



## Technical Rider for Concert Contract

### General

Dear organizer, we're looking forward to our concert with you! As musicians, we rely on certain technical requirements. These are an integral part of the performance contract and outlined in this stage instruction.

The stage instruction is not set in stone and can be adjusted to local conditions in some aspects, as agreed upon. If this poses any issues, please contact us at least two weeks before the performance date.

**Contact person: Kirsten Münst +49 1522 31 82 712 / [info@spiritofsmokie.de](mailto:info@spiritofsmokie.de)**

We're excited for a smooth and pleasant collaboration!

### Technical Rider

#### PA System

The PA system must be capable of producing undistorted sound throughout the venue, ensuring even coverage of all audience areas. All system sections should be separately EQ-able and delayable if necessary.

Preferred systems:

In most venues, a suitable line array would be appropriate (or a high-quality standard system like Turbo Flash D&B EAW, etc.). For instance, compact line arrays (D&B, Nexo Geo, Meyer, L-Acoustics, JBL, etc.) are preferred in small venues and theaters. Large line arrays from the mentioned manufacturers are ideal for halls and arenas.

Front fills are welcome.

#### FOH Console

We accept all common digital standard consoles (Allen&Heath, Yamaha, Midas, etc.).

Preferred consoles: Allen&Heath dLive/Avantis/SQ, Yamaha CL5/3, QL5

Please ensure that the FOH console is positioned approximately 15 - 20 meters center stage.

(Not on a balcony).

#### Monitor Desk

We highly appreciate a dedicated monitor position and a skilled monitor engineer. For smaller events, monitor sound can also be managed by the front-of-house (FOH) engineer from the FOH position. However, for very large open-air events (starting from around 2000 attendees in front of the stage), providing a separate monitor mix is recommended.

We require 5 separate monitor mixes, each with at least 1 wedge (preferably 2"x15"). Side fills are only needed on very large concert stages.

## **Backline Requirements**

### **Drums:**

High-quality drum kit (Pearl, DW, Yamaha, Tama, Sonor, Premier, etc.)

22" Bass Drum plus pedal

14" (5" to 6" depth) Snare drum (Wooden Shell) plus stand

10" or 12" Rack tom

14" Floor tom

16" Floor Tom

14" Hi-Hat cymbal medium weight plus stand

16" and 18" Crash cymbals light/medium plus stand

20" medium Ride cymbal plus stand

10" Splash cymbal + mount/stand

Medium-sized cowbell + mount/stand

High-quality adjustable drum throne

Please provide all the mentioned items with all necessary accessories, including pedals and stands in excellent condition. Cymbals should be Zildjian, Paiste, or Sabian.

Please use a drum riser.

### **Keyboard:**

In most cases, we bring a keyboard with us!!!

We will notify you if we need one.

(in that case, 1 x Nord Stage 2 or a good 88-key keyboard with MIDI output)

1 x sturdy keyboard stand

1 x adjustable seat

### **Bass:**

1 x Bass Cabinet + Amplifier

Preferred Brands: Marshall, Hartke, Ampeg. Trace Elliot with preferably 2 x 15" + 4 x 10"

### **Guitar Amplifiers and Cabinets:**

2 x high-quality dual-channel tube amplifiers for guitar;

Fender Twin, Fender Bassman, Fender Blues Deville, or any Fender Valve Combo.

Please ensure that a spare amplifier is available in case we need one during the concert.

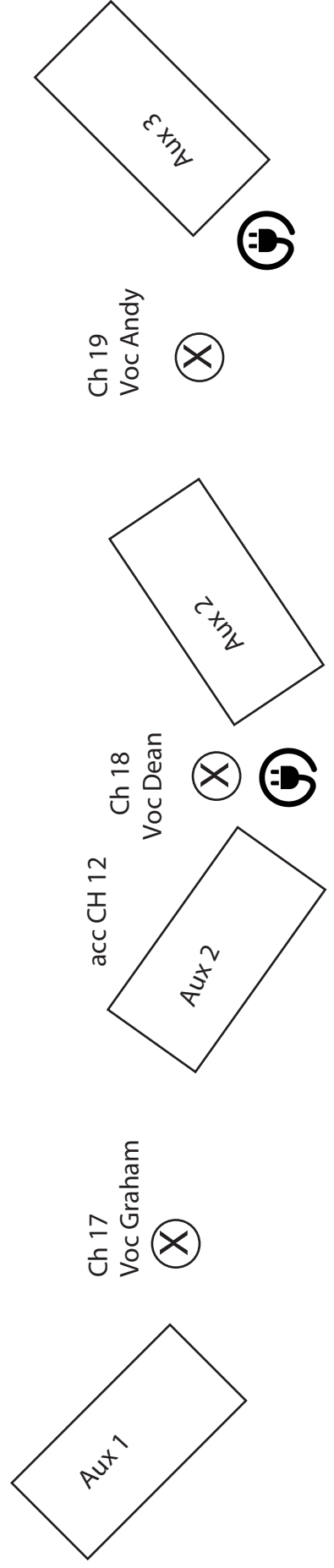
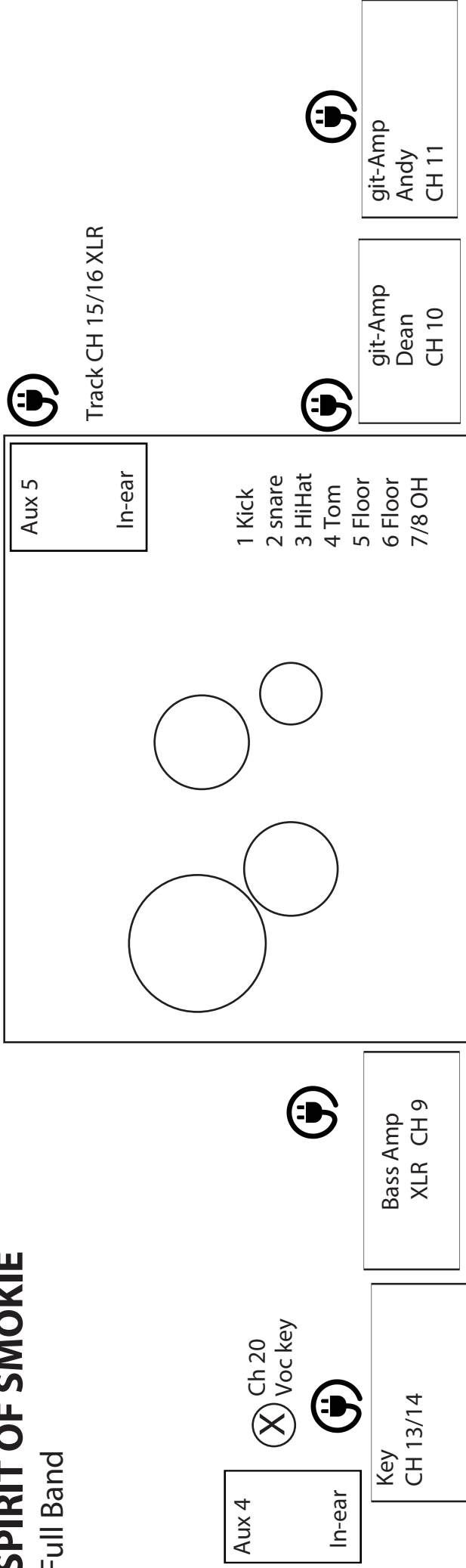
5 x guitar stands (Note: 2 x acoustic guitar, 2 x electric guitar, and 1 x bass.)

### **Lighting:**

Please provide a lighting system appropriate for the venue's size and needs, suitable for a comprehensive and well-illuminated rock show! Since the band won't have a lighting technician, the organizer or lighting company should provide a top-notch technician who can work with their own ideas to deliver a high-quality show, featuring both moving lights and conventional lighting setups.

# SPIRIT OF SMOKIE

Full Band



# Spirit of Smokie

<b>FOH</b>			
Channel	Instrument	Mic/DI	
1	Kick	Audix ADX60, B91A	
2	snare	SM 57	
3	HiHat	e614, SM81	
4	Racktom	e604	
5	Floor	e604	
6	Floor	e604	
7	OH	e614, SM81	
8	OH	e614, SM81	
9	Bass	DI/XLR	
10	e-git Dean	SM57/e906	
11	e-git Andy	SM57/e906	
12	acc	DI/XLR	
13	Key L	DI/XLR	
14	Key R	DI/XLR	
15	Track L	DI/XLR	
16	Track R	DI/XLR	
17	Voc L	SM58/B58A	Boom Stand
18	Voc C	SM58/B58A	Boom Stand
19	Voc R	SM58/B58A	Boom Stand
20	Voc Keys	SM58/B58A	Boom Stand
<b>5 Wege Monitor</b>			
Channel	Monitor	Position	
1	Wedge	Stage Right	
2	Wedge	Stage Center	
3	Wedge	Stage Left	
4	in ear / Wedge	Keys	
5	in ear	Drums	
Sound Engineer:			
Thomas Matthes			
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