

## **SUPERSONIC – A TRIBUTE TO OASIS**

### **General Technical Rider for Small-Medium Club Size Venue 500-1000 People**

Please review the following technical rider. Should you have any questions regarding general or technical requirements or require substitutions, please contact us at [frankeaite@gmail.com](mailto:frankeaite@gmail.com) or [andy@tributetoasis.com](mailto:andy@tributetoasis.com)

#### **BACKLINE SUPPLIED BY BAND**

PERCUSSION (ROB) – kick, snare, hi-hat, rack tom, floor tom, crash (2), ride, hardware, throne, sticks, click

BASS (FRANK) – 8X10 cabinet, pre/pwr head, 2 bass guitars, 3-space guitar stand

GUITAR STAGE LEFT (STEVE) – 2x12 cabinet, pre/pwr head, 4 space rack, effects pedalboard, 3 guitars, 1 acoustic guitar, 3-space guitar stand, single guitar stand

GUITAR STAGE RIGHT (JOE) - 2x12 cabinet, pre/pwr head, effects pedalboard, 3 guitars, 3-space guitar stand

VOCALS CENTRE STAGE (DYLAN) – dynamic microphone

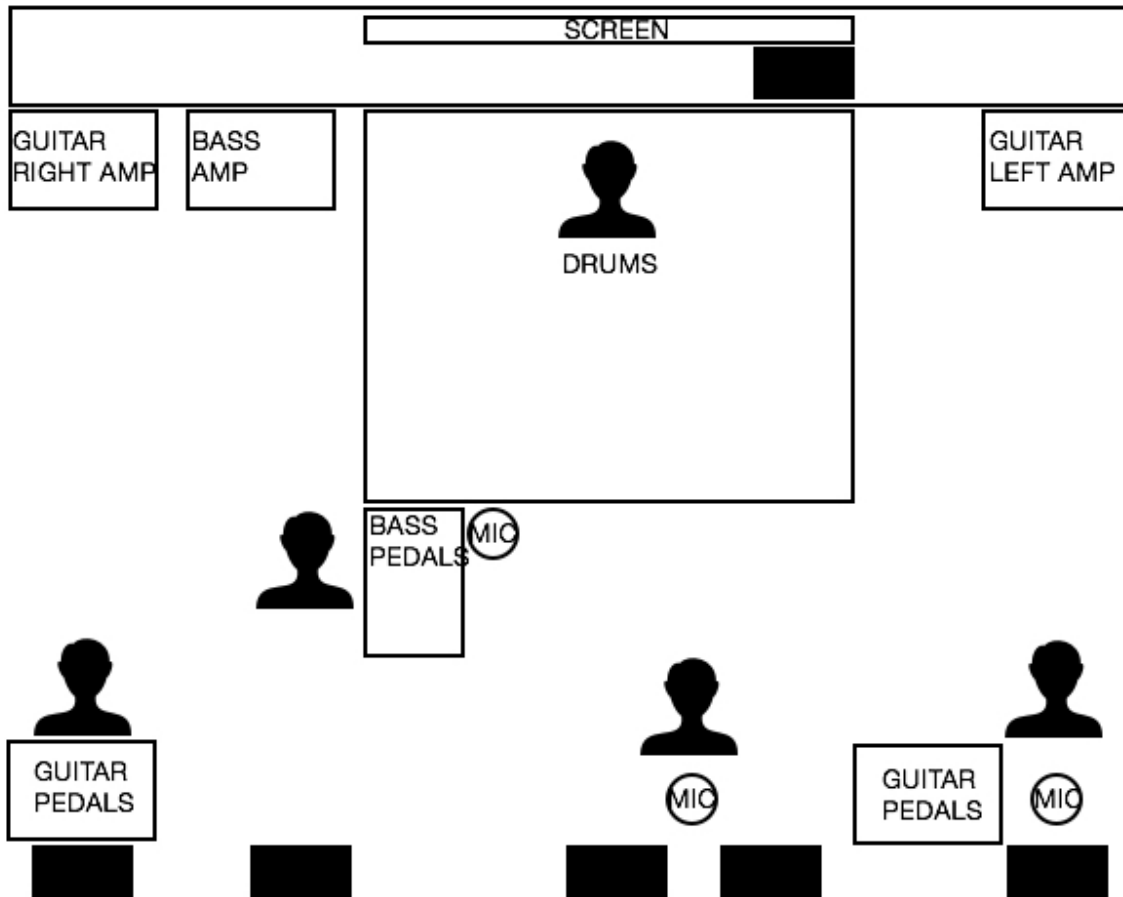
VOCALS STAGE LEFT (STEVE) – dynamic microphone

MISC – iPod backing tracks, synthesizer module and pedals, In-Ear Transmitter/Receivers (5)

## INPUT LIST

Input	Instrument	Microphone DI	Stand	Insert	Monitor Send	Dylan In-Ear Send	Steve In-Ear Send	Joe In-Ear Send	Frank In-Ear Send	Rob In-Ear Send
1	Kick	Large Diaphragm Dynamic	Short Boom	EQ Reverb	-	Y	Y	Y	Y	Y
2	Snare	Directional or Hypercardiod Dynamic	Regular Boom	EQ Reverb	-	Y	Y	Y	Y	Y
3	Tom	Directional or Hypercardiod Dynamic	Clip	EQ Reverb	-	Y	Y	Y	Y	Y
4	Floor Tom	Directional or Hypercardiod Dynamic	Clip	EQ Reverb	-	Y	Y	Y	Y	Y
5	Hi-Hat	Directional or Hypercardiod Dynamic	Regular Boom	EQ	-	Y	Y	Y	Y	Y
6	Acoustic Guitar Stage Right	DI	-	EQ	Y	Y	Y	Y	Y	Y
7	Acoustic Guitar Stage Left	DI	-	EQ	Y	Y	Y	Y	Y	Y
8	Synth	DI	-	EQ	Y	Y	Y	Y	Y	Y
9	Bass	DI	-	EQ	-	Y	Y	Y	Y	Y
10	Guitar Stage Right	Shure SM57	Regular Boom	EQ	Y	Y	Y	Y	Y	Y
11	Guitar Stage Left	Shure SM57	Regular Boom	EQ	Y	Y	Y	Y	Y	Y
12	Vocals Centre Stage	Omni Dynamic	Regular Straight	EQ Reverb Delay	Y	Y	Y	Y	Y	Y
13	Vocals Stage Left	Omni Dynamic	Regular Boom	EQ Reverb Delay	Y	Y	Y	Y	Y	Y
14	Tama Click	DI	-	-	-	-	Y	Y	Y	Y
15	Tracks Click	DI	-	-	-	Y	Y	Y	Y	Y
16	Tracks	DI	Regular Straight	EQ	Y	Y	Y	Y	Y	Y
17	Snare (Bottom)	Directional or Hypercardiod Dynamic	Regular Boom	EQ Reverb Phase	-	-	-	-	-	-
18	Ride	To suit stage dynamics	Regular Boom	EQ	-	-	-	-	-	-
19	OH Left	To suit stage dynamics	Regular Boom	EQ	-	-	-	-	-	-
20	OH Right	To suit stage dynamics	Regular Boom	EQ	-	-	-	-	-	-

## General Stageplot



- Stage should be elevated and constructed of non-reflective materials (i.e. mat-black plywood or carpet covered aluminum)
- Nominal stage width 24'. Minimum 20'.
- Nominal stage depth 20'. Minimum 16'.
- Allowance for 2' depth required at rear of stage for cable access
- All stage sections shall be secured together
- Nominal drum riser width 10', nominal drum riser depth 8'. Minimum carpet dimensions 6'x4'.
- Electrical drops at rear stage
- Monitors wedge set-up for each performer as shown. Minimum monitor wedge configuration is 4 wedges placed at front stage left, front stage right, front centre stage, rear centre stage
- Overhead rigging for projector from front centre stage (or suitable alternate)
- Area for visual tech side stage with clear view of screen. This area must be <25' to projector to accommodate VGA cabling.
- Allowance for a 16:9 screen behind drummer
  - Minimum screen dimension 10'x5.5'
  - Bottom of screen must be 6' from top of stage floor (or drum riser)
  - Overhead rigging for screen (or allowance for stands)

Stage details to be provided by venue. Any deviations shall be confirmed ahead of booking.

## TECHNICAL REQUIREMENTS TO BE PROVIDED BY VENUE

- Electrical power supply must be provided such that there are no power interruptions or breaker trips
- FOH/Monitor Engineer (may be same person)
- FOH System
  - FOH system must be capable of reproducing minimum 95dB(A) at the mix position
  - FOH system must have reasonable frequency response of 20Hz-20kHz
  - FOH system must have minimum power output capability of 2000W (or as appropriate for club)
  - FOH system must have active subwoofer
  - FOH speakers/subs must be located off the raised stage area stage right and left in front of band
- Monitor System
  - Active 2-way monitor system (minimum 0.75" HF driver, maximum 12" main driver) of same make/model
  - 4-6 monitors required (rear centre stage, stage left, stage centre, stage right)
  - Monitors shall be minimum 500W RMS (or as appropriate for stage)
  - Monitors shall have capability to be daisy-chained in parallel from same line output
- 24 Channel FOH Audio Desk
  - 6 independent pre-fader monitor sends (monitors, In-Ears x5)
  - Mix position is centerline of stage 32' to 48' in front of stage
- Effects Processors
  - Lexicon PCM90 or PCM70 or PCM60 for vocals 1 (or equivalent)
    - Plate reverb with delay, no diffusion
    - Setting that compliments room
  - Yamaha SPX900 or SPX1000 or equivalent for percussion bus (or equivalent)
    - Live sound setting that compliments room
    - Preferred not to use gate unless necessary
  - Monitor EQ (31 band graphic)
  - FOH EQ (16 or 31 band graphic)
  - No compressor required
- Cabling
  - Sufficient cabling to run FOH System
  - Sufficient cabling to run Monitor System
  - Sufficient cabling to run Effect Processor inserts
  - 16 Channel XLR Audio Snake with 4 TRS returns of sufficient length to reach FOH Audio Desk
  - 2 x 20'-30' XLR M-F Cables (16 input/output)
- Microphones and Stands
  - Microphone types as indicated on input list
  - All stands are to be non-reflective (i.e. mat black finish)
  - Short and regular sized stands with removable boom
  - Drum microphones may be clip-on
- Lighting
  - No fog machine
  - No strobe lighting
  - Dimmers shall not be used
  - Lighting booms shall be placed stage left and stage right and shall not obstruct audience view
  - Lighting should be LED where practical
  - White lighting on each band member pointed at torso.
  - Blue and Red accent lighting from behind stage
  - Blue and Red accent lighting for front of stage