

## Frequencies for microphones and in-ear systems

**Antwerp**

**Valid from 01-07-2024 to 30-09-2024**

The licence is only valid if accompanied by this document

<https://www.bipt.be/consumers/microphones>

Channel	Fmin (MHz)	Fmax (MHz)	Antwerp	Comments
	29.7	47	OK	Power limited to 10 mW ERP
	174	202	NOK	
9	202	209	OK	Without licence for a power < = 50 mW ERP
10	209	216	NOK	
21	470	478	NOK	
22	478	486	OK	Power in accordance with the licence
23	486	494	NOK	
24	494	502	NOK	
25	502	510	NOK	
26	510	518	NOK	
27	518	526	OK	Without licence for a power < = 50 mW ERP
28	526	534	OK	Power in accordance with the licence
29	534	542	OK	Without licence for a power < = 50 mW ERP
30	542	550	OK	Power in accordance with the licence
31	550	558	NOK	
32	558	566	NOK	
33	566	574	OK	Power in accordance with the licence
34	574	582	OK	Power in accordance with the licence
35	582	590	NOK	
36	590	598	OK	Power in accordance with the licence
37	598	606	NOK	
38	606	614	OK	Power in accordance with the licence
39	614	622	OK	Power in accordance with the licence
40	622	630	NOK	
41	630	638	NOK	
42	638	646	OK	Power in accordance with the licence
43	646	654	NOK	
44	654	662	NOK	
45	662	670	OK	Power in accordance with the licence
46	670	678	NOK	
47	678	686	NOK	
48	686	694	OK	Power in accordance with the licence
49	694	702	NOK	
50	702	710	NOK	
51	710	718	NOK	
52	718	726	NOK	
53	726	734	NOK	
54	734	742	NOK	
55	742	750	NOK	
56	750	758	NOK	
57	758	766	NOK	
58	766	774	NOK	
59	774	782	NOK	
60a	782	786	NOK	
60b	786	789	NOK	
	789	822	NOK	
	823	826	OK	Without licence for a power < = 20 mW EIRP (hand microphones) or < = 100 mW EIRP (pocket microphones)
	826	832	OK	Without licence for a power < = 100 mW EIRP
	832	862	NOK	
	863	865	OK	Without licence for a power < = 10 mW EIRP
	1492	1525	NOK	
	1785	1800	OK	Without licence for a power < = 20 mW EIRP or < = 50 mW EIRP (pocket microphones)
	1800	1805	OK	Power < = 20 mW EIRP or < = 50 mW EIRP (pocket microphones)

**Comments :**

No guarantee of non-interference  
 Except 595.2 - 595.7 - 596.1 - 596.45 MHz

