



TECHNICAL RIDER

1 INPUT PATCH

1	Kick	B52A	Kick micstand	Gate
2	Snare Top	OWN MD441	Short micstand	
3	Snare Bottom	SM57	Short micstand	
4	Snare 2	SM57	Short micstand	Comp
5	HiHat	KM185	Short micstand	
6	Racktom	OWN D4	OWN LP clamp	Gate + comp
7	Floortom L	OWN D3	OWN LP clamp	Gate + comp
8	Floortom R	OWN D3	OWN LP clamp	Gate + comp
9	OH L	C414, KM184,...	Tall micstand	Comp / limiter
10	OH R	C414, KM184,...	Tall micstand	Comp / limiter
11	Drum Piezo's	DI -20dB		Comp
12	Bass AMP	OWN Sansamp		Comp
13	GTR 1 SRR	Beta57a	Short micstand	Comp
14	GTR 2 SR	OWN M201	OWN Cabgrabber	Comp
15	GTR 3 SL	OWN M69	OWN Cabgrabber	Comp
16	GTR 4 SLL	OWN MD441	Short micstand	Comp
17	Sampler GTR 4	DI -20dB		
18	Talkmic	Switch mic	Tall micstand	

2 FOH REQUIREMENTS

Sound system / console

A high quality 3-way or 4-way sound system sufficient to cover the whole venue with a balanced sound. Must be able to produce 106dBA and 115dBC of undistorted sound. However this does not mean we will play at this constant level.

A mixing console with at least 24 mono input channels and 4 stereo channels, a 4-way adjustable bandwidth eq and adjustable highpass filters on all channels and 4 available groups. Please do not place the mixing console in a corner, under a balcony, on a stagedeck or too much off center.

Sound limitations

Please keep us informed on the decibel limitations. A limitation of 98dBA over 60min, 100dBA over 15min and 108dBC over 60min are a minimum. We need to know in advance if this is not possible!

Change-over

On a digital desk with a saved session, soundcheck beforehand and rolling risers, we are okay with a 15 min change-over and linecheck. In other case we will need at least 35 minutes. Inform us in advance on the timings!

Please provide at FOH:

2 quality reverb units (1 drumplate & 1 room)

4 gates & 12 compressors

On a desk with no latency compensation, please provide 2 extra groups (or 1 stereo) for the drum

Groups

1	Drums parallel L	Comp	Linked or stereo
2	Drums parallel R	Comp	Linked or stereo
3	GTR L	Comp	Linked or stereo
4	GTR R	Comp	Linked or stereo

3 MON REQUIREMENTS

Please provide

5 identical wedges on 5 aux sends

1 sub for the drummer

2 xlr lines on 2 aux sends for the drummer's in-ear desk

On smaller stages the SR guitarist can share a wedge and the SL guitarists can share a wedge.

We don't travel with a monitor engineer, so when monitors are not done from FOH we will rely on your capable staff to make it sound nice on stage.

Sends

Aux 1	GTR SRR	Kick, Piezo's, Bass, GTR SLL, SL + Sampler
Aux 2	GTR SR	Kick, Piezo's, Bass, GTR SLL, SL + Sampler
Aux 3	Bass	Kick, Floortoms, Piezo's (less), all GTR + Sampler
Aux 4	GTR SL	Kick, Snare, Piezo's, Bass, GTR SRR, SR + Sampler
Aux 5	GTR SLL	Kick!!, Snare!!, Piezo's, Bass, GTR SRR, SR + Sampler
Aux 6	Drum sub	Kick + bass
Aux 7	Drummix - Drums	All drums except Piezo DI
Aux 8	Drummix – Rest	Bass, GTR, sampler

4 LIGHTS

We don't travel with a lighting engineer. Please create a nice atmosphere on stage with floorcans and a hazer. Some spots and strobes are welcome. We shall provide some instructions when they should be used.

We'll also bring 4 custom led panels with 3 dmx channels each. They can be connected with 3-pin xlr cable. Please work with us on installing and using them since they are constructed in the artwork of the album. They are 1m wide, 2m high and 1m deep.

Ledstrips are indicated in red on the stageplot

5 CONTACT

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6 STAGEPLOT

