



## TECH RIDER

### Band contact:

Sara Ercegović

[zivzarzur@gmail.com](mailto:zivzarzur@gmail.com)

mob: 00 385 99 2439 053

### Sound and video engineer contact:

Filip Kovačić - Žuc

[xzuc@pm.me](mailto:xzuc@pm.me)

mob: 00 385 91 7311 884

### GENERAL INFO:

- We usually bring our **full backline**, but for reasons of convenience we can use the venue's backline if it fits our sound.
- We need at least **30min for load-in and setup**, and **60min for soundcheck**
- We need: a **PA system**, a **FOH sound console** (min. 16 channels, more info below), **4 separate monitor lines**, **2 monitors**, **stands**(3x tall booms, 1x short boom, 1x kick boom), **microphones**(3x SM58's; we bring the other mics), and **5 DI boxes**
  - ↳ The drummer has her own headphone amp for monitoring.
- We're coming with our **sound engineer**. The venue's **sound technician** should be there to help with miking and setup. The venue's **light engineer** will be running the lights for the show.
- Please send us your **venue's tech rider** with the following info: stage dimensions (width, depth, height), backline, PA system, FOH sound console, monitors, and microphones.

### VIDEO PROJECTIONS:

- Video projections are part of our performance. Please ensure a **dark environment**, a safe place for the projector, and **appropriate stage lighting** so the projections are visible. Please don't (ab)use strobe lights and smoke machines during the show.
- We can bring our own **projector and canvas** (3x2 meters), but if available, we prefer to either map elements on or off stage (**please send us photos of your stage and venue**), or use the venue's canvas and projector(must have HDMI input). The canvas should cover the majority of the stage background.
- **HDMI video input** comes from **FOH**

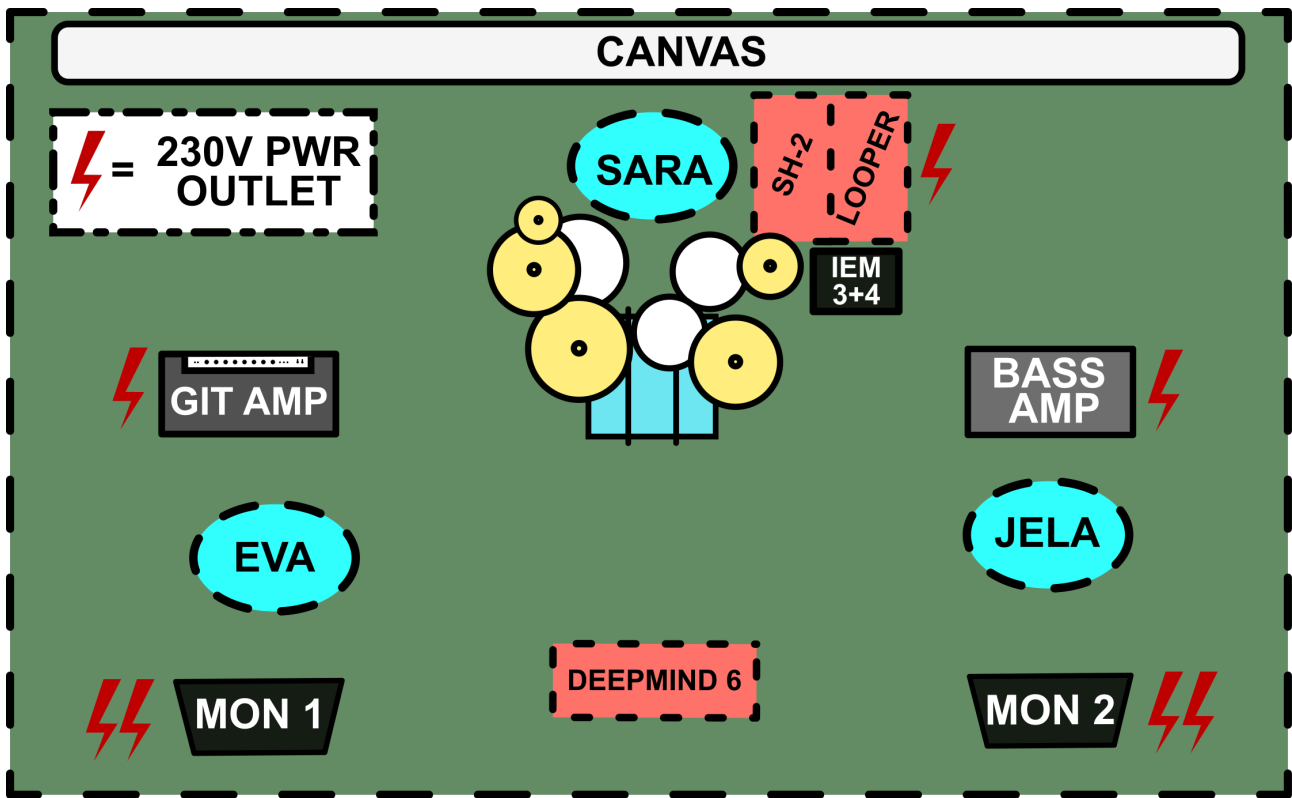
### FOH SOUND CONSOLE:

**Preferred consoles:** SoundCraft Si or Vi series (except Vi1), Allen & Heath SQ or QU series, DiGiCO S series, and Midas M32 or Behringer X32 in that order. If you have a different sound console just let us know in advance.

### Console setup:

- **4 FX:** Plate reverb, Small Hall, Large Hall, Delay
- A **tap tempo button** for the Delay
- A **mute group** for the Large Hall and Delay sends
- **6 DCA or VCA groups** in the following order: Drums, Bass, Guitar, Synths, Vox, FX
- A **talkback channel** routed for soundcheck (engineer brings his own mic)

Thanks in advance for all your help!



INPUT LIST				
#	CH Label	Channel	Mic/DI, and stand	Insert
DRUMS (Mapex Armory)				
1	KICK	Kick	D6(our mic), kick boom	Gate
2	SNR T	Snare Top	i5(our mic)	
3	SNR B	Snare Bottom	SM57(our mic)	
4	HH	Hi-Hat	MK 012(our mic)	
5	TOM	Tom	D2(our mic)	Gate
6	FLOOR	Floor Tom	D4(our mic)	Gate
7	RIDE	Ride	MK 012(our mic)	
8	OH L	Underhead L	MK 012(our mic)	
9	OH R	Underhead R	MK 012(our mic)	
AMPS (4x10" Ashdown Mag 300 Evo II + 4x10" Fender Hot Rod DeVille)				
10	BASS	Bass	Amp XLR direct out	
11	GIT MIC	Guitar	e906(our mic), short boom	
SYNTHS (Roland SH-2, Boss RC-30 Looper, DeepMind 6)				
12	SH-2	SH-2	DI box	
13	LOOP L	Boss RC-30 Looper L	DI box	
14	LOOP R	Boss RC-30 Looper R	DI box	
15	DM6 L	DeepMind 6 L	DI box	
16	DM6 R	DeepMind 6 R	DI box	
VOCALS				
17	EVA	Vox Eva	SM58, tall boom	Comp, De-esser
18	SARA	Vox Sara	SM58, tall boom	Comp, De-esser
19	JELA	Vox Jela	SM58, tall boom	Comp, De-esser

**Notes:** If you only have a 16 channel mixer, drop inputs 3, 14, and 16.