

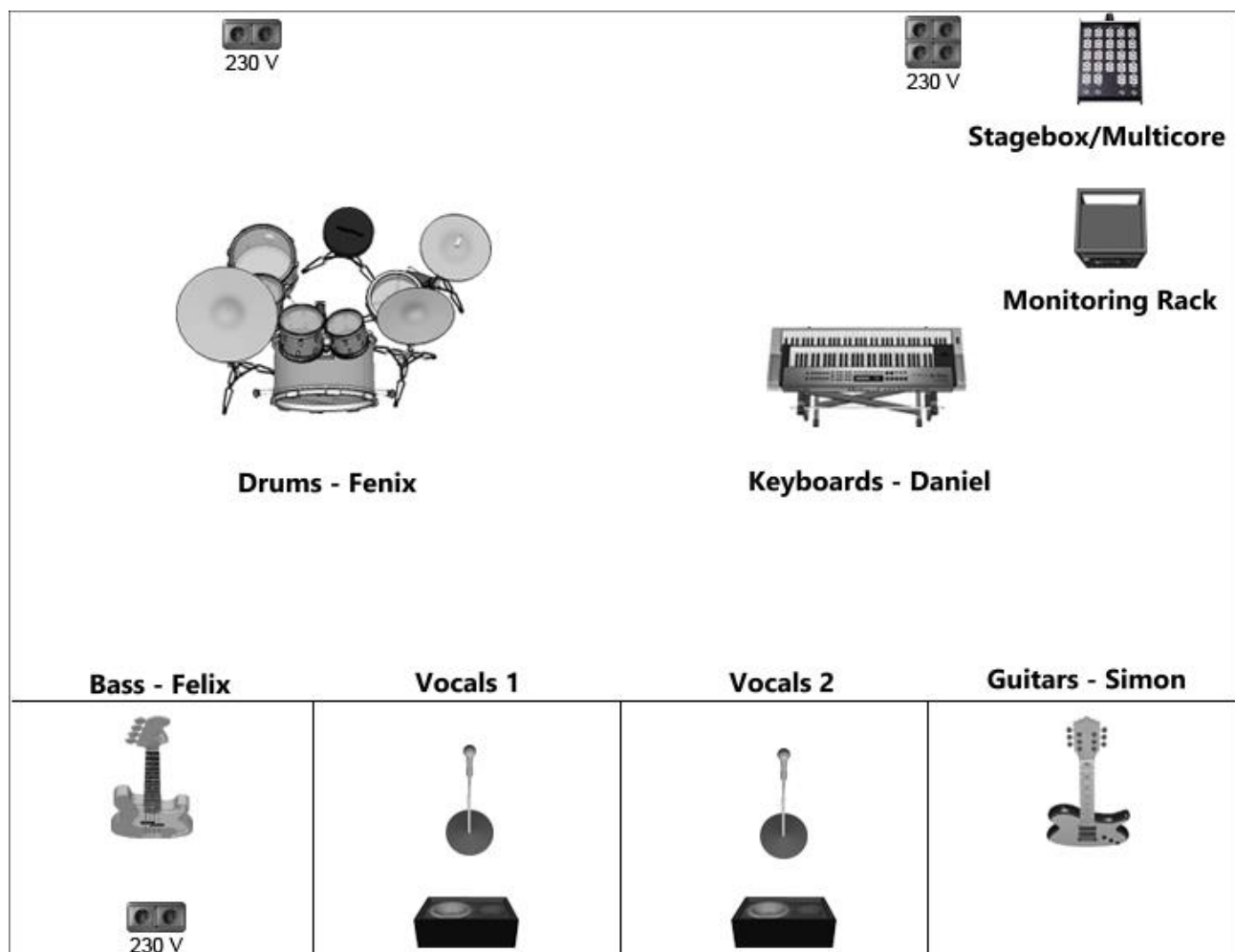
# SOULSPLITTER

## TECHNICAL RIDER

### STAGE

The stage should at least be 6x4m (WxD). Ideally there should be a drum riser sized 2.5x2x0.4m (WxDxH) on the far left corner of the stage as well. The stage floor as well as any stage structures (lighting rigs etc.) have to be compliant with the current regulatories of the venue.

### STAGE SETUP



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## FRONT OF HOUSE SOUND

The PA system should be appropriate for the venue. The quality should conform to reasonably professional standards.

Unless otherwise agreed, the venue is responsible for the FoH-sound.

## STAGE MONITORING

The monitoring sound and setup will be done by the band. Except for the two vocalists, who will use a wedge monitor provided by the venue as seen in the STAGE SETUP.

The band's monitoring sound will be mixed separately from the FoH-sound (splitted beforehand) and will not influence the FoH-sound in any way. The microphones and stands needed are found in the CHANNEL LIST on the last page of this document.

The venue agrees to provide a 24-port-stagebox/-multicore leading from the far side of the stage to the FoH.

## MERCHANDISE

The venue should provide at least one desk and two chairs as well as one power outlet in the immediate surroundings of the stages for merchandise sale. The merchandise section has to be easily accessible for the audience (Entry hall of the venue, concert hall, etc.).

## BACKSTAGE

A separate room for the band has to be in close proximity to the stage. If possible, this room should comfortably accommodate at least 6 people, with enough seating and chilled beverages (most important: enough bottled water). If in any way possible, the room should provide direct access to the stage without leading through the audience.

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## CATERING

One hot meal should be provided for each of the four bandmembers and a travel party of 2-5 additional people (contact us for the exact count) and ideally be available after sondcheck. There should be at least one vegetarian dish available.

## QUESTIONS

If you have questions about these informations or further technical inquiries, please contact:

Felix Jacobs

+49 157 73 54 36 67

[felix@soulsplitter.com](mailto:felix@soulsplitter.com)

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## CHANNEL LIST

#	Instrument	Microphone	Stand
01	Kick Drum Outside	Shure Beta 52A or similar	Small stand
02	Snare Top	Shure SM57 or similar	Claw
03	Tom 1	Sennheiser E 904 or similar	Claw
04	Tom 2	Sennheiser E 904 or similar	Claw
05	Tom 3	Sennheiser E 904 or similar	Claw
06	Tom Floor	Sennheiser E 904 or similar	Claw
07	Overhead L	Rode NT5 or similar	Large stand
08	Overhead R	Rode NT5 or similar	Large stand
09	Guitar L	None (DI)	
10	Guitar R	None (DI)	
11	Piano L	None (DI)	
12	Piano R	None (DI)	
13	Synth L	None (DI)	
14	Synth R	None (DI)	
15	Bass	None (DI)	
16	Acoustic Guitar	None (DI)	
17	Backing Track Instrumental L	None (DI)	
18	Backing Track Instrumental R	None (DI)	
19	Backing Track Vocals L	None (DI)	
20	Backing Track Vocals R	None (DI)	
21	Vocals 1	Shure SM58	Large stand
22	Vocals 2	Shure SM58	Large stand