

Some thoughts on sounding large halls.

I recently needed to sound a large hall, approximately 20,000 sq ft., for a party I was doing. I had done the party last year and they said some people had trouble hearing in the back of the hall, and the hall was smaller last year. I needed to have speakers in the back in addition to the front.

Last year I had used a Hilton 300A with six Hilton folded horns across the front and thought the sound was pretty good. I had to do better. I decided I would use a Hilton 300C with eight Hiltons across the front and a Hilton 300A with four Yak Stacks across the back. My problem was how to get the sound to the back 300.

I borrowed a low impedance cable and connectors from a friend and knew it would work. I just did not like the idea of running the wire around the room and thought there must be a better way. I woke up one night with what I thought was the answer.

I had a Williams system for the hearing impaired with a transmitter and receivers, why not use it. I hooked the transmitter up to the "record all" jack on the back of the 300C and the receiver connected to the "tape input" jack on the 300A. I balanced the sound with the volume control on the receiver and the 300A. I did not want to over drive the 300A to distortion, but I could control it and could put the output volume just where I wanted it. I was very pleased with the sound in the hall. It worked perfectly and there were no dead spots anywhere and the volume in the back went up and down with the front.

When they opened the door and 1500 kids and adults came in for the party I was ready and everyone could hear everything I said and the music.

The best part of this setup for me was there were no wires for anyone to trip over or for me to wind up after the dance. I had plenty of equipment to haul out as it was.

I keep thinking about the conventions and festivals that we do and we have trouble sounding the large halls. Using the equipment we have in ways it is not usually used may be the answer to our problems.