

STORMRIDER

Technical Rider

PA Channel list:

Channel	Instrument	Microphone Type (or similar)
01	Kick Drum	AKG D112
02	Snare	Shure SM57 / AKG C535
03	Hi Hat	Shure SM81 / AKG C451
04	Tom 1	Shure SM57 / Clip Mic
05	Tom 2	Shure SM57 / Clip Mic
06	Tom 3	Shure SM57 / Clip Mic
07	Floor	Shure SM57 / Clip Mic
08	Overhead Left	Shure SM81 / AKG C451
09	Overhead Right	Shure SM81 / AKG C451
10	Bass guitar Mic	MD 421 / Shure SM57 / AKG D112
11	Bass guitar DI	Active DI
12	Guitar Left Mic 1	Shure SM57
13	Guitar Left Mic 2	Shure SM57
14	Guitar Right Mic 1	Shure SM57
15	Guitar Right Mic 2	Shure SM57
16	Lead Vocal	Shure SM58 (<i>pref wireless</i>)
17	Backing Vocal Left	Shure SM58
18	Backing Vocal Right	Shure SM58

Monitor Values:

Drumfill: Kick Drum Loud, Snare, Guitars loud and clear. lead vocal.

Monitor Left: Kick Drum, Snare, Lead Vocal, Backing Vocal Left, Guitar Right (slightly and gentle).

Monitor Center: Lead Vocal

Monitor Right: Kick Drum, Snare, Lead Vocal, Backing Vocal Right, Guitar Left (slightly and gentle).

Sidefills: All Instruments and vocals in a logical balance

Extra's:

1. CD Player at PA Front Of House to play Intro CD of the band (The CD Player must be able to play CDR !)
2. Effects at PA: Minimum of 2 reverb units (lexicon or similar) and 1 delay unit (lexicon or similar), noise gates for drums, compressor/limiter, stereo equalizer.

Lights:

Minimum of 4 lights each side in the front, **minimum** of 8 lights in the back (depends on the venue) and 3 lights in the front on the bottom of the stage, shining up to the band members, color green, L, M en R. Also: Smoke machine, stroboscope.