



TECH RIDER GURD



Tech Specs

STAGE: A stage size with an absolute minimum of 35qm (7m wide, 5m deep, 4m min. height) is important. We also need a drumriser with the size of 2m x 3m, 0,6m high.

We need 6 x 230VAC main power outlets (16A) for our backline. 3 in front of the stage (footpedals), 2 on each side of the drumriser (amps) and one on the drumriser @ the left hand side of the drummer. No mains sharing with any lights! Light mains have to be independent supplied.

PA: We need a venue adequate 3 – 4 way PA system that is capable to reproduce 110dB distortion free over the whole duration of the performance. A minimum of 4KWrms/200 people is required!

FOH CONSOLE: A professional mixing desk at the FOH with a minimum of 32 channels is required. NO Behringers, Yamahas or other cheap or digital crap!! Outbord gear like gates, compressors and effects has to be pro gear. Cheep crap will not be accepted. Refer to the input list.

Midas (Sienna, XL200, Heritage), Soundcraft (MH3, MH4, Vienna, i.e.) or similar are preferred!

MONITORS: Seperate monitor mix is essential. Any pro console with pro outboard gear as mentioned above is welcome. NO Behringers, NO digital crap!! 6 monitor lines with full 31 band EQ (Klark technik, Audient or similar) capabilities. A doubled pair of biamped wedges placed in front of each guitarist and bass player. A triamped sidefill on each side of the stage and a triamped drumfill left hand side to the drummer. Refer to the stage plan.

IF there is NO possibility for a seperate monitor mix due to the venue size, the FOH desk must be able to handle 4 independent pre fade aux mixes with 4 independent pro 31 band EQ (Klark technik, Audient or similar). There have to be 2 post fade aux more for FX. That makes a total of min 6 aux lines.

Monitor wedges on stage should be biamped and handle a minimum of 800Wrms. Drumfill triamped with a powerhandling of minimum 1000Wrms.

SIDEFILLS: If we have a seperate monitor mix we definitely will have sidefills as mentioned above (Triamped with 1000Wrms min. each side).

If there is NO seperate monitor mix, we just take the 4 wedges and drumfill lines.

TECHNICANS/HANDS: This is an ABSOLUTLY essential point with NO excuses!! We travel without FOH/monitor engineers, so the local promotor takes responsibility for sober, experienced sound engineers/hands without additional costs for the band!! Any so called 'weekend wannabe' techs will not be accepted! We definitely will notice if this is not handled professionally.



Channel List

Ch	Instr.	Mic/Di	Fx	Monitor
1	Kick	D6/SM91/RE20	Gate/Comp	Wedges/Sidefill/Drumfill
2	Snare top	SM57/i5	Gate/Comp	Wedges/Sidefill
3	Snare bott.	SM57		
4	HiHat	Good condenser		Wedges/sidefill
5	Rack tom 1	604	Gate	Sidefill
6	Rack tom 2	604	Gate	Sidefill
7	Floor tom	604	Gate	Sidefill
8	Ride	Good condenser		
9	OH L	Good condenser		
10	OH R	Good condenser		
11	Bass DI	Di	Comp	Sidefill
12	Bass mic	SM58/Beta52/D6	Comp	
13	Guitar SR1	SM57		Drumfill
14	Guitar SR2	609		
15	Guitar SL1	609		
16	Guitar SL2	SM57		Drumfill
17	Vocal SR	SM58	Comp	Wedges
18	Vocal C	SM58	Comp	Wedges/Drumfill
19	Vocal SL	SM58	Comp	Wedges
20	Vocal Spare	SM58	Comp	Wedges/Drumfill
21	CD/iPod	Di/Line in		Intro from FOH to Monitors
22	CD/iPod	Di/Line in		Intro from FOH to Monitors
23	Delay L	D2/M one/TC2290		
24	Delay R			
25	Reverb L	M one/PCM80/90		
26	Reverb R			

Monitors:

Mix1: Vox SR 100%, all other voxes 70%, Kick + Snare 60%

Mix2: Vox C 100%, all other voxes 70%, Kick + Snare 60%

Mix3: Vox SL 100%, all other voxes 70%, Kick + Snare 60%

Mix4: Kick 100%, both Guitars 60%, Vox C 50%

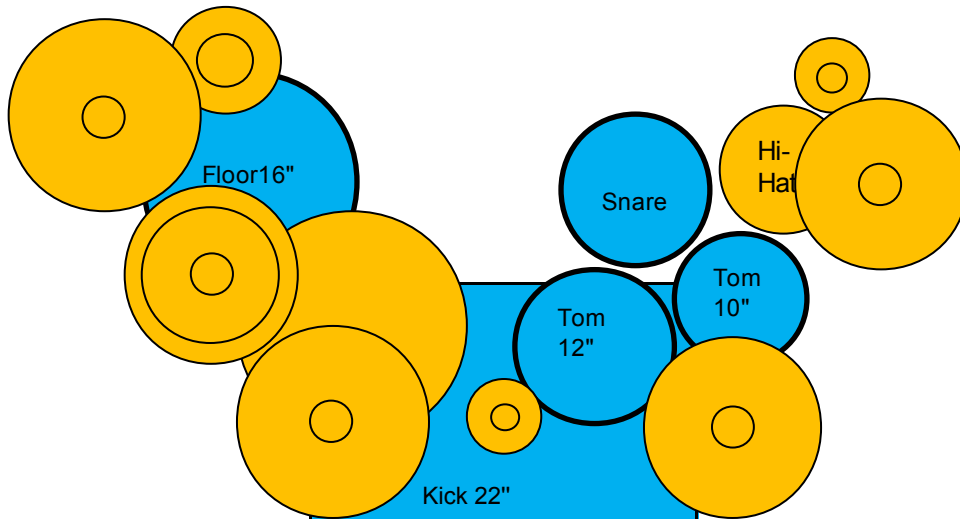
Mix5: Whole Drumset decent mix, Bass 40%

Mix6: Whole Drumset decent mix, Bass 40%

VOCAL MIXES 1,2,3 HAS TO BE LOUD, CLEAR AND FEEDBACK FREE!!



Drumset



SCS CUSTOM DRUMSET

Kick: 22"
Snare: 14"
Rack Tom 1: 10"
Rack Tom 2: 12"
Floor Tom: 16"

PAISTE Cymbals

14" Signature Dark Crisp Hi-Hat
22" Signature Dry Heavy Ride
10" ALPHA Thin Splash
10" ALPHA Metal Splash
17" ALPHA Rock Crash
18" ALPHA Rock Crash
19" ALPHA Rock Crash
18" 2002 Novo China
13" Signature Mega Cup Chime



Stage Plan

