

SOUND SYSTEM

FOH

- Line Array system with subwoofers that deliver 120 db-spl at FOH console. Preferences: Adamson, Nexo, Meyer Sound.
- Mixing console with at least 32 channels. Preferences: AVID Venue SC48; Yamaha PM5D, M7cl, Soundcraft VI6 or VI4.
- Snake / splitter 32 channels with 8 returns.
- EQ stereo Klark-Teknik 1/3 octave.
- 4 Channels of Gate. (If no Digital Console)
- 14 Channels of compression. (If no Digital Console)
- 3 Effects processors: Lexicon PCM-80 ó 90 y/o Yamaha SPX 990. (If no Digital Console)
- Ipod connection.

MONITORS

- 32 channels Mixing console for <u>monitoring</u>, 10 mixes. Preferences: AVID Venue SC48; Yamaha PM5D, M7cl or LS932; Soundcraft VI6 or VI4.
- 2 Side-Fills with sub-woofer connected in stereo
- 5 Floor wedges.
- 7 Channels of EQ's: Klark-Teknik 1/3 octave. (If no Digital Console)
- 4 Channels of compression. (If no Digital Console)

The list of microphones and DI's is specified in the input list page.

The promoter must provide a monitors engineer.

A bi – directional talkback system between the FOH and the stage is needed.

BACKLINE

Drum set, bass and percussion must be armed on a riser at the back of the stage with a minimum of 0,60 meters of height and an area of $7,20 \times 2,40$ meters. Please refer to stage plot at the end of this rider.

Drum set:

Complete Maple wood drum set: DW, Yamaha or Pearl.

- 20"Kick drum with pedal.
- 14" x 5 ½" snare with coated skins
- Hi Hat machine.
- 14" Floor Tom.
- 12" Air Tom.
- 10" Air Tom.
- 3 Cymbal boom stands.
- Drum set chair
- Drum set Rug

Bass Amplifier:

Ampeg SVT 4 Pro with 8 X 10 Cabinet

Guitar Amplifiers:

1 Fender Twin Reverb

Others:

- 2 table for computers (about 40 Inches of height)
- 3 Guitar satands



LIGHTS

- Moving Heads. Spot 575W o superior. Martin, High end, PR lighting or Robe. All same reference.
- 24 3 Watts Led Pars
- 2 Smoke machine controlled by DMX with fans. Preferences: Jem, Antari o High End.
- 24 Dimmer channels 2,4KW
- Professional control for dimmers * 24 faders + operator.
- Professional control for Moving Heads + programmer

The promoter must provide a lightning engineer.

DRESSING ROOM

Masilva will need a dressing room with 10 chairs, 8 Towels, body mirror, catering table and a near by bad room.

CATERING

- 10 bottles of water.
- 10 Sodas.
- Glasses
- Ice
- Napkins

Observations:

In case of sharing the stage with one or more bands, digital consoles are needed at FOH and monitors in order to save the sound check mixes.

The FOH console must be placed centered in reference with the stage.

For any questions please contact:

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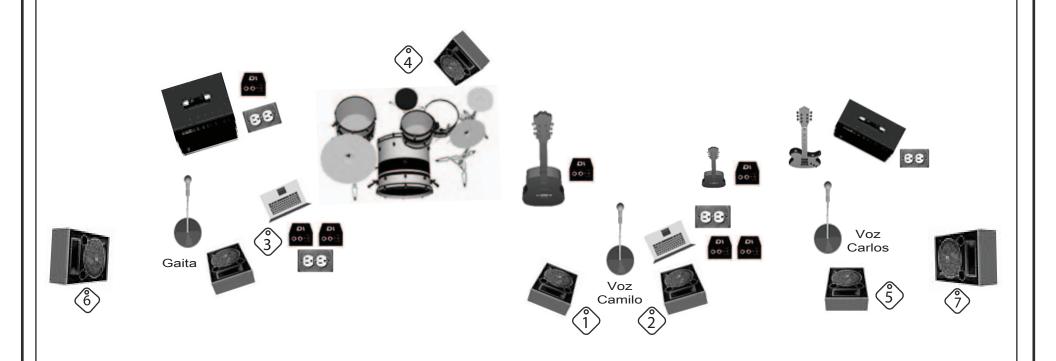


СН	INSTRUMENT	MIC/DI	STAND	INSERT	NOTES
1	Kick	Beta 52	Small Boom	Compressor / Gate	
2	Snare Up	Beta 57, SM 57	Clamp	Compressor	
3	Snare Down	Beta 57, SM 57	Clamp	Compressor	
4	Hi Hat	SM81, AKG C 430	Boom		
5	Floor Tom	Shure Beta 98AMP, Beta 98 H/B, Beta 56A	Clamp	Compressor / Gate	
6	12" Air Tom	Shure Beta 98AMP, Beta 98 H/B, Beta 56A	Clamp	Compressor / Gate	
7	10" Air Tom	Shure Beta 98AMP, Beta 98 H/B, Beta 56A	Clamp	Compressor / Gate	
8	Over Head L	SM81, AKG C 430	Boom		
9	Over Head R	SM81, AKG C 430	Boom		
10	Bass	DI		Compressor	
11	Electric Guitar	AKG C414, SM 57	Boom	Compressor	
12	Acustic Guitar	DI		Compressor	
13	Charango	DI		Compressor	
14	Computer 1 L	DI			
15	Computer 1 R	DI			
16	Computer 2 L	DI			
17	Computer 2 R	DI			
18	Voice Camilo	Beta 58A	Boom	Compressor	
19	Voice Carlos	Beta 58A	Boom	Compressor	
20	Voice Jaime	Beta 58A	Boom	Compressor	
21	Spare	Beta 58A		Compressor	

Misico	MIX / Monitor type		
Camilo Martinez	MIX 1 and 2 (Wedges)		
Jaime Ospina	MIX 3 (Wedge)		
Felipe Lopez	MIX 4 (Wedge)		
Carlos Mendoza	MIX 5 (Wedge)		

MHSILIH

STAGE PLOT













Side Fill

Wedge

Mix

DI

Outlet 110 V