH amps should be industry standard and should be able to provide twice the continuous power rating of speakers. There should be 2 20 amp circuits for FOH power.

MONITORS

Industry standard monitor console that includes 24 inputs and six discrete auxiliary sends

Six discrete monitor mixes

Six matching monitor wedges that can produce 120 db @ 3ft

Three stereo industry standard amplifiers that provide at least 500 watts per channel @ 8 ohms

One 20 amp circuit for monitors.

Six industry standard long throw 31 band graphic eqs

STAGING

Minimum stage required by Hit Explosion is 16x24

LIGHTING

All lighting should be on an independent AC circuit

The lighting should provide adequate illumination of the entire stage area

All lighting should be interfaced with an industry standard lighting console and dimmers capable of dimming and or blacking out individual scenes

STAGE POWER

Stage power should be at least one twenty amp circuit independent from anything else