

RTDER 2016

Please read carefully. This document contains critical information for the band's set up. Thanks!

GEAR

JOSE Drums & samples

Needs: 2 D.I. (or 1 stereo)

Brings: 4 tom Drumkit, cymbals

& stands, Korg D-16 (samplers)

POI Keyboard & Bck. Vocals

Needs: 2 D.I. (or 1 stereo), Mic & mic stand, keyboard stand Brings: Korg X-50 keyboard

ALEX Guitar

Needs: 4x12 cabinet (can share

with other band)

Brings: Tube head, Jackson RR

guitar

PAUM. Ld. Vocals & Guitar

Needs: Mic & mic stand, 4x12 cabinet (can share with other band)

Brings: ESP SV guitar, Tube head

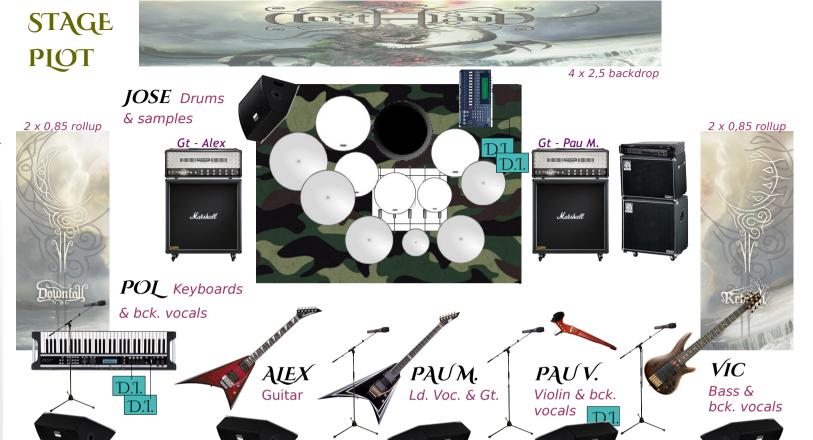
PAU V. Violin & Bck. Vocals

Needs: Mic & mic stand Brings: Electric violin, multieffect with Jack output

VIC Bass & Backing Vocals

Needs: Mic & mic stand

Brings: Ibanez bass, pedalboard with XLR output, bass amp



NOTES

- The band uses intro and outro, brought on a CD. Part of the band may play over the intro depending on the intro chosen.
- The band uses samples on a Korg D-16 unit, which needs 2 D.I.'s (or 1 stereo D.I.). The engineers will be given two TS (jack) cables.
- Jose (drums) plays with isolated headphones, and thus needs needs a monitor with enough volume.
- The Keyboard has a stereo output, thus needs 2 D.I.'s (or 1 stereo D.I.).
- The band needs plenty of water bottles onstage. Some beer, too!
- Pau M. is the lead singer, all other vocals are background in the mix (but they have to hear themselves well through the monitors!).
- If 2 channels are available for the bass: 1 channel AMP D.I., channel 2 microphoned cabinet. If only 1 channel, just AMP D.I.
- Pau M., Pau V. and Vic (guitar, violin, bass) use and bring their own wireless systems (AKG & Line 6).
- Pau V. (violin) needs a D.I. He also uses his own in-ear monitor system to hear his own violin with sufficient volume.
- The band brings two sidestage **rollups** and a **backdrop**. Some help in hanging the backdrop by the stage crew would be appreciated.
- Monitors sends and levels for each musicians will be indicated during sound check depending on stage dimensions, distances, etc.
- Optimal channel count: 8 drums + 2 bass + 2 guitars + 1 violin + 2 keyboard + 4 vocals + 2 samples = 21 channels.