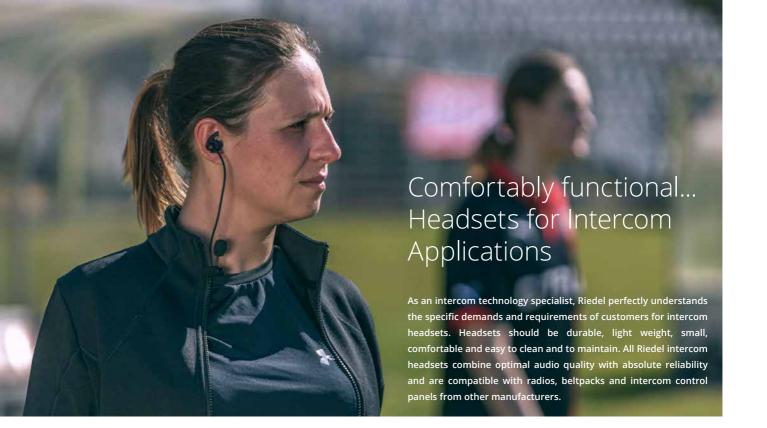
RIEDEL



HEADSETS TAC / RUN / AIR / PRO / MAX



OUR PORTFOLIO

TAC- Professional In-Ear Headset

The TAC headset series is the newest member of the Riedel headset family. The ultra-lightweight one-ear headset for demanding applications where maximum speech intelligibility and a secure fit are required is optimized for use with Riedel's award-winning Bolero wireless intercom system. The headset has a flexible microphone boom that can be attached to clothing with a clip to perfectly position and adjust the microphone to the wearing needs of the user. It can be used with custom earmolds for a perfect individual fit.

RUN - Professional In-Ear Headset

Optimized for use with Riedel's award-winning Bolero wireless intercom system, the RUN Series is an ultra-lightweight one-ear headset for demanding, high-noise environments Therefore they are a perfect match for environments like sports, security or live events. The fully adjustabe mic boom and the ability to be used with custom earmolds allow for a perfect indidual fit.

AIR - Ultra Light Professional Headset

The Riedel AIR series is the ideal ultra lightweight headset for customers who place great demands on quality, design and comfort. The AIR headset allows you to communicate with your immediate environment while simultaneously speaking and listening via your headset. The specially engineered Coolmax® material used for the exchangeable ear cushions provide great breathability and comfort for long hours. The 270° rotation of the microphone boom allows the microphone to be worn on either left or right side, and a noise compensating electret or dynamic microphone guarantees a high quality response.

Coolmax® is a registered trademark of INVISTA











PRO - Closed Professional Headset

The Riedel PRO series provides reliable, high-quality professional headsets that were designed in conjunction with beyerdynamic® to meet the demanding requirements of digital intercom applications. The headphone features a neodymium magnet system for accurate reproduction and balanced sound. The soft circumaural earcups provide very good noise attenuation and are as comfortable as the fully adjustable padded headband. The headset provides either a hypercardioid dynamic microphone or a high-quality omnidirectional condenser microphone for commentary applications. The 270° rotation of the microphone boom allows the microphone to be worn on either left or right side.







MAX - High Performance Headset

The MAX series headsets have been specially designed for use in areas with high ambient noise levels. The headsets feature excellent attenuation abilities and therefore provides optimal hearing protection for their users. The special noise cancelling electret or dynamic microphone guarantees clear communications in all conditions. This makes Riedel's MAX headset the ideal choice for sound & light crews or TV camera intercom in sports or concert venues. MAX offers high comfort and low weight. The soft headset cushions are easily detachable for quick exchange and fit perfectly to the ear. The microphone boom rotates 270° and allows the microphone to be worn either on the left-hand or right-hand side.

Symbols

1 2

single headphone / dual headphones

D

dynamic microphone / electret microphone

 $[\mathcal{P}]$

omnidirectional condenser microphone for commentary applications

excellent noise attenuation for high-noise environments

Ω 270°

microphone boom rotates 270° allowing for either left or right sided mic/headphone

5%

exchangeable components for easy maintenance

Accessories

For all of our headsets series Riedel offers a wide range of accessories and spare parts.

Connectors and Cables

All headsets are available with 4-pin XLR female as standard. The standard cable length is 1.5 meters, but there are extra-long versions in the portfolio.

Specifications

TAC Headset

Speaker	TAC (E1L/E1R)
Frequency response	200 – 5kHz ±6dB
Impedance	780/1450 Ω at 500/1000Hz
Characteristic SPL	100dB ±3dB
T.H.D.	<5%

Microphone	
Transducer type	Electret
Polar pattern	Omnidirectional
Frequency response	20 – 20kHz
Impedance	<2.2 Ω
Operating Voltage	1.5 - 3 V (max. 10V)
Sensitivity	-38 +-3 dB
Operation Temperature	-10 ~+70°C
Storage Temperature	-20 ~+60°C

RUN Headset

Speaker	RUN (E1L/ E1R)
Frequency response	200 – 5kHz ±6dB
Impedance	145 Ω @ 500/1000Hz
Characteristic SPL	100dB ±3dB
T.H.D.	<5%

Microphone	
Transducer type	Electret
Polar pattern	Omnidirectional
Frequency response	100 – 10kHz
Impedance	<2.2 Ω
Operating Voltage	1.5 - 10 VDC
Sensitivity	-50 +-2 dB
Max. Input SPL	110 dB / THD < 3%

AIR Headset

Speaker	AIR (D1/D2)	AIR (E1/E2)
Frequency response	100 Hz – 18 kHz	100 Hz – 18 kHz
Impedance (XLR4F version)	150 Ω 1 mW/1 kHz	150 Ω 1 mW/1 kHz
Characteristic SPL	91 dB 1 mW/1 kHz	91 dB 1 mW/1 kHz

Microphone

Transducer type	NC Dynamic	NC Electret
Polar pattern	Hypercardioid	Bi-Directional
Frequency response	150 Hz – 10 kHz	150 Hz – 15 kHz
Nominal Impedance	200 Ω	>1600 Ω
Supply power		4.5 V 400 μA

PRO Headset

Speaker	PRO (D1/D2)
Frequency response	10 Hz – 30 kHz
Impedance (XLR4F version)	250 Ω
Characteristic SPL	100 dB at 1 mW / 1 kHz

Microphone

Transducer type	Dynamic
Polar pattern	Hypercardioid
Frequency response	40 Hz – 12 kHz
Nominal impedance	200 Ω
Supply power	-

MAX Headset

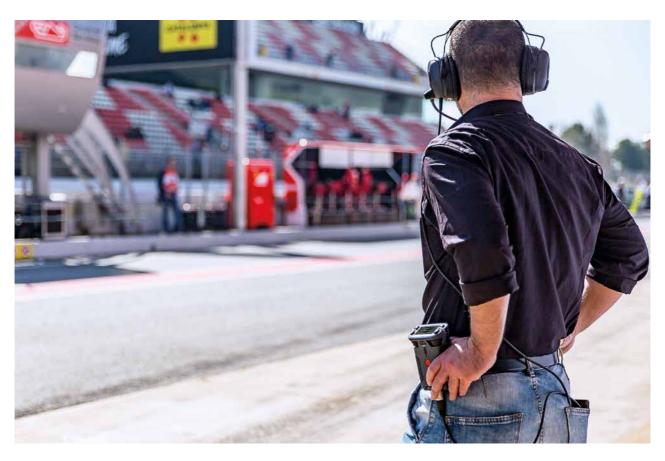
Noise Attenuation

Frequency / Hz	125	250	500	1,000	2,000	4,000	8,000
Attenuation (EN 24869-1) / dB	14	19	26	31	28	34	34

Speaker	MAX (D1/D2)	MAX (E1/E2)
Frequency response	80 Hz – 20 kHz	80 Hz – 20 kHz
Impedance (XLR4F version)	300 Ω	300 Ω
Characteristic SPL	94 dB at 1 mW / 1 kHz	94 dB at 1 mW / 1 kHz

Microphone

Transducer type	Dynamic	Back electret
Polar pattern	Hypercardioid	Bidirectional noise cancelling, pressure gradient type
Frequency response	40 Hz – 12 kHz	150 Hz – 5 kHz
Nominal impedance	200 Ω	2.2 kΩ
Supply power		4.5 V 170 μA



The MAX headset has been designed for the special communication needs in motor sports such as Formula 1. In this environment the crew at the pitwalls need to communicate under high ambient sound pressure levels. This is why our MAX Headset is perfectly suited for the use case.

