

Sound Technical Rider 2016 FOH Sound Engineer: Axel +49 176 6163 0164

This Sound Technical Rider is available contacting Axel Pfister: axel@audiosoundarts.com



Following this technical rider is the guarantee of a quality show in a relaxed atmosphere.

We do not ask more than what is necessary and want to be sure we have enough.

We are always able to adapt ourselves to specific conditions, but we just ask to be warned so we can think about solutions TOGETHER! Please share infos or problems with us as soon as possible.

Please do contact us and if possible per e-mail.

Stage:

Please make sure the stage is not too soft/elastic to avoid problems with rumble/falling material.

In the case of an outdoor event, the stage must have a roof and be closed on 3 sides. In no way the material of the band should be staying in the rain.

Electricity:

Please note that you should provide adapters and/or transformers when the power system is not the same as in Europe/Switzerland [AC 240V 16A] at the specific places mentioned in the stageplan

Please make sure there is a RCD/RCBB for the backline.

Risers:

1 very stable riser (on wheels in case of festival) for the drummer (Like Samia, Butek...) 3m x 2m x 40cm

Backline:

Backline is necessary unless specified. The bands backline shall not be shared with other artists. See list below.

Timing:

Get-In one (1) hour before the beginning of the sound check. Lights and Sound material ready to go.

Installation 30 minutes, sound check 60 minutes. Total: 1h30

Input list (please read notes below)							
Ch	Instrument	Mics	Insert	Stand	48V	Bus / Subgroup	Notes
1	Kick IN	Beta 91	Gate Comp	-	X		
2	Kick OUT	D6 / Beta 52	Gate Comp	Small			Gate triggered from ch. 1
3	SN Top	Beta 57	Comp	Small			
4	SN Bot	D1 / Beta98 / Beta57	Gate Comp	Small	?		
5	НН	KM 184	=	Small	X		
6	Rack Tom 1	421 / Beta 98	Gate	Clamp	X		
7	FloorTom 1	421 / D4 / Beta 98	Gate	Small / Clamp	?		
8	OH SR	KM 184	-	Tall	X		
9	OH SL	KM 184	-	Tall	X		
0	Ride (under)	KM 184	-	Small	X		
1	Bass DI	DI	Comp	-	X		
2	Bass Mic	Beta 98 / RE20	Comp	Clamp / Small	X		
3	GTR1	XLR	Comp	-			Own mic and stand
4	GTR1 L	XLR	Comp	-			Own mic and stand
5	GTR1 R	XLR	Comp	-			Own mic and stand
6	GTR2	e 609	Comp				
7	GTR2	Beta57	Comp	Small			
8	Organ	DI	Comp	-	Х		
9	Click	DI	Comp	-	X		
0	Overdub Guitar	DI	Comp	-	X		
1	Percussions	DI	Comp	-	X		
2	Backing	DI	Comp	-	X		
3	Keyboards	DI	Comp	-	X		
24	Vocal FX L	DI	Comp	-	X		
25	Vocal FX R	DI	Comp	-	Χ		
-	Vocal FX	SM7B		Tall	Х		Own mic - Does not go to FOH
26	Lead Vocal	SM57	Distressor/Avalon	Tall	Х		Own mic
27	Spare Lead Vocal	SM57	Distressor/Avalon	Tall			Please SL front of MON desk
28	MON Split Lead Vocal	If no Separate Monitor	desk on stage and a	analogue desk -	Please	provide Y split cable/	adapter adapter
29	Talkback Mic (also need	led when intercom avail	able)				
30	CD L						
31	CD R						

Notes:

FOH Console:

The band and his engineer need a high quality sound system, adapted to the venue, just as a team ensuring the installation and the technical assistance. Unless otherwise specified a sound engineer for monitors is necessary!

9 DI box needed, these should be active with earth lift and input attenuators. Delay should feature real-time tap function or foot trigger and MUST return via channel input, not via aux returns.

The Mixing console should be positioned at ground level central to the stage not closer than 15m, not further than 40m. It should not be placed under a balcony or close to a wall. Please do not place console on risers.

Please make sure all vocal microphones have been cleaned with a low odour antiseptic before use

system 3 or 4 ways type L'Acoustics / Meyer / Nexo / d&b or equivalent (preferred system: L'Acoustics K1/K2 or Vdosc) Diffusion:

When using a Line Array, we require a System Technician FOH present during installation, soundcheck and show DIGICO SD Series (Preferred: SD7 or SD10). Also ok: SD8/SD9/S21/S31 (no SD11).

In case of analogue desk: Minimum 40 tracks, 8 aux, 8 VCA, 8 Subgroups, 4-band Full parametric EQ on all channels type

MIDAS Heritage, XL3, XL4. The Yelins channels may not be shared with other acts.

Please provide an audio cable to connect a music player. When providing a digital mixing desk, please do provide a wireless

router ready to connect an Ipad for Remote purpose

NO BEHRINGER, NO YAMAHA

Control: If analogue desk: 21 outboard channels compressors (drawmer 241, BSS 402 or dbx 1066). If digital desk 0.

If analogue desk: 5 channels Gate (drawmer) for Kickdrum, Snare, Tom. If digital desk 0.

1 stereo EQ 1/3 octave minimum 31 bands (klark technik DN360 or similar)

1 TC Electronic Finalizer Express insert on the master

2 Distressors or 1 Avalon AD 2044

2 digital reverb TC M3000 / SPX990 (preferred reverb TC M3000) 1 Delay with Tap function incl. footswitch (TC Electronic D-Two or better)

1 CD player

1 talk back

1 Intercom system with monitors

MON: (no own engineer) Diffusion:

1 Drum fill and 3 identical Wedges (12", 15" or 18") - Please make sure the amplification section is also identical.

2 sides fills are necessary if the stage is 8m wide or more.

Controls: 4 identical stereo channel EQ 1/3 octave minimum 31 bands

6 separated mixes (not including side fills) Mix:

Mix 5 and 6 are stereo in-ears mix (own). 4x XLR Outputs @Monitor desk



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BACKLINE

Guitars / Bass:

1 x BASS AMP

1x15" bass cabinet with amp (Dynacord, Ampeg)

4 x GUITAR STANDS

DRUMS

22" Kick, 12" rack, 16" Floor.

DO NOT FORGET: stool, carpet and stands for Ride, HH and Crash.

ALSO NEEDED

1 x small tables for laptop

LIGHTING QUIDLINES

Please note that:
Lights can be anything cold, mystical, calm. No happy colors like orange. Feel free to use stroboscope and flashes.
A separate guideline for lights will be provided.

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Monitor shortlist

4x Monitor 1x Drum Fill 3x XLR In-Ears [2x Side Fills]
4x Monitor lines [+ SF's]

(Bass)

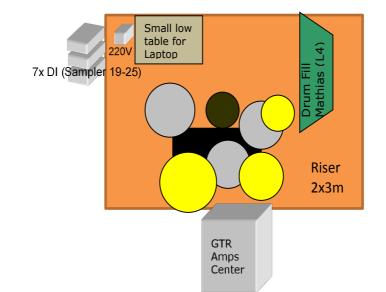
Guitar

Amp

SR

220V

Stageplot The Yelins



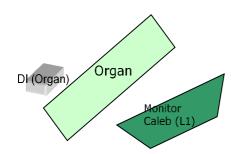
Contact:

Audio Sound Arts Axel PFISTER +4917661630164 axel@audiosoundarts.com



= Power Supply

= DI Box

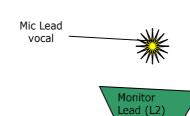




BASS

Amp

SL





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Monitors:

Mix 1: Guitar2/Keyboard - Caleb

Organ 100% Guitar 2 70% Lead Vocal 70% Guitar 1 50% Bass 50%

Mix 2: Lead - Laurentz

Lead Vocal 100%

Mix 3: Bass - Tim Bass 100% Lead Vocal 70% Hi-hat 70%

Mix 4: Drums - Mathias

Kick 100% Lead Vocal 70% Bass 70% Guitar 1 70%

Mix 5: STEREO IEM-Lead - Laurentz

Mix 5: STEREC Lead Vocal 100% Vocal FX L 100% Vocal FX R 100% Click 100% GTR 1 L 100% GTR 1 L 100% GTR 2 70% Bass 70% Kick 70% Hi-hat 70% Hi-hat 70% Snare 60% Overdub Guitare 60% Rack Tom 1 50% Floor Tom 1 50% Percussions 30% Backing 30% Keyboards 30%

Mix 6: STEREO IEM-Drums - Mathias

Kick 100% Click 100% Bass 90% Lead Vocal 70% GTR 1 70% GTR 1 L 70% GTR 1 R 70% GTR 2 50%