

1.	<b>Mario Barišin</b>	Bass guitar
2.	<b>Darko Begić</b>	Vocal
3.	<b>Ivan Vinski</b>	El. Guitar
4.	<b>Gordan Dorvak</b>	Drums
5.	<b>Igor Ivanović</b>	Sound engineer

## TECHNICAL RIDER

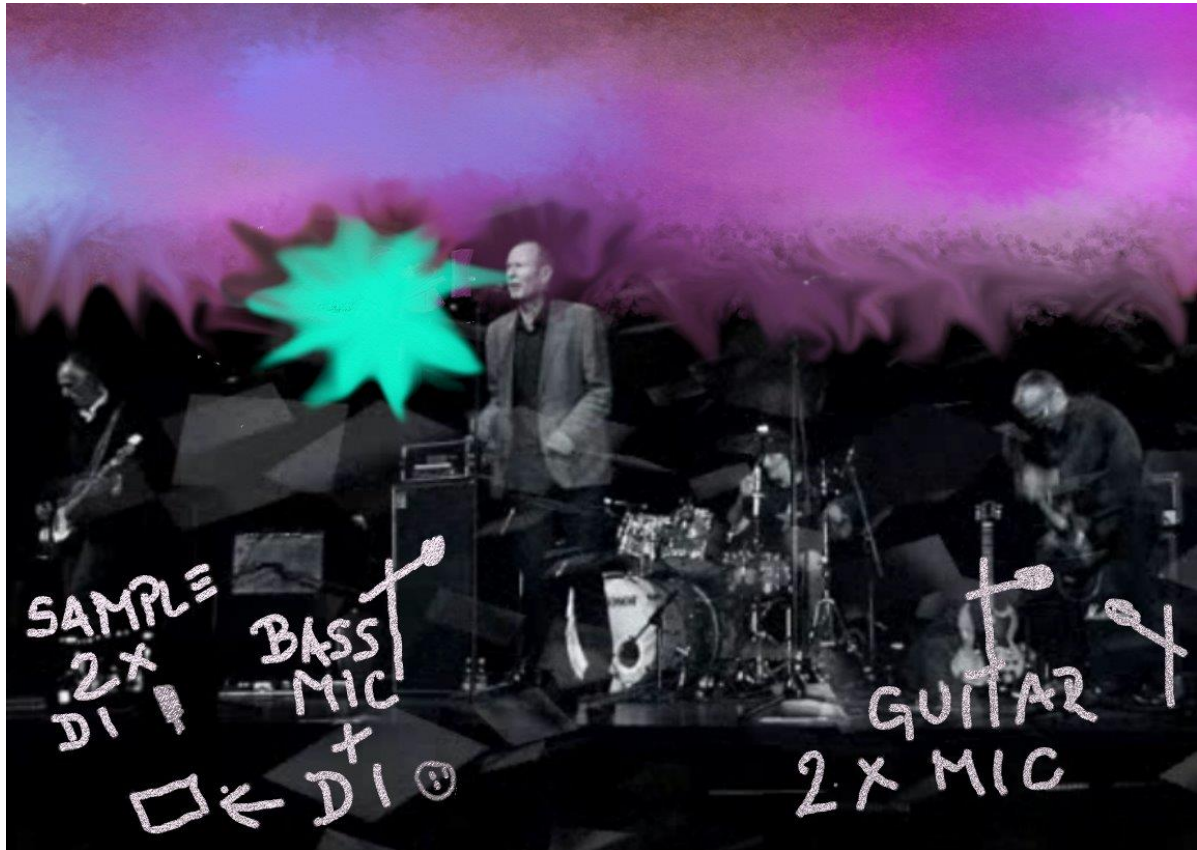
First of all, thank you for showing interest in arranging the concert of TROBECOVE KRUŠNE PEĆI group. Below is a list of our technical requirements. They are here to optimally and efficiently do a sound rehearsal on the day of the concert and play a concert. If you have any questions or problems obtaining any of the above please contact us in advance to find a solution together.

<b>BACKLINE</b>		
1.	<b>Marshall 100 W</b> tube Head + box 4 x12" (4x10") or <b>Fender Hot Rod DeVille 212/410</b>	El. Guitar
2.	<b>Ampeg SVT</b> or <b>Fender (300 W)</b> , head + box (NOT Trace Elliot or Combo)	Bass Guitar
3.	Kick 20" do 22"	Drums
4.	Tom 12" do 14" x 2	Drums
5.	Floor Tom 14" do 18"	Drums
6.	Hihat stand	Drums
7.	Snare stand	Drums
8.	cymbal stand x 2	Drums
9.	Drummer chair	Drums

THE BACKLINE ABOVE IS NOT BROUGHT!

Please adjust the equipment according to the stage photo and test the correctness of it before the agreed sound test.

KONTAKT  
 (+386) 40 621 440    [vinskivan@gmail.com](mailto:vinskivan@gmail.com)



## INPUT LIST

INSTRUMENT	MIC TYPE	PREFERRED	INSERT	AUX
LEAD VOCAL	Dynamic	SM58	COMP	REVERB
SAMPLE	D.I.(near bass)	BSS, DOD, DBX		
SAMPLE	D.I.(near bass)	BSS, DOD, DBX		
BASS	D.I.	BSS, DOD, DBX	COMP	
GUITAR 1	Dynamic	SM57		
KICK	Dynamic	AKG D112, EV RE20	COMP/GATE	
SNARE TOP	Dynamic	SM57, SENNHEISER E604	COMP	PLATE
SNARE BOTTOM	Dynamic	SM57, SENNHEISER E604	COMP	
HIHAT	Condenser	SENNHEISER C451, AKG C1000		
TOM	Dynamic	SM57, SENNHEISER E604	COMP/GATE	PLATE
TOM 2	Dynamic	SM57, SENNHEISER E604	COMP/GATE	PLATE
FLOOR TOM	Dynamic	SM57, SENNHEISER E604	COMP/GATE	PLATE
OVERHEAD L	Dynamic	SENNHEISER C451, AKG C1000		
OVERHEAD R	Condenser	SENNHEISER C451, AKG C1000		

Please have a minimum of 5 monitoring lines . In the case of an analogue console, please ensure that you provide two processor effects capable of reproducing high-quality reverb effects, and a sufficient number of high-quality dynamic processors to compress and gate all channels according to the input list.

\_\_\_\_THANK YOU\_\_\_\_TKP