

TECHNICAL RIDER

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CHANNEL/MICRO/INSERT

MIXER - Channels, Micros, Inserts are examples

Chan.	Instrument	Micros	Insert
01	Kickdrum 1	Beta52, e602	Gate+Compr.
02	Kickdrum	", ", D112	Gate+Compr.
03	Snare Top	SM57,MD421	Compressor
04	Snare Bottom	Clip	
05	Hihats	Condenser	
06	Tom 1	Clip,SM57	Gate
07	Tom 2	Clip,SM57	Gate
08	Tom 3	Clip,SM57	Gate
09	Tom 4	Clip,SM57	Gate
10	Tom 5	Clip,SM57	Gate
11	Roto-Toms	Clip,SM57	Gate
12	Overhead 1	Condenser	
13	Overhead 2	Condenser	
14	Bass	DI-Out Amp	Compressor
15	Guitar(left)	SM57,e609	
16	Guitar(right)	SM57,e609	
17	Voc1 lead-m	KMS104(Cond.)	
18	Voc2 Bass-I	SM58	
19	Voc3 Git-r	SM58	
20	Voc4 Drums	SM58/Headset	
21	Eff.Ret.Delay	For all vocals	
22	Eff.Ret.Hall	VocSnareTom	
23	CDPlayer - I		
24	CDPlayer - r		
Subgruppe 1 (Vox)			Compressor
Subgruppe 2 (Vox)			Compressor

Blue resp. grey=Equipment by organizer

Black=Our Equipment

Equipment in small italics 2,4,10,11,20=mostly not needed

MONITORING

M-Way	FOR INSTR.	SOUNDMIX OF	SPEAKER
Aux1	Voc+l.Git	lots voc1>voc2	2Speaker
		>little kick	
Aux2	Bass	voc1+2>b>l.+r.g	1 Speaker
		>kick	
Aux3	r.Git	vocs>l.g>kick>r.g>b	1Speaker
Aux4	Drums	l.g>vocs>kick>r.g>b	1Speaker

Order of soundmix according to volume priority!

2-way monitoring with 4 Speakers (if 4-ways with 5 Speakers not possible): Aux1 for voc,b,g / Aux2 for drums

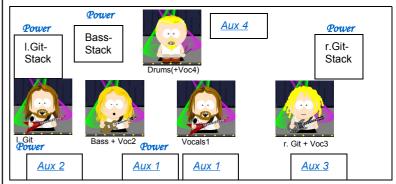
Abbreviations: vocals, bass, left + right guitar, drums, kick=bassdrum

EFFECT - Ways

EFFECT	Equipment-Details	Instruments
5 (o.3)	little Delay	All vocals
6 (o.4)	little Reverb	Voc,snare,toms

We are available for questions and arrangements!

BÜHNE



<u>SOUND FRONT-P.A.</u>

- Clear vocals (Volume priority: **Voc1**>2>3,4)
- · Guitars equal in a little left-right-pan
- → Bassruns hearable (strong mid-EQ beneath vocals, ca. 800Hz)
- Drums with punch, Snare+Toms with little reverb

IVORY NIGHT-BACKLINE

→ Guitar left:

Engl Preamp + Engl Tube Poweramp, Mono to 4x12"Marshall-Speaker

→ Guitar right:

Wireless+Preamp/Effect Digitech2112+Tube-Poweramp M.Boogie 90/90 with 90 Watt-Mono to 4x12"Marshall-Speaker (Mono 4Ω)

Bass:

Wireless+Hartke Amp + 4x10" Speakers

- Drums (min. 2.5x2.5 m space):
- 1 Bass-Drum, Set see left, seat

We bring the backline especially regarding drums & speakers only according to agreement before gig day!

<u>Use of backling</u> (resp. parts of it) by other bands also only <u>according to agreement</u> before gig day!

ORGANIZER PROVIDES:

- <u>P.A.</u> (incl. poweramp, monitors, frontspeakers etc.) must provide a constant sound to the audience with 110 db (average) without distortion and enough bass punch according to room dimension. Indications: >200 people 2kW, >500 people 4kW,
- >1000 people 8kW
- → 4 resp. 6x31EQ (per monitor way & front)
- Multieffect, Tap Delay, 8xGate, 6xCompressor (see left!)
- Add. Equipment (Micros, cables + stands per micro, speaker-cable, mulitcore, min 2.5x2.5m-carpet for Drumset etc.)
- <u>Lighting system</u> big enough
- enough secure <u>power points</u> (230V/16A, according to newest DIN/VDE-regulations)
- separable smoke-free backstage area
- min. 2 parking spaces + sufficient food&drinks for band&crew (max. 10 persons)