



STIGMA – TECHNICAL RIDER (US/EU TOUR 2026)

Valid from: January 2026

1. GENERAL INFO

Stigma performs high-energy Melodic Metal/Dark Rock with 2 Guitars, Bass, Drums, and 4 Vocals. We travel with an In-Ear Monitoring (IEM) Rack and independent Splitter system.

CONTACT

- **Production Manager / Band:** Gerald Zinnegger
- **Phone:** +49 151 633 65737
- **Email:** info@musicmanialive.com / gerald@stigmarocks.com

TRAVEL PARTY

- Total Persons: 6 (4 Musicians, 1 Tour Manager, 1 Technician)
- Vehicles: Ground Transport: Self-Drive / 1 Vehicle

THE BAND PROVIDES:

- **Guitars & Bass:** Instruments + Pedalboards.
- **Wireless System:** Sennheiser IEM & Shure Wireless Vocal (Frequency Range: **A-Band 516-558 MHz**).
- **Splitter System:** Rack-mounted Splitter (XLR outputs for FOH).
- **Backing Tracks:** Stereo Output (XLR L/R) from Stage Rack.

THE ORGANIZER/VENUE PROVIDES:

- **PA System:** Professional 3- or 4-way active system capable of 100-105 dB(A) clean headroom at FOH. (e.g., L'Acoustics, d&b, Meyer Sound, JBL Vertec).
- **FOH & Light Engineers:** Skilled technicians required if not bringing own.
- **Power:** 1x 16A CEE (Red) OR 3x separated 230V/110V circuits at stage position.
- **Backdrop:** Helpers/Truss required to hang a 3m x 2m Backdrop.



2. AUDIO & STAGE REQUIREMENTS

STAGE

- Minimum dimensions: 5m (w) x 4m (d).
- Level, stable, and cleared of equipment from other bands.
- **Risers:** 1x Drum Riser (2m x 2m) is required. (Bass riser optional if venue size permits).

SOUND DIRECTION (FOH)

- **Style:** Powerful Modern Metal. Think **Volbeat meets Type O Negative**.
- **Vocals:** Lead Vocals must be **ON TOP** of the mix.
- **Effects:** We prefer **HEAVY REVERB** (Plate/Hall) on Lead Vocals.
 - *Reference:* Big Arena Rock sound. Delay (Dotted 8th) on Choruses is desired.
- **Guitars:** Crunchy and stereophonic (panned L/R).
- **Kick/Bass:** Locked in tight, punchy low-end.

MONITORING

- Band travels with own IEM Rack.
- **Venue responsibility:** We need XLR feeds from our Splitter tails into your Stagebox/FOH console. NO floor wedges required for the band (Sidefills are appreciated on large stages).

LIGHTING & ATMOSPHERE

- **Style:** Dark, Moody, High Contrast.
- **Hazer:** A heavy hazer/fogger is **MANDATORY** for the show atmosphere.
- **Color Palette:** Primarily RED, BLUE, COLD WHITE. (Avoid excessive "rainbow" chases).
- **CO2:** Band brings own CO2 Jets (where allowed).



3. INPUT PATCH LIST

Band provides Splitter/Fantail. Channels 1-16 to FOH.

CH	INSTRUMENT	MIC / DI (Preferred)	STAND	INSERTS / FX
01	Kick In	Shure Beta 91A	-	Gate / Comp
02	Kick Out	Shure Beta 52	Short Boom	Gate / Comp
03	Snare Top	Shure SM57	Short Boom	Comp
04	Snare Bottom	Shure SM57 (Optional)	Clip	-
05	Hi-Hat	Condenser	Short Boom	-
06	Rack Tom 1	Sennheiser e604	Clip	Gate
07	Rack Tom 2	Sennheiser e604	Clip	Gate
08	Floor Tom	Sennheiser e604	Clip	Gate
09	Overhead L	Condenser	Tall Boom	-
10	Overhead R	Condenser	Tall Boom	-
11	Bass	DI (XLR from Amp head)	-	Comp
12	Guitar L (Markus)	Sennheiser e906 / SM57	Short Boom	-
13	Guitar R (Gerald)	Sennheiser e906 / SM57	Short Boom	-
14	VOCAL (Gerald)	Wireless (Band provides)	Tall Boom	Heavy Reverb
15	Vox Backing (Markus)	Shure SM58	Tall Boom	-
16	Vox Backing (René)	Shure SM58	Tall Boom	-
17	Vox Backing (Drum)	Shure SM58	Tall Boom	-
18	Tracks L	DI	-	-
19	Tracks R	DI	-	-



4. BAND GEAR

GERALD (Lead Vox / Guitar Right)

- Amp: **Peavey** 6505 (or similar High Gain Head)
- Cab: 4x12 Vintage 30 preferred.
- Needs: 230V Power Drop front stage right.

MARKUS (Lead Guitar / Stage Left)

- Amp: **ENGL** Powerball (or similar)
- Cab: 4x12 Vintage 30 preferred.
- Needs: 230V Power Drop front stage left.

RENÉ (Bass)

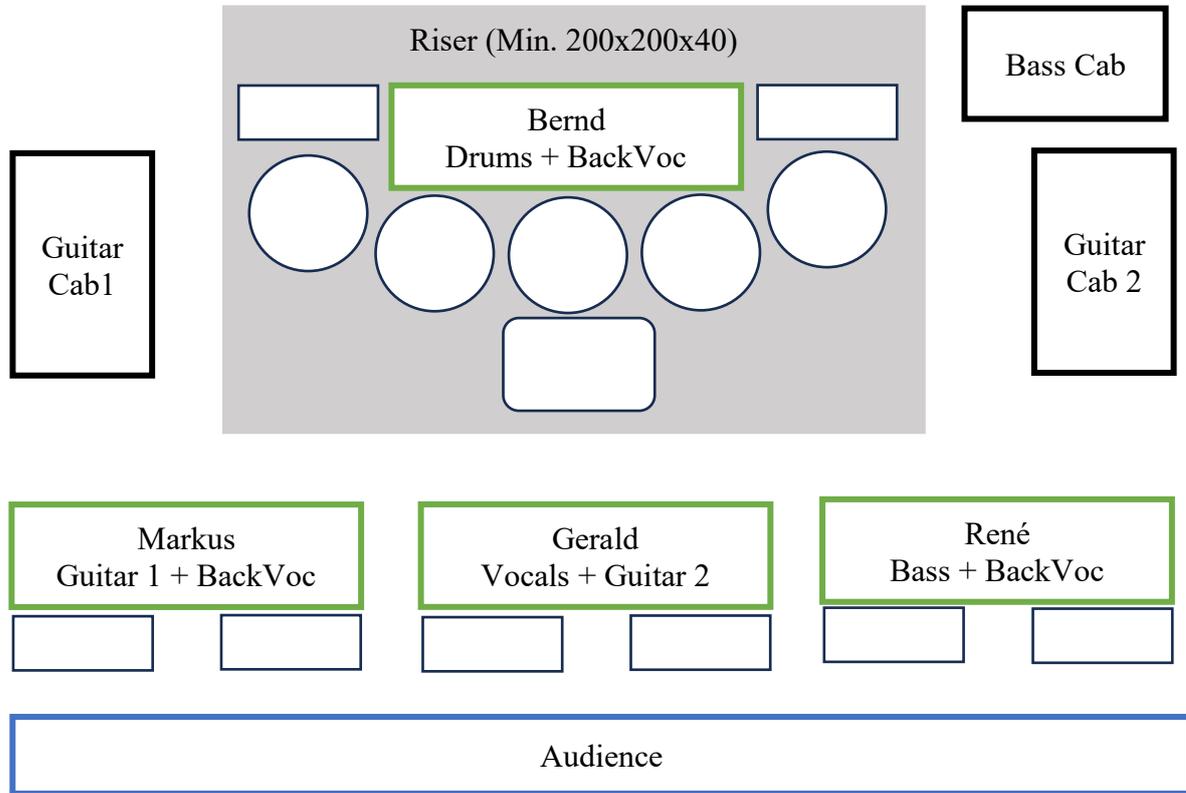
- Amp: Warwick (or Ampeg SVT Classic)
- Cab: 8x10 or 4x10.

BERND (Drums)

- Standard 5-piece kit (1 Kick, 1 Snare, 2 Rack Toms, 1 Floor Tom).
- Double Bass Pedal.
- 3x Cymbal Boom Stands minimum.



5. STAGE PLOT





6. SETLIST / LIGHTING CUES (MASTER REPERTOIRE)

PLEASE NOTE:

The table below represents the **Master Setlist (22 Songs / ~100 min)**.

- For Support/Festival slots, the band will select 30–60 minutes from this list.
- **Visual Direction:** High contrast, minimal front wash, heavy use of beam fixtures & strobes. **Continuous Haze required.**

#	SONG TITLE	STYLE / BPM	LIGHTING / ATMOSPHERE	CUES / FX / NOTES
01	Foul Play	Fast (160)	RED / YELLOW (Strobe)	INTRO: Strobe. High Energy Opener.
02	Time	Fast (175)	BRIGHT WHITE / YELLOW	High Octane. Blinders on Chorus.
03	Faraway	Radio Rock	WHITE / RED	Driving Verse. Bright Chorus (Singalong).
04	Through The Night	Driving	PURPLE / WHITE	Fast chases on chorus.
05	Arabian Nights	Heavy Rock	GOLD / RED	Eastern vibes. Heavy riffing.
06	Monster	Groove Stomp	BLOOD RED / DARK	INTRO: Spot on BASS only. Then explode.
07	Corrupter	Modern Metal	TOXIC GREEN / STROBE	Blinders on "Corrupter" shout.
08	Lies of War	Thrash Metal	RED / WHITE STROBE	Machine gun lighting. Chaos.
09	The Signs	Mid-Tempo	BLUE / CYAN / GREEN	Mood shift. Scanner sweep (Spacey).
10	Deadline	Dynamics	SPOTS -> FULL	INTRO: Acoustic/Stools. Band joins mid-song.
11	Broken Friendship	Dark Ballad	DEEP BLUE / COLD WHITE	Fog heavy. Static beams. Mirrorball.
12	Your Guide	Dark Anthem	BLUE / WHITE / GOLD	Starts moody, builds to bright Anthem.



13	World Without Hope	Grunge	DIRTY YELLOW / WHITE	Gritty/Industrial look. Stomp feel.
14	Pirate	Shuffle/Party	TEAL / AMBER	"Ocean" vibe. Pulse on beat. Clap-along.
15	Blaze of My Heart	Power (168)	ORANGE / YELLOW	Fast movement. Driving drums.
16	Glorious Victory	Epic Metal	GOLD / WHITE	Majestic. All blinders on finale.
17	Obsession	Slow Doom	UV / PURPLE / RED	Hypnotic. Bridge: Strobe on "Explode."
--	ENCORES			
18	Long Way	Classic Rock	ALL COLORS (Wash)	House lights 20%. Connect w/ crowd.
19	Fallen Angel	Goth Rock	WHITE -> RED	Angelic intro -> Heavy Chorus.
20	Spanish Pride	Dark Anthem	MAGENTA / PURPLE	Cinematic. The Signature Sound.
21	Fire	Rock Anthem	RED / ORANGE FIRE	CUE: CO2 JETS on Chorus.
22	Break Them All	Chaos Metal	STROBE / BLACKOUT	CUE: CO2 Finale. End in total Black.