

STAGE PLOT & TECH RIDER

(Bass & Percussion will be 2-3 feet backward from Guitar & Flute)

BASS (stand)



PERCUSSIONS (sit)



GUITAR (sit)




FLUTE (stand/sit)



AUDIENCE

MUSICIANS' REQUIREMENTS

	Qty	Specs	Note
Backline (DRUMKIT)			
Floor Tom	1	16" (preferred) or 14"	
Cymbals		1 Ride (20") 1 Crash (16") 1 Splash (10") 1 pair Hi-hat (14") (<i>Thin cymbals</i>) 1 Hi-Hat stand	Zildjian <i>K-series</i> (preferred) or Zildjian <i>ZBT-series</i> or Paiste <i>PST</i> (preferred) / <i>201-series</i>
Cymbal Stands (w/ Boom)	4	with Nut, Felt, Sleeves	
Backline (GUITAR)			
Guitar Amp	1	Marshall JCM-800 / Roland JC-120 / Vox AC-30	If Amp is already available onstage, then ok or else no problem
Bass Amp	1	Ampeg / Hartke / SWR / Gallien Kruger	
DI box	2	BSS / Radial / Klark Teknik / equivalent	
OTHERS			
Stage Monitors	4	RCF / JBL or equivalent	
Phono-to-Phono Cables	5		new cables (preferred)
Mics & Stands		as per I/O sheet (page 3)	
Music Notation Stands	2		
Guitar Stands	2	w/ Neck Holder (preferred)	
Stools (OR Armless chairs)	3	NO Armrest	minimum 2' - max. 2.5' (height)
Tables – small, low-height (to keep flutes, percussions etc.)	1		min. 2' (length) x 1' (breadth) x 2' (height)
Power Supply (board/socket)	2		
Sun-shades	4	during Soundcheck (if open-air venue)	

MIXER INPUT LIST

INPUT #	INSTRUMENTS	MIC	AUX Patch	INSERT	Mic Stand	NOTE
RHYTHM						
1	Tabla	Shure SM 57	AUX 3		midsize	
2	Baya	Shure Beta 57	AUX 3		midsize	
3	Cajon (front)	Shure SM 57	AUX 3	Gate 1 / Comp 1	short	
4	Cajon (back)	Shure Beta 52A	AUX 3	Gate 2 / Comp 2	short	
5	Floor Tom	Shure KSM-32 / Sennheiser E-604	AUX 3	Gate 3	midsize	
6	Hi-Hat	Shure SM 81	AUX 3		midsize	
7	Overhead	Shure SM 81	AUX 3	- 10db	tall	
MELODY						
8	Guitar	DI	AUX 1			Guitar Cables (new)
9	Bass Guitar	DI	AUX 2			Guitar Cables (new)
10	Flute	Shure SM 58	AUX 4		tall	Delay/Reverb
VOCALS						
11	Vox (guitarist)	Shure SM 58	AUX 1		midsize	Delay/Reverb (as required)
12	Vox (percussionist) (w/ kanjira, shakers)	Shure SM 58	AUX 3		tall	
13	Vox (bassist)	Shure SM 58	AUX 2		tall	

Mic stands – tall (4) ; midsize (5) ; short (2)

Please forward a copy of this list, to your Sound contractor

STAGE SOUND:

- Preferably a Digital Desk – Yamaha / Digidesign / Soundcraft / Behringer / Midas / Digico / Allen & Heath or equivalent
- **FOH Mixer must be a minimum of 16-Channels / Direct Outs / Frequency selective HPF's and 4 band parametric Equaliser.**
- The sound engineer needs to have eye contact with all the musicians on stage, so consider raising the entire mixing position if necessary, usually about 1 foot is sufficient.

TECHNICAL REQUIREMENTS:

SOUND	LIGHT
<u>Stage Monitors :</u> 4	Soothing Lightframes. Stage must have good Lights. <u>OPTIONAL:</u> Moving head spots / beams (<i>no washes</i>), Profiles, PAR, LED Moving Lights, Quantum, Batten, Strobe, Sharpy/ Pointee, Laser, Haze, Way Blinder, Smoke machine

STAGE SETUP / SOUND CHECK:

- First, all our Music Instruments to be set onstage (*and also Mics, Music Stands, Stools etc.*).
- **2 persons needed onstage** for load-in, setup, load-out.
- **Only after all the backline gear is positioned and operational** onstage, we need **minimum 45 mins (sound check) whenever possible**, after which we prefer our instruments not be moved from the stage.
- **2 Water bottles (0.5 L) per Musician** & **Juices, snacks** (*wrap / sandwich / patty*), to be provided during sound check.
- The organizer must provide ample security, for the safety of our band's equipment.

DRESSING ROOM RIDER:

- 5 chairs, a Full length Mirror
- **Snacks** (*Sandwiches / Sausages / Wraps / Cheese slices / Meat slices / Butter or any spread*), **Vegetables** (*fresh cucumbers, tomatoes etc.*), **Fruits** (*fresh fruits*), Tea/Coffee, Water bottles, **Juice**.
- **Hot Meals** (*Lunch/Dinner/Pizzas*) before or after the show. Meals must contain **1 Vegetarian option**.
- **If the organizer/fest/venue can't provide hot meals, then EUR 20 per person per day, should be provided.**
- a **Trash-bin**, a **Sink** (*with soap*), a roll of **Paper Towels/Napkins** & **Toilet** nearby, is needed.
- The room should have the possibility to be locked and the keys of the room to be given to the band manager/tour manager. If the room can't be locked during our performance, then another secure location must be provided for valuables.

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