Studio Cajon



Quality Hand Crafted Percussion Instruments

- Crisp, Clean Snare
- Isolates Snare From Bass
- Deep Resonant Bass

"If you like adding to your music, you will enjoy the amazing sounds of Croaker Cajons by Erik Metz. The unique craftsmanship that separates the sound of the strings from the middle of Cajón gives you a clear bass tone. They will inspire you to play like no one else you have ever heard!"

Orlando Cotto

Faculty member of University of Delaware Director of Percussion, The Carter School of Music in Baltimore City Proud artist of Croaker Cajons



Croaker Studio Cajons are handcrafted percussion instruments with superior sound qualities and unmatched craftsmanship. The Studio line of cajons are offered in Peruvian and Flamenco style, with the Flamenco cajons utilizing **Bendid StringsTM** snare technology. Bendid Strings cajons provide a snare sound effect through a patent pending installation of guitar strings that offers crisp snares in the high tones while virtually eliminating them from the bass tones.

The Cajon box is made of Birch veneer plywood with solid Maple upper corners and solid Maple picture-framed tapa mount. The tapa is wood veneer on birch plywood and is secured with stainless steel screws. The Bass sound port is ideally located to provide optimal resonance while the smaller sound port/handle is located near the top for the higher frequencies. Inside, the cajon is reinforced along the edges for additional strength. The finish is clear lacquer and each cajon is supported on solid rubber feet. Each cajon measures 12"x12"x18.5".

Studio Cajons are available in many exotic wood veneers including Rosewood, Okoume, Zebrawood, Makore, Sycamore, Ebony, Walnut, Mahogany and more, each providing distinctive sound characteristics.

In addition to our standard product offerings, Croaker Percussion provides custom design, features and finishing upon request.

Phone: 215-669-8588

Social Media: @CroakerPercussion

Email: Sales@CroakerPercussion.com

Web: CroakerPercussion.com