

Everything included in this rider is necessary for the Artist's performance and is an integral part of the contract. This rider can be adapted to the situation of the show if PALAST is opening act. Also stage sizes may vary etc. In these cases, please contact the Manager.

Please be aware that any old rider is not accepted for this show.

If you have any questions about the following clauses please contact:

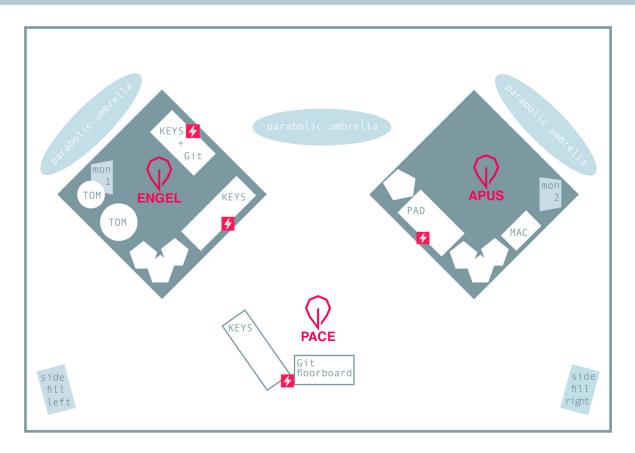
Date 2015/09

MANAGER Urs Middelhauve urs@umi-music.de +49 162 207 89 30

SOUND ENGINEER Ralf Baumgartner baumgartner@sonible.com +43 660 650 6828



# STAGE PLAN



# CHANNEL LIST

1	Pace Vocs L	XLR
2		XLR
3	Pace Guit L	XLR
4	Pace Guit R	XLR
5	Pace Keys L	XLR
6	Pace Keys R	XLR
7	Apus Drums L	XLR
8	Apus Drums R	XLR
9	Apus SPD L	XLR
10	Apus SPD R	XLR
11	Apus Bass	XLR
12	Apus Vocs	Mic(SM58)
13	Ambience Mono	XLR
14	Apus Click	XLR
15	Engel Drums L	XLR
16	Engel Drums R	XLR
17	Engel Keys/ Guit L	XLR
18		

# MUSICIANS

```
// Sascha PACE
  vocals, guitar, synths

// Tommy APUS
  electronic drums, sample pad, voc

// Marc ENGEL
  electronic drums, synth, guitar
```

# BASIC STAGE REQUIREMENTS

```
// stage dimensions: min. 8x6 m

// riser:
   two 2x2m riser - 40cm hight
   if neccessary, rolling
   risers are welcome for
   faster change overs

// black backdrop and skirting
```



#### MONITORING

```
we travel with our own in ear monitoring setup
2x Sennheiser IEM EW300IEM 516-558 MHZ
1x LD Systems IEM 532-865 MHZ

additionaly we need:

// 24 ch analog splitter
   (Klark, XTA or comparable; NO CHEAP or DIY stuff!)

// 2 wedges (floor monitors) on two lines identical make and model.
   one placed on each riser

// stereo sidefills suited for the venue/stage
   Preferences/Options: NEXO, d&b, L-ACOUSTICS, MEYER, or eq.
```

## MIXING CONSOLE

```
// prefered: Digico SD-Series
  otherwise:
  Soundcraft Vi-Series, Yamaha PM5D-RH, Midas ProSeries,
```

#### Note

The mixing console must be a digital one and must be positioned at main audience level in the middle of the venue, centered with the stage and never under balcnies or in enclosed booths, preferably placed near the lighting console.

### PA/SOUND SYSTEM

```
// configured in stereo

// mounting disposition of the speaker system must cover equally and linearly the area of the audience, to a minimum of 110dB SPL with a frequency response of 20Hz-20Khz.

// Preferences/Options:
    NEXO, L-ACOUSTICS, d&b, MEYER SOUND, or comparable

// Please provide line array systems if possible!
```



## WE NEED

```
in a nutshell we need the following "specialities" in addition to
the normal stuff (like pa, monitoring,...)

// enough XLR cables (for stage and splitting!)

// 1 x sm58 mic

// 1x Sennheiser 965 mic

// 1 x 24 channel analog splitting (high grade!)

// 3 x Manfrotto Lightstand for parabolic umbrellas

// 3 x floorlights for parabolic umbrellas
```



## LIGHTING

- // Basic Lighting (Moving Lights, Wash Lights, PAR64 LED Types, ACL
   etc)
- // All lighting gear has to be set up, patched (please use max. 2
  separate DMX lines for generics, fixtures and effects) and checked
  before the get in of PALAST's live crew (in order to the stage
  plot).
- // Adequate lighting desk
- // An english speaking lighting technician, familiar with the equip ment, the location and its power supply, has to be stand by, from the get in of the production, till the load out. He should be able to move the trusses, if necessary, focus the lights and pro vide an contemporarily patch plan of the local equipment.
- // if we don't bring our own lighting engineer, please provide a local (english speaking) lighting engineer
- // We prefer blue and white lighting, red, and purple is OK too. We don't like yellow and green colors nor do we like strobe lights and floor lights on the face.
- // 3 x floor lights (RGBW LED PARs) for the parabolic umbrellas
- // 3 x lighing stands (e.g. Push Up Stand Mafrotto 007 BSU)

## BANNERTRUSS & SPECIALS

- // 1x 4 point truss overarching the whole stage width (eg. F34 or comparable) on D8+ hoists, or rollersafties.
- // The bannertruss HAS TO BE MOVEABLE to bring in PALAST's backdrop.
- // MDG Atmosphere with fan, or 2x hazers
   (eg. Smokefactory Tourhazer, or compairable) with fans