



GLENEAGLE
INEC
CLUB

「 PRODUCTION 」

CONTROL/PROCESSING OPTIONS

FOH Control Console A

Midas Pro2 TP with DL251 Stagebox

3 Midas 100 mtr Cat5

FOH Control Console B

1 Midas M32 Digital Console

1 Midas DL32 Digital Stagebox 32/16

Analogue Option

32 channel Midas Verona

GLENEAGLE

INECCLUB

PRODUCTION

ACOUSTIC CLUB/2ND VENUES PA OPTIONS

Main PA

- 6 x Flown EV XLE aside
- 2 x EV X double 18' subs

MONITOR SYSTEM

Monitor System

8 x D & B Max 2 Wedges

2 x D & B 30d Amps

ON-STAGE PRODUCTION

- 18 of Shure SM 58 dynamic microphone
- 10 of Shure SM 57 dynamic microphone
- 3 of Shure SM 57 Beta dynamic microphone
- 1 of Shure Beta 52a
- 1 of Shure Beta 91
- 1 of Shure PGDMK6 Drum Mic Kit (contains PG52, 3 x PG56, and 2 x PG81mics)
- 3 of Sennheiser 604
- 1 of Sennheiser 906
- 2 of Sennheiser K6P/ME67 Shotgun Microphone
- 1 of AKG c91
- 2 of AKG 414
- 1 of AKGD112
- 2 of AKG HM1000 hanging modules + CK31 cardioid capsules
- 2 of EV PL37
- 6 of Passive DI boxes
- 10 of Active DI boxes

LIGHTING

- Avolites Tiger Touch 2 Console
- Look Solutions Unique water based hazer
- 14 x Prolights Ruby Pixiewash Moving heads
- 4 x Prolights Studiocob side light
- 4 x Molephays on ground
- 4 x moles in air
- 6 x Floor Pars



Video

- Front projection options with various screen sizes also available to hire on request.

WE OFFER:

- More environmentally sustainable production options.
- Custom designed solutions for each of our event spaces (Tailor made)
- Rates that are more cost effective than other like standard third party hire ins
- Savings to Clients on transport costs.
- Savings to Clients on external crew costs (Rigging and De Rigging)
- The most advanced installed production systems in the country.
- Highest quality experience for event and live performance attendees.
- A system run from high end digital consoles for better clarity of sound.
- A zoned system which enables full venue coverage.
- A Better experience for the client, less third-party risk and centralisation of all production on one invoice