

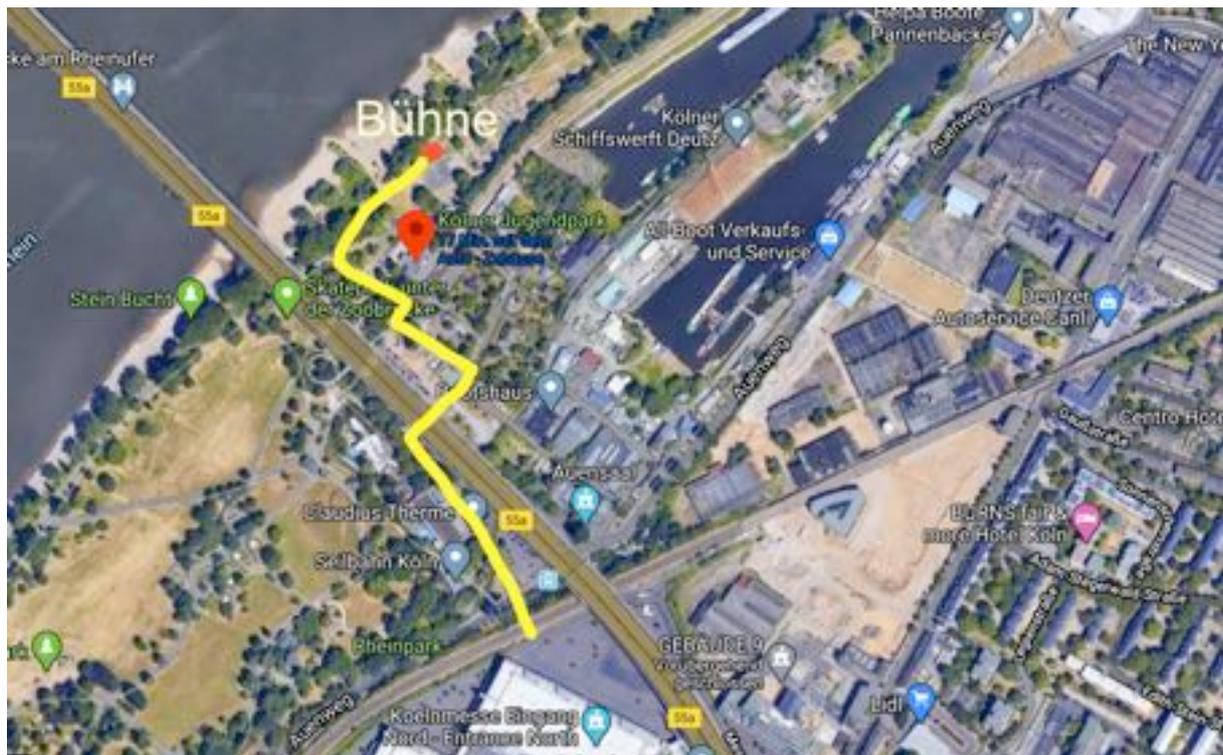
summer stage

im Kölner Jugendpark

Venue Specs:

Name: Summer Stage im Jugendpark Köln
Adresse: Sachsenbergstraße 10, 51063 Köln
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<https://goo.gl/maps/bG6TGrLn282rUK3o7>



Über den Auenweg anfahren und an der Zoobrücke Richtung Claudius-Therme abbiegen. Den Parkplatz unter der Brücke bis zur Sachsenbergstraße queren, links Richtung Jugendpark abbiegen, durch das Parktor in den Park fahren. Am Gebäude geradeaus weiter Richtung Rhein. Rechts abbiegen und zur Bühne durchfahren.

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Bühne: 10x6m Trailerbühne
überdacht, umseitig geschlossen, 5m lichte Höhe, 1,2m Podesthöhe



FOH: Bürocontainer 6 x 2,5m neben der Bühne

Loading: Direktzufahrt bis zur Bühne
Parken an der Bühne (außer Nightliner)

Backstage: Bürocontainer 6 x 2,5m
Dusche auf dem Gelände verfügbar, WLAN

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Audio

Konsole:

AVID SC 48 Remote oder Behringer X32 Producer (beide remote)

PA:

Keine P.A. – alle Veranstaltungen werden auf ein Funkkopfhörersystem übertragen. Mehr Infos unten...

Mics:

Industriestandard oder laut Rider

Monitoring:

Keine Wedges!

IEM 4x Sennheiser 2050 inkl. 3 Beltpacks (bitte eigene Hörer mitbringen)

IEM 3x kabelgebundene Fischeramps

Alternativ: Kopfhörer

Licht

Konsole:

MA Lighting Dot2

Lampen:

8x Robe Pointe

8x GLP Impression

4x Robe Spikie

6x LED Sticks

8x TourLED

6x Elation KL8

4x Blinder

1x Hazer

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Kopfhörer-Modus (sorry – only in english)

Why headphones?

Headphones solve plenty of problems you normally have promoting a concert. First of all you have no issues with noise, neighbors or public regulations. Even more important is that the audience will hear the same sound no matter where they are on the concert site and that everyone can chose his or her own volume.

What difference does it make for the band or their engineer?

The production of a headphone concert works similar to a studio recording. As there are no feedback issues (as there's no amplification) it is possible to use very sensitive microphones to make it sound real great. We had plenty of experienced musicians, engineers and studio-owners who loved the headphone style. We will also have a skilled sound engineer who will provide a perfectly balanced and linear sound in the headphones. The rest is up to you. If anyone can't bring a sound engineer he can also take over the whole mix.

There will be no FOH as you are used to it. As a matter of fact the sound can be analyzed and controlled from any point on the venue site. Therefore we will put the engineer besides the stage so he can communicate easily with the band. Still he will hear exactly the same than being centered at FOH.

Will there be monitoring?

Sure – all there will be missing is wedges on stage. You can chose to have wired headphones or IEM you bring along or to simply get the headphones an the mix that the audience will hear. You will be surprised how good that works. Everytime we provided musicians their own mix in the end they chose the audience mix as it's a cool and rare experience of really sharing the sound with everyone around. As monitoring is so easy and the FOH-engineer will also be close to the stage we will not provide another console for monitoring.

Are there any limitations?

Yes – one that's physically unavoidable. People will wear headphones and there will be no subwoofers. So of course all you get is the sound that arrives in your ears. Concerning the low end frequencies that makes a difference to a subwoofer system. You can hear the low end but you won't feel it in your stomach. That's why we don't book Dancehall-Bands (amongst other reasons). The good news is that everything above low end will be way more transparent and by far easier controllable than you are used to on a conventional PA-system.

If you have questions, don't hesitate to ask. We are happy to share the years of experience with you or your engineer.