

STAGE PLOT & TECH RIDER

(Percussions will be atleast 5-feet backward from Guitar & Flute. Vocalist will be moving onstage)

VOCAL (stand)



Music-stand



PERCUSSIONS (sit)



Table(low)



GUITAR (sit)



Stool



FLUTE (stand/ sit)




Stool

Table(low)



AUDIENCE

MUSICIANS' REQUIREMENTS

	Qty	Specs	Note
Backline (DRUMKIT): <i>you can rent as part of Drumkit, from any Music shop or Sound vendor</i>			
Cymbals		1 Ride (20") 1 Crash (16") 1 Splash (10") 1 pair Hi-hat (14") (<i>Thin cymbals</i>)	<i>Zildjian K-series / ZBT-series</i> or <i>Paiste PST-series / 201-series</i> or <i>Meinl Byzance-series (Thin)</i> or <i>Istanbul XIST-series / Agop-series / OM-series</i>
Cymbal Stands (w/ Boom)	4	with Nut, Felt, Sleeves	for Ride, Crash, Splash, Windchimes+Cowbell
Floor Tom	1	16" (<i>preferred</i>) or 14"	
Backline (GUITAR):			
DI box	1	BSS / Radial / Klark Technik or equivalent	
OTHERS:			
Mics & Stands		as per I/O sheet (page 3)	
Stage Monitors	4	RCF / JBL or equivalent	
Phono-to-Phono Cables	5		<i>Guitar cables - new (<i>preferred</i>)</i>
Music Notation Stand	1		
Guitar Stands	1	w/ Neck Holder (<i>preferred</i>)	
Stools (OR Armless chairs)	3	NO Armrest	minimum 2' - max. 2.5' (height)
Tables – small, low-height (to keep flutes, percussions etc.)	1		minimum 2' (length) x 1' (breadth) x 2' (height) OR equivalent
Electric-Power Supply Boards	2		To power on 1 Guitar & 2 EFX Processors
Sun-shades	4	during Soundcheck (if open-air venue)	

MIXER INPUT LIST

INPUT #	INSTRUMENTS	MIC	AUX Patch	INSERT	Mic Stand	NOTE
RHYTHM						
1	Tabla	Sennheiser E-914 / Shure SM 57	AUX 3		<i>midsize</i>	
2	Baya	Shure Beta 57	AUX 3		<i>midsize</i>	
3	Cajon (<i>front</i>)	Shure SM 57	AUX 3	Gate 1 / Comp 1	<i>short</i>	
4	Cajon (<i>back</i>)	Shure Beta 52A	AUX 3	Gate 2 / Comp 2	<i>short</i>	
5	Floor Tom	Sennheiser E-904 / Shure KSM-32	AUX 3	Gate 3	<i>midsize</i>	
6	Hi-Hat	Shure SM 81 / Shure SM 57	AUX 3		<i>midsize</i>	
7	Overhead (<i>left</i>)	Sennheiser E-914 / Shure SM 81	AUX 5	-5dB	<i>tall</i>	
8	Overhead (<i>right</i>)	Sennheiser E-914 / Shure SM 81	AUX 5	-5dB	<i>tall</i>	
MELODY						
9	Guitar	DI	AUX 1			Guitar Cables (<i>new</i>)
10	Flute	Shure SM 58	AUX 4		<i>tall</i>	Reverb (<i>as needed</i>)
VOCALS						
11	Vox (<i>female</i>)	Shure SM 58	AUX 2		<i>midsize</i>	Reverb (<i>as needed</i>)
12	Vox (<i>guitarist</i>)	Shure SM 58	AUX 1		<i>tall</i>	
13	Vox (<i>percussionist</i>) (<i>w/ kanjira, shakers</i>)	Shure SM 58	AUX 3		<i>tall</i>	

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

(Sennheiser mics are preferred, if unavailable then Shure mics)

MIC Summary	QTY
Shure SM 57	2
Shure SM 58	3
Shure Beta 57	1
Shure Beta 52A	1
Shure KSM-32	1
Shure SM 81	3

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

STAGE SOUND:

- Preferably a Digital Desk – Yamaha / Digidesign / Soundcraft / Behringer / Midas / Digico / Allen & Heath
- **FOH Mixer must be a minimum of 16-Channels / Direct Outs.**
- Must **be serviced and cleaned prior to show.**
- 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.
- The Stage/FOH **power source must be earthed.**
- **Sound & Light power sources/generators must be different.**

OTHER TECHNICALS

SOUND SYSTEM (<i>Loudspeakers</i>)	LIGHT
<p>L'Acoustics / D&B / JBL / RCF / Yamaha or equivalent</p> <ul style="list-style-type: none"> - System must consist of a 3-way or 4-way system with sufficient amplification and speaker enclosures to cover the entire seating area (<i>Venue's Maximum Capacity</i>) - System shall be of even coverage throughout the entire venue - (<i>if possible</i>) Adequate Center-Fills & Side-Fills to be provided by vendor incase stage is more than 40-feet wide - System should be flown whenever possible or elevated. System, if stacked, should be a maximum of 6-feet from front of main stage (<i>both Left & Right</i>). This includes the sound wings and is applicable any time the system is not flown. - System should be configured in Stereo 	<p>Soothing Lights.</p> <p>Stage needs to be well-lit.</p> <p><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</p>

STAGE SETUP / SOUNDCHECK:

- In case of an outdoor show, we need the stage covered and also the sound console.
- **2 persons needed onstage** for load-in, setup, load-out.
- First, all our Music Instruments to be set onstage (*and also Mics, Music Stands, Stools etc.*).
- **Only after** all the backline gear is positioned and operational onstage, we need **minimum 1 hour (sound check)**, post which our instruments cannot be moved from the stage.
- **2 Water bottles (0.5 L) per Musician.**
- **2 Fans, Sun-shades needed onstage** (*during Summer*).
- In case there is another artist performing as well, we'll perform first.
- **We do not share our instruments with anybody.** In case of another artist, separate sound setup, amps, drumkit must be provided for them.
- The organizer must provide **ample security**, for the safety of our band's equipment.

DRESSING ROOM RIDER:

- Secure greenroom backstage, minimum **5m x 5m** (*w/ Air Conditioning & Lock*) **OR** a 2-door Vanity Van backstage for our exclusive use
OR Book 1 good room in a 3-4 star hotel/guesthouse near the venue, that we can use as a dressing room and then drive to the stage.
- 5 chairs, Full length Mirror
- Juices, Snacks, Water bottles

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