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## Technical Rider

### **Sound system**

A P.A. adapted to the event including technician.

### **F.O.H.**

We need a mixing console with at least 15 input channels.

See channel list (p. 3) for more information.

### **Informationen about the backline**

We Are Perspectives use modeling amps only, so no pickup of amps on stage is necessary. For more information, see the channel list (p. 3).

### **Monitoring information**

We will use our own in-ear monitoring rack.

Our InEar radio system works in the range of 863-865Mhz.

Split signals are transferred to the FOH via multicore cable. See channel list (p. 3) for more information.

### **Stage**

A dry and safe set-up of all equipment must be guaranteed at all times. The stage must be firmly anchored, secured and without unevenness.

### **Light**

A lighting system suitable for the event.

### **Electricity**

A multiple socket strip (Schuko) with at least 3x230V is required at each of the locations marked on the stage plan (p.2). The supply voltage must be stable and free of interference. All safety regulations according to DIN/VDE/CEE standards must be observed.

### **Radio**

For the In Ear system, the microphone and the guitar, radio systems are used that operate in the frequency range of 863-865 Mhz. The bass transmits via 2.4GHz.

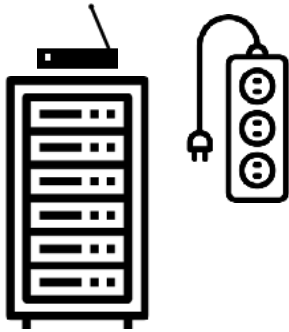


## Stageplot

Fred = Vocals | Marc = Guitar | Timo = Bass | Dustin = Drums

### Rack

In Ear Monitoring  
Splitter (see channel list (p. 3))



### Banner

3m x 2m



Dustin = Drums

### Drums:

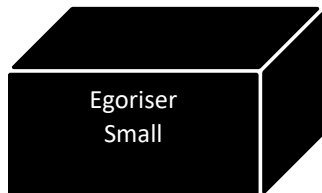
1x Bassdrum (Meshhead + Trigger)  
1x Snare  
1x Racktom  
1-2x Floortom

Left to right:

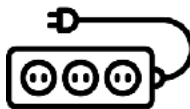
14" A-Custom Mastersound Hi-Hat  
9,5" Zilbel  
18" K-Custom Dark Crash  
10" fx-stack  
20" K-Custom Dark Ride  
6" Zilbel  
18" A-Custom Crash  
18" Oriental Trash China



Marc = Guitar



Fred = Vocals



Timo = Bass





## Channel list

### We Are Perspectives

Channel	Instrument	Mic / Output	Split / Description	Information
1	Bassdrum	Trigger	BD Trigger	Own bass drum with meshhead incl. trigger output to FOH
2	Snare	Mic		Is additionally picked up with its own microphone and used for the InEar mix (no split of the existing microphone)
3	HiHat	Mic		
4	HiTom	Mic		
5	Floortom	Mic		
6	OH	Mic		
7	OH	Mic		
8	Bass	XLR	X – Bass	Quad Cortext - DI
9	Guitar 1	XLR	X – Git1	Quad Cortext - DI
10	Guitar 2	XLR	X – Git2	Feeder as sample
11	Vocals (Lead)	Mic	X – Voc	Shure GLXD4 - Radio / Wireless <b>Add Reverb / Delay</b>
12	Samples L	XLR	X – Sam1	Signal symmetrical
13	Samples R	XLR	X – Sam2	Signal symmetrical
14	Bassdrop	XLR	X - Bassdrop	Signal symmetrical
15	Bass DI	XLR	X – Bass DI	Feeder as sample