

Modern  *Minstrel*
Mixing, Mastering, Editing, & Recording

Here are the House Specs for the Cedar Cultural Centre in Minneapolis. We find the house system to be capable of supporting FOH levels of 110 db peak throughout the hall. Show volume should be targeted at 85-95 DBSPL A-weighted average. If the stage volume is kept to a reasonable level this is fine and the room sounds good. The stage is on the long wall of the hall, so throws are short and most performers find that they need minimal monitors to perform comfortably. The hall holds 500 MAX. The stage is 10'x20' The Cedar provides 1 system engineer (or mix engineer if you don't have your own, or need a spare), all of our mix engineers have at least 10 years experience, most have more. Additional gear can always be provided if approved by the Cedar and/or at the Artists expense. Give me a call if you have any questions @ 612-414-8502 or email to cwfrymire@modernminstrel.com

Audio

House Console - Crest GT 24x4x2x1x2 (4 band sweepable EQ, eight aux sends)
Mains - 4- EAW 315s (15", 6", 1") Flown in a Center Cluster 2-EV FRi-122/64 (12", 1") Flown in Stereo
Subs - 4 Sonic 18" Front Loaded Vented Enclosures 2 EV FRi-181S 18" Subs
Monitors - 6 Yamaha SM12HMKII (12", 1") (4 Mixes from FOH)
Amplification - Crown, QSC, EV, Processing by Yamaha DME

Outboard Gear

TC M2000 Reverb
TC D-Two Delay
Symetrix 501 Compressor/Limiter -2
BSS DPR 404 - 1 (4 channels comp/limit)
Rane GE30 EQ 31 Band EQ - 2
Rane ME30 EQ 31 Band EQ - 1
Rane ME60 2 Channel 31 Band EQ - 1
DBX Stereo 31 Band EQ - 1
Lexicon LXP-1 Reverb with MRC
Roland SE-50 Multi-Effects

Microphones

4 - Shure SM58
5 - Shure SM57
2 - Shure SM81
2 - EV N/D468
2 - EV "Bass Drum Mic" N/D868
1 - EV N/D478
2 - Shure Beta 87
4 - EV RE510
4 - EV RE1000
4- EV RE200
2- EV N/D767a
2 - EV Wireless N/D767a
4 - Shure RDA7M
5 - Horizon DIs w/lift
1 - DOD DI

Lighting

8 Par 56 on the Back Bar
12 Par 64 on the Front Sides (6 per side)
4 PAR 56 on Front Bar
3 Elipsoidal on the Front Bar
24 Channels of Dimming
2 Scene Light Board