

Stage Rider



CHANNEL/INPUT-LIST:

1. Floor Tom (instead of Kick-Drum)
(needs microphone from below)
2. Snare
3. Overhead 1
4. Overhead 2
5. Ride Cymbal
6. Bass Amp (DI)
7. Guitar Amp 1 (Fender Tweed Deluxe)
8. Guitar Amp 2 (Fender Princeton)
9. Guitar Amp 3 (VOX AC15)
10. Keyboard 1a (DI)
11. Keyboard 1b (DI)
12. Lead Vocals 1
13. Lead Vocals 2 (at Keyboard)
14. Backing Vocals (Guitar)
15. Backing Vocals (Drums)

REQUIREMENTS:

- Micro (AKG 112 or similar)
- Micro (SM57 or similar)
- Micro
- Micro
- Micro (optional)
- DI-OUT amp
- Micro (Sennheiser E906 or similar)
- Micro (Sennheiser E906 or similar)
- Micro (Sennheiser E906 or similar)
- Stereo DI
- Stereo DI
- Micro (SM58-Beta or similar)
(artist provides vocal-effect with Mono XLR-Out)
- Micro (SM58-Beta or similar), optional
- Micro (SM58-Beta or similar)
(artist provides vocal-effect with Mono XLR-Out)
- (artist provides own headset) XLR-Out, phantom power supply

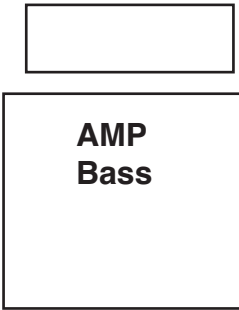
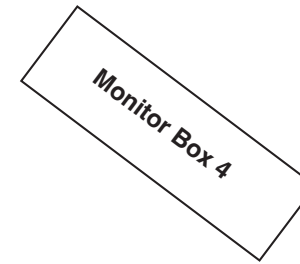
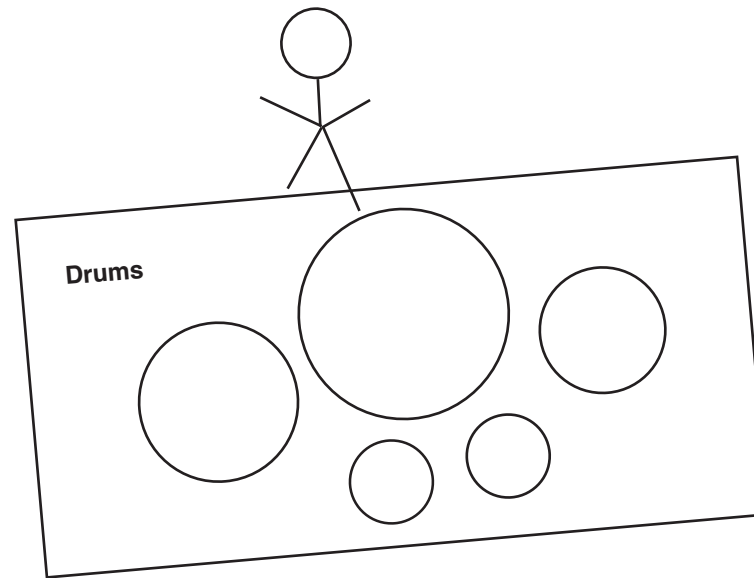
The promoter shall provide a sound-and-light-system appropriate for the venue, including microphones, cabling, DI connections, and a 4-way monitor system, as well as a sound and lighting technician familiar with the system.

The equipment shall be fully wired and ready upon the artists' arrival/soundcheck. The sound-technician has to be present to assist the band with installation of their backline/equipment and soundcheck, and, in coordination with the artists, will also be responsible for PA mix during showtime.

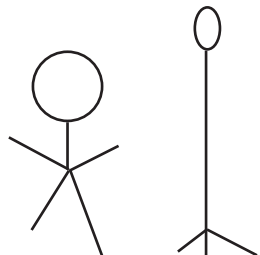
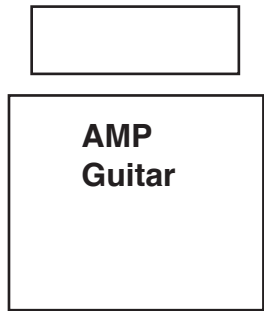
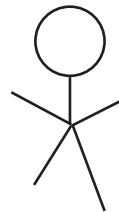
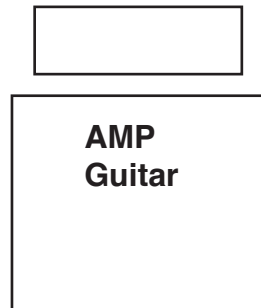
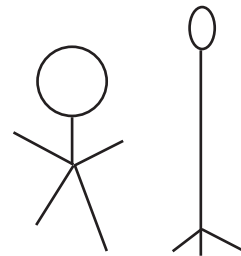
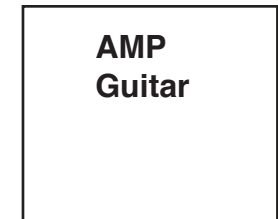
Stage and hall lighting is available on site, adapted to the local conditions.

Any deviations from these requirements regarding the local sound and lighting equipment/staff must be confirmed in writing by the artists.

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4. Overhead 2
5. Ride Cymbal
6. Bass Amp (DI)
7. Guitar Amp 1
8. Guitar Amp 2
9. Guitar Amp 3
10. Keyboard 1 (DI)
11. Keyboard 2 (DI)
12. Vocals 1
13. Vocals 2 (Keyboard)
14. Backing Vocals (Guitar)
15. Backing Vocals (Drums)
(Drummer is bringing headset)



Drums



Additional info setup drumkit:

- 1 Snare
- 1 Floor Tom/Standing Tom (with 3 Feet - NO hanging Tom please)
- 1 Hi-Hat
- 1 Ride
- 2 Crashes

Drummer plays standing(!)

