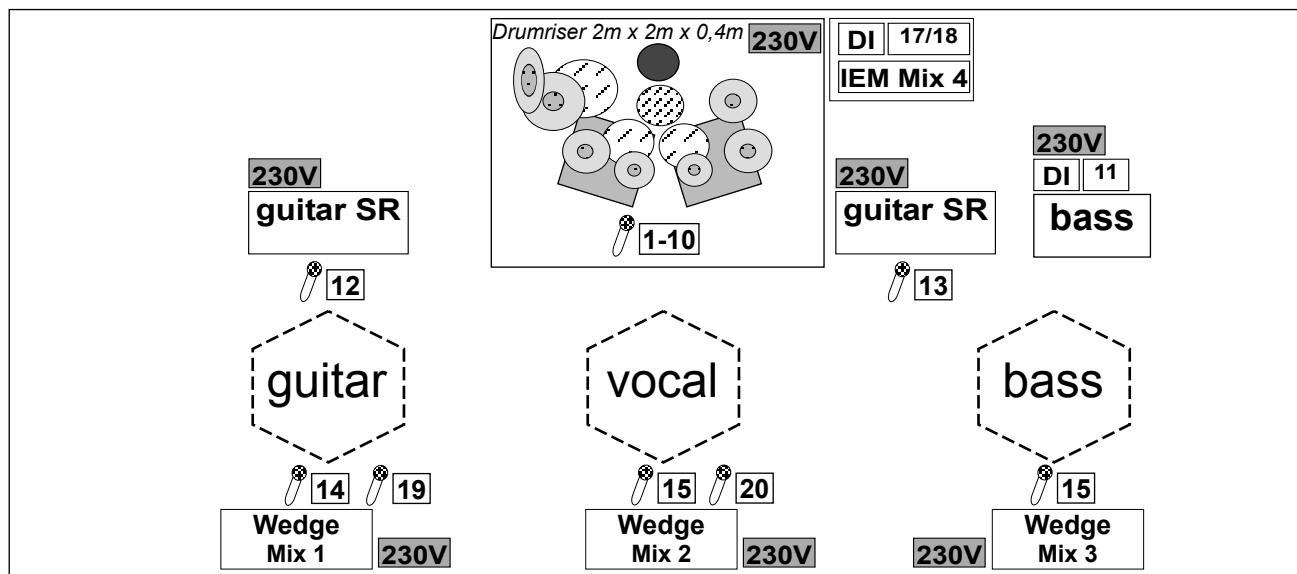




TECHNICAL RIDER

state 4.9.2019

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PA

FOH:

32 input channel mixing-console, at least 8 aux (4x pre, 4x post), 4 band fully parametric EQs, trimable highpass filters, 8 VCA-groups, insert per channel, talkback mic, working headphone output

6x compressors(4x with attack/release, BSS, Drawmer, dbx)
 6x Gates with a sidechain filters(BSS, Drawmer)
 2x SPX 990/PCM 90 or the like
 1x Tap- Delay (TC D-Two, TC 2290)
 6x 31-Band EQ (BSS, Klark)
 microphones, DIs listed in channellist

POWER:

AC 230 V, 50 Hz („European“ schuko-plug) distributed to all marked points on stage.

PA:

A full range professional audio system of appropriate size for the venue and arrayed to insure excellent sound at every place of the auditorium.

Estimated amplification power:

300-500 people: 4.000 – 8.000 W

500-1000 people: 8.000 – 18.000 W. Linearrays are preferred.

MONITORS:

4 separate monitor mixes, inserted graphic equalizer on each mix.

3x Wedges at least 12"/1", 300W(6x on stage and 1x cue wedge)

1x XLR for IEM on the drum riser

Suitable amping.

CHANNELLIST:

ch	instrument	mic	48V	stand	insert
1	kick	D6	-	small boom	gate/comp.
2	snare top	SM57/i5	-	small boom	gate/comp.
3	hihat	condenser	x	small boom	-
4	ride	condenser	x	small boom	-
5	rack tom 1	e604/D2	-	clip	gate
6	rack tom 2	e604/D2	-	clip	gate
7	floor tom 1	e604/D4	-	clip	gate
8	floor tom 2	e604/D4	-	clip	gate
9	overhead sr	c414/km184	x	tall boom	-
10	overhead sl	c414/km184	x	tall boom	-
11	bass	active DI	-	-	comp.
12	guitar SR	SM57	-	small boom	-
13	guitar C	SM57	-	small boom	-
14	voc SR	SM58	-	tall boom	comp.
15	voc C	SM58	-	tall boom	comp.
16	voc SL	SM58	-	tall boom	comp.
17	backing tracks	XLR	-	-	-
18					
19	accoustic guitar SR	SM57	-	tall boom	-
20	accoustic guitar C	SM57	-	tall boom	-
RETURNS					
R1	DRUM REVERB	FOH	-	-	-
R2					
R3	MAIN REVERB	FOH	-	-	-
R4					
R5	DELAY	FOH	-	-	-
R6					

PA

AUXLIST (FOH):

AUX	assignment	pre/post	extras
1	Wedge SR	PRE	
2	Wedge C	PRE	
3	Wedge SL	PRE	
4	DRUM IEM	PRE	XLR on drum riser
5	DRUM REVERB	Post	drum room
6	MAIN REVERB	Post	short reverb for vocals and acc
7	DELAY	Post	slapback echo for vocals