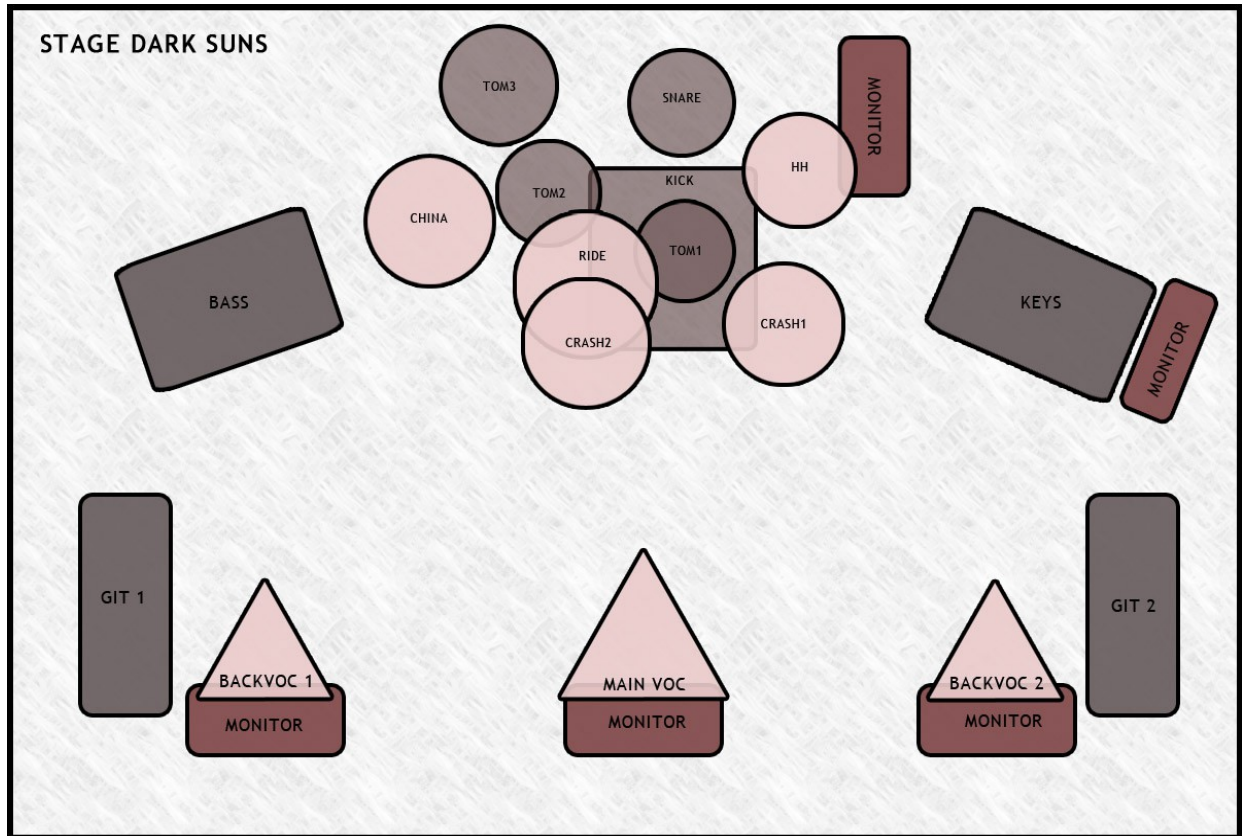


DarkSuns – Technical Rider:

PA System	The PA must be a Stereo and 3 or 4 Way System! Meyer Sound or L-Acoustics or D & B preferred The PA-System must be capable of producing a Sound pressure level of 120dB[A] of undistorted sound at the Front of House mix position [112dB [A] at rear of Hall] with a bandwidth of 20 Hz - 20kHz!
suggested minimum Power:	2 x 6 kW for Venue capacities up to 800 People, 2 x 10 kW for 800 to 1200 People 2 x 14 kW over 1200 People.
FOH-Desk	1 x Mixing Desk (Midas, Soundcraft Yamaha preferred) with minimum of at least 32 channels, 8 Subgroups, 6 Auxiliary Sends (8 if there is no Monitor desk), 4 bands parametric EQ per channel, Phase Reverse switch per channel, VCA and PLEASE free of bugs 1 x PA / FOH System engineer, to be present from Load in until the end of the Show!
FOH-Effects: (Dynamics, FX, Audio..)	2 x X-Over: BSS, Klark Technik. 2 x 31-Band EQ: Klark Technik 5 x Gate: Drawmer, BSS, Klark Technik 8 x Compressor: Drawmer, BSS, Klark Technik 2 x multi effect units: TC M-ONE; Yamaha SPX 990; Lexicon PCM 70 1 x Delay with tapping-function: TC D-TWO or Roland SDE Series 3000 1 x CD Player with AutoCue-function 1 Talkback-microphone
Mic´s, Stands, Cables...	Please ensure that there are adequate microphones, leads, DI Boxes, stands, claws etc., refer to channel lists for specific requirements
Stage Power	We use "German type" 2 Pin powerplugs. We need at least 8 powerdrops on stage.
Multicore:	min. 24 Sends; 2 Master Returns; 4 Returns
Monitor desk	1 Monitor Desk (Midas Heritage or XL Series, Yamaha PM Series, Soundcraft Series 5 preferred)with at least 24 working channels in 6 separate groups 1 x Monitor engineer, to be present from Load in until the end of the Show!
Monitor Control	6 x 31 Band Graphic EQ 1 x Reverb unit for "the feeling" on stage
Wedges	6 x Floor Wedges, 2 Way 2 x Drum fill, min. 2 Way 2 x Side fill, min. 2 Way

Monitoring from FOH:	AUX-Send 1-4 on FOH, pre Fader	AUX-Send 5-8 on FOH, post Fader
	AUX 1 = Main Vocal on Drum fill	AUX 5 =
	AUX 2 = Gitarre1	AUX 6 = Reverb/Plate
	AUX 3 = Gitarre2	AUX 7 = Reverb
	AUX 4 = Keyboards	AUX 8 = Delay
	4 x 31 Band Graphic EQ !!	

Stage-Plan



Input-Plan

Channel	Name	Microphone/DI-Box	FX	How to plug !	VCA
1	KickDrum	Shure Beta52, AKG D112	NoiseGate,	Insert	1
2	SnareDrum	Shure SM57 or Beta57	NoiseGate, Compressor Reverb, Plate	Insert Aux 4 (post)	1
3	HiHat	AKG C 391 o.ä.			2
4	Tom 1	Shure SM57, Sennheiser604	NoiseGate, Reverb, Plate	Insert Aux 4 (post)	2
5	Tom 2	Shure SM57, Sennheiser604	NoiseGate, Reverb, Plate	Insert Aux 4 (post)	2
6	Tom 3	Shure SM57, Sennheiser604	NoiseGate, Reverb, Plate	Insert Aux 4 (post)	2
7	Overhead HH	Condensator microphone			2
8	Overhead Ride	Condensator microphone			2
9	Ride	Condensator microphone			2
10	Bass	DI-Box with parallel out on jack			3
11	Bass	Shure Beta52; Sennheiser 521			3
12	Guitar 1 left	Shure SM57, Sennheiser 609			4
13	Guitar 1 right	Shure SM57, Sennheiser 609			4
14	Guitar 2	Shure SM57, Sennheiser 609			5
15	Vocal (Main)	Shure SM57 better Shure Beta57	Stereo-Reverb, Delay withTapping-Function) Compressor	Aux 5 (post) Aux 6 (post) Insert	7
16	Vocal (Background)	Shure SM58 better Shure Beta58	Stereo-Reverb, Delay withTapping-Function) Compressor	Aux 5 (post) Aux 6 (post) Insert	7
17	Keyboard1	DI-Box	Compressor	Insert	6
18	Keyboard2	DI-Box	Compressor	Insert	6
19	Keyboard3	DI-Box	Compressor	Insert	6
20	Keyboard4	DI-Box	Compressor	Insert	6
21	FX-Return REVERB	Vocal			8
22	FX-Return REVERB	Vocal			8
23	FX-Return DELAY	Vocal			8
24	FX-Return DELAY	Vocal			8
25	FX-Return REVERB	Drum			8
26	FX-Return REVERB	Drum			8

