

## Audio Rider

### FOH P.A. System Requirements

- Minimum of three way (Sub, Low-Mid, High) **STEREO** name brand system. Examples of acceptable brands are (and not limited to): Meyer, JBL, D&B.

*Please no homemade, or low line equipment (eg. JBL EON, Behringer, etc.).*

- The P.A. System should be properly processed and powered as per the manufactures specifications, and professionally tuned for the venue in the DSP. This PA should provide even coverage and adequate volume for the venue. Please do not supply a PA that is too big, or too small for the venue.
- Subwoofers should have the ability to be separately control by an aux send. Any fills should have the ability to be separately controlled by an aux send.
- 32 input, 10 return main snake from stage right wing, to FOH mix location.
- 1x 16 input stage snake at drum riser, 1x 8 input stage snake at Acoustic/Electric guitar, 1x 8 input stage snake at piano/bass locations to the main snake.

### Monitors

- 9x physical monitors and a minimum of 6 separate mixes. (1 mix for all 4 front wedges).
- Monitors should be **matching** bi-amped professional grade (see above brand examples).
- Monitors should be adequately processed and powered as per the manufactures specifications with **matched** amps and signal processors.
- 6 matching channels of professional grade EQ properly racked at FOH mix location for monitor mixes.

### Consoles

- We carry our own X32 sound console.

### Microphones

- See input list for microphone requirements. Any substitutions need to be confirmed with the touring sound engineer prior to arrival.

*Please note beta 58's are not preferred, however Audix OM5's are!*

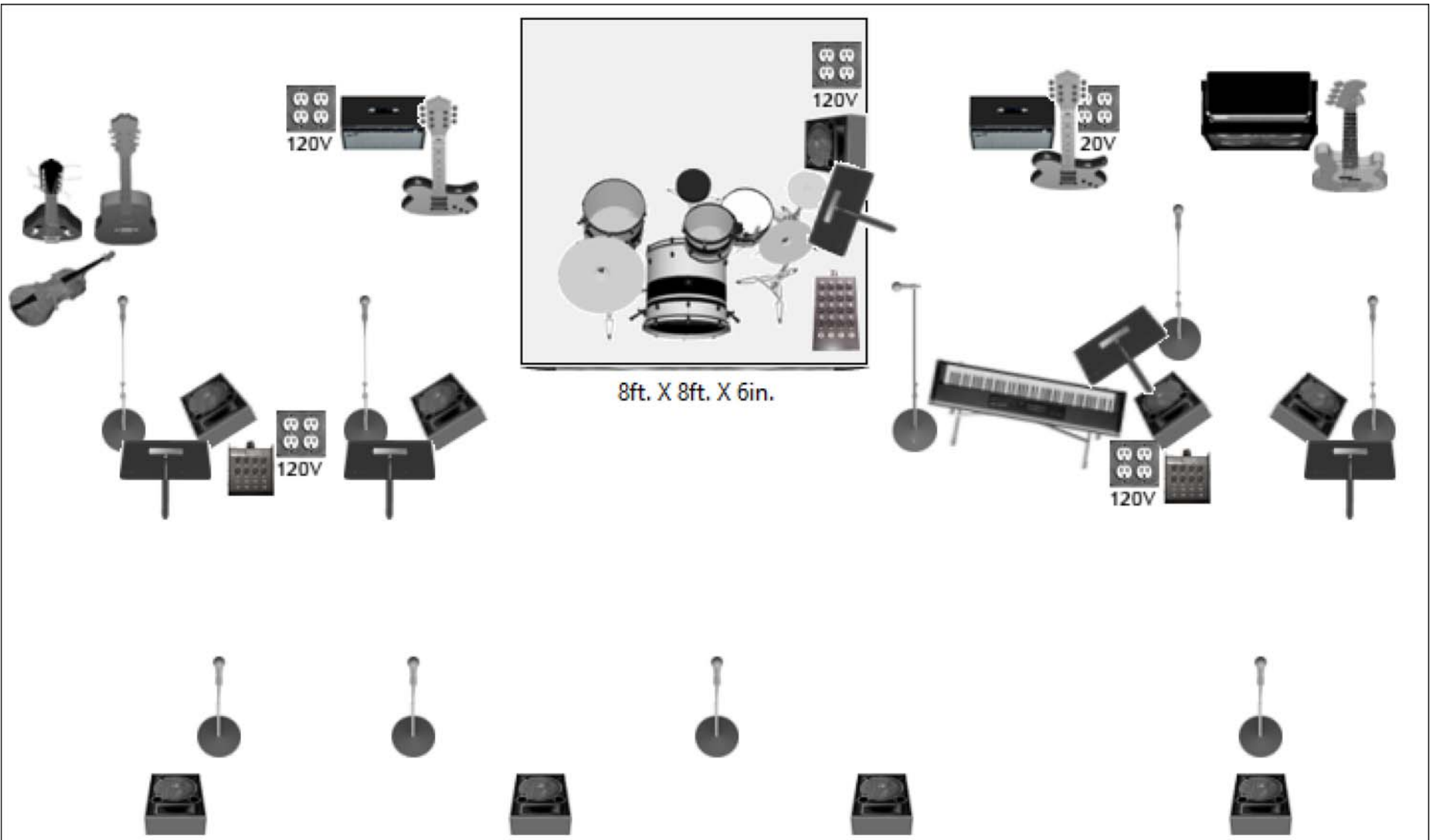
- 4x matching wireless SM58 microphones. These must be matching microphones and receivers.

*ULX or higher models. PGX and other low line series are not acceptable for any brand. If Shure Mics are not available other acceptable solutions are Sennheiser G3 500 series with 945 microphones or similar. Matching wired microphones is a bonus if other brands are substituted!*

### Other Requirements

- Microphone stands as per input list.
- XLR as per input list (plus spares) *Note we don't need a 50' XLR from the kick drum to the drum snake!*
- AC quad box at each of 5x main band positions
- Knowledgeably Systems Technician available at all times throughout setup/soundcheck/rehearsal
- 6x Black Solid Back Music Stands with lamps
- A clean and neat stage! No extra long plies of cables anywhere!

| Input | Instrument             | Mic                     | Stand               |
|-------|------------------------|-------------------------|---------------------|
| 1     | Kick In                | Beta 91a                |                     |
| 2     | Kick Out               | Audix D6                | Short Mini-Boom     |
| 3     | Snare Top              | SM 57                   | Short Boom          |
| 4     | Snare Bottom           | Beta 57                 | Short Boom          |
| 5     | Hi-Hats                | SM 81                   | Tall Mini-Boom      |
| 6     | Rack Tom               | e902                    |                     |
| 7     | Floor Tom              | e902                    |                     |
| 8     | Overhead Left          | SM 81                   | Tall Mini-Boom      |
| 9     | Overhead Right         | SM 81                   | Tall Mini-Boom      |
| 10    | Percussion             | SM 57                   | Tall Mini-Boom      |
| 11    | Percussion             | SM 57                   | Tall Mini-Boom      |
| 12    | Bass DI                | Radial J48 (Active DI)  |                     |
| 13    | Bass Mic               | Sennheiser 421          | Short Mini-Boom     |
| 14    | Electric Guitar 1      | Sennheiser 421          | Short Mini-Boom     |
| 15    | Electric Guitar 2      | Sennheiser 421          | Short Mini-Boom     |
| 16    | Keys Left              | Radial JDI (Passive DI) |                     |
| 17    | Keys Right             | Radial JDI (Passive DI) |                     |
| 18    | Accoustic Guitar       | Radial JDI (Passive DI) |                     |
| 19    | Mandolin               | Radial J48 (Active DI)  |                     |
| 20    | Violin                 | Radial J48 (Active DI)  |                     |
| 21    | Violin bg Vocal        | SM 58                   | Tall Boom           |
| 22    | FrGuitar bg Vocal      | SM 58                   | Tall Boom           |
| 23    | Keys bg Vocal (keys)   | SM 58                   | Tall Boom           |
| 24    | Keys bg Vocal (Guitar) | SM 58                   | Tall Boom           |
| 25    | Bass bg Vocal          | SM 58                   | Tall Boom           |
| 26    | Drums Vocal            | SM 58                   | Tall Boom           |
| 27    | Violin Wireless        | SM 58                   | Round Base Straight |
| 28    | Guitar Wireless        | SM 58                   | Straight Round Base |
| 29    | Bass Wireless          | SM 58                   | Straight Round Base |
| 30    | Liesa Wireless         | SM 58                   | Straight Round Base |
| 31    | Talkback Mic           | SM58                    |                     |
| 32    |                        |                         |                     |



1 Kick In  
 2 Kick Out  
 3 Snare Top  
 4 Snare Bottom  
 5 Hi-Hats  
 6 Rack Tom  
 7 Floor Tom  
 8 Overhead Left

9 Overhead Right  
 10 Percussion  
 11 Percussion  
 12 Bass DI  
 13 Bass Mic  
 14 Electric Guitar 1  
 15 Electric Guitar 2  
 16 Keys Left

17 Keys Right  
 18 Accoustic Guitar  
 19 Mandolin  
 20 Violin  
 21 Violin bg Vocal  
 22 FrGuitar bg Vocal  
 23 Keys bg Vocal (keys)  
 24 Keys bg Vocal (Guitar)

25 Bass bg Vocal  
 26 Drums Vocal  
 27 Violin Wireless  
 28 Guitar Wireless  
 29 Bass Wireless  
 30 Liesa Wireless  
 31 Talkback Mic