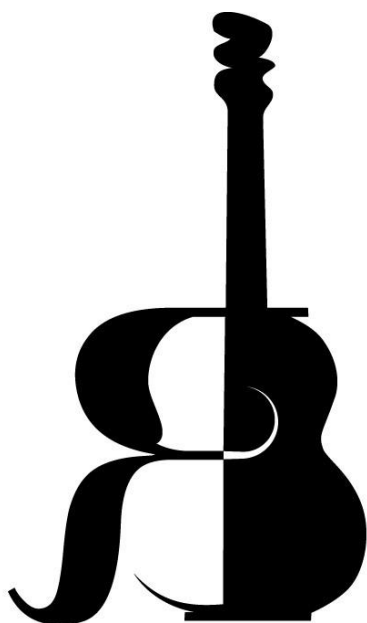


Technical requirements
YAROSLAVA AND BAND
Updated 01/09/2015 (5 pages)

Please read carefully prior to signing contract.
Please distribute a copy of this rider to all staff involved in the technical set up.



Ярослава

GENERAL

- To make our concert possible it's necessary to follow out ALL the items of this document. Otherwise band reserves the right to:
 - Cancel the concert without return of payment
 - Hang up the doors opening and keep technical check till all technical defects of the system will be recovered, or out-of-service or inapplicable (to items of this document) equipment will be replaced
- The performance space must be technically prepared and available exclusively to Artist for a technical check (sound, light, video)
- All technical set-ups must be completed before Artist arrives on site. Sufficient personnel shall be present to assist in the technical check and, if needed, make adjustments. These personnel must remain present on the premises until the technical rehearsal has been completed
- If you have any question or problem according to any item of this document - please contact us!!!

Yaroslava

Technical rider

nserbin@mail.ru, +38-067-486-08-80

LOCAL CREW:

- 1 - sound engineer for FOH
- 1 - system engineer for PA system
- 2 - sound technicians for stage setup / changeover
- 4 - helpers for backline loading / setup / teardown / changeover
- 1 - light engineer
- 1 - video engineer

STAGE and STAGE CONSTRUCTIONS:

- **Minimal size of a stage** - 6 m deep and 8 m wide
- Riser in the middle of the stage – approx. 2m x 3m x 0,6 m (for drums)
- PA should not be placed on the stage or behind the stage. PA has to be out of proscenium opening, but not behind the musicians. If PA is located on the floor, first rows of audience should be not closer than three meters from the system. This requirement is applicable even for very small venues
- Decorations and stage ornamental should not block sound system (PA especially). Also it is prohibited to decorate, tape or timber cables and stage equipment, which is necessary for musicians
- Subwoofers can't be under the stage
-

SOUND:

Soundman– Roman Falkov +38 (068) 473-24-60, e-mail: falkov@riashow.biz

- Yaroslava and Band needs **2 (two) hours** of pure time for sound check
- The soundman and technician will arrive 1 hour before the beginning of Sound Check with the band. All components of sound system must be installed, plugged and checked before their arriving.

SOUND EQUIPMENT:

- **Main Stereo PA:**

1. L-Acoustics, D&B, Adamson, Electro-Voice, Meyer Sound, JBL
2. Active division on 3-4 lines: Sub, Mid, Low, Hi
3. Power and configuration of the system has to be coordinated with band's sound engineer. But system can't be less 5000 Watt/RMS even in the smallest venue.
Pointer: sound pressure 105 dB in the acoustic center of venue
4. If you don't use fabric (standard) presets, system processor has to be unlocked and available for changing all preferences.
5. In the venue more than 1000 people capacity the usage of line array is obvious. Calculating of power – 1000 Wt. /RMS for 100 people!

- **Front Fill:**

1. Acoustic of small sizes and low power for amplification first rows in a big venue, open air and in venues with wide stage
2. Two-four low-profile cabinets, minimum 300 Wt each.

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FOH:

FOH location should be exactly in the center of action of sound components, in front of the stage. To count the right FOH location, please use the rule of isosceles triangle. No any exceptions – FOH can't be behind or sideways of the stage, behind the screen, in acoustic hole. Sound engineer should have possibility to see the whole stage.

FOH Limiters/Compressors

1. It's impossible to use artificial limiters in system. Possible to use only fabric presets of limitation of level
2. Customer and equipment supplier promise to provide full and unobstructed access for sound engineer to all parts of sound system.

FOH MIXING CONSOLE (Only digital):

- Soundcraft Vi series (Vi1, Vi2, Vi3000, Vi4, Vi6)
- Studer Vista series (Vista1, Vista5 SR)
- Midas (PRO 2, PRO 3, PRO 6, XL)
- AVID Venue Profile System
- DIGICO SD series
- YAMAHA CL5
- Consoles YAMAHA LS9, Behringer X32 and similar – NO please

MONITORING:

10 x identical biamped wedges 15"/2" for seven (7) independent mixes (see output list):
L-Acoustics XT115 Hi-Q, Martin LE1200, EV XW12, d&b M4 / M2, EAW SM64/SM84.

2 x drum fill systems, bi- or triamped for one (1) mix.:
L-Acoustics ARCS + Sub, Meyer sound UPA/USW

3 x microphone stands for UHF and InEar remote antennas.

BACKLINE:

Drums:

- DW, Pearl, Ludwig, Tama, Yamaha
BD22", TT10", TT12", FT16", SD14", 1 x HH stand, 1 x Snare stand, 4 x Cymbal stand,
1 x Drum stool, 1 x drum carpet 3m*2m,
1 x headphone preamp or small analog mixer: A&H Zed 10 or similar
Drum shield, clear acrylic 5 panel set, 6mm thickness.
- Bass guitar :
Ampeg, Gallien Krueger or SWR with 4*10" cabinet.
- Electric guitars:
2 x FENDER Super Sonic Twin Combo with footswitch.
- 6 x Guitar stands
- Keyboards:
1 x Roland RD 700 nx with sustain pedal
1 x Nord Clavia with sustain pedal
2 x X-bracing keyboards stand
2 x adjustable piano stools

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INPUT LIST /Patch List

Channel	Instrument	Mic/DI	Stands/Misc
1.	Kick	Shure Beta52A	short boom
2.	Snare top	Shure SM57	short boom
3.	Snare bottom	AKG C451 or Shure KSM141	short boom
4.	Hi Hat	AKG C451 or Shure KSM141	short boom
5.	Rack Tom1	Sennheiser E904	clip on
6.	Rack Tom2	Sennheiser E904	clip on
7.	Floor Tom	Sennheiser E904	clip on
8.	Overhead L	AKG C451 or Shure KSM141	tall boom
9.	Overhead R	AKG C451 or Shure KSM141	tall boom
10.	Overhead Ride	AKG C451 or Shure KSM141	tall boom
11.	Bass DI	Active DI	tall boom
12.	El. Guitar 1 Mic	Sennheiser E906	short boom
13.	El. Guitar 1 Processor L	Active DI	BSS AR133 or Klark DN100
14.	El. Guitar 1 Processor R	Active DI	BSS AR133 or Klark DN100
15.	El. Guitar 2 Mic	Sennheiser E906	short boom
16.	El. Guitar 2 Processor L	Active DI	BSS AR133 or Klark DN100
17.	El. Guitar 2 Processor R	Active DI	BSS AR133 or Klark DN100
18.	Acoustic Guitar	Active DI	BSS AR133 or Klark DN100
19.	Keyboard 1 Nord L	Active DI	BSS AR133 or Klark DN100
20.	Keyboard 1 Nord R	Active DI	BSS AR133 or Klark DN100
21.	Keyboard 2 Roland L	Active DI	BSS AR133 or Klark DN100
22.	Keyboard 2 Roland R	Active DI	BSS AR133 or Klark DN100
23.	Lead Vox "Slava"	OUR UHF	3 x stands: 1-one hand straight + 2x tall boom
24.	Back Vox 1	Shure KSM9 or Beta 87A, wired	Tall boom
25.	Back Vox 2	Shure KSM9 or Beta 87A, wired	Tall boom
	FOH Desk:		
	Talk Back mic	With on/off switch	
	Playback 1	Line in	
	Playback 2	Line in	
	Playback 3	Line in	
	Playback 4	Line in	

OUTPUT/Patch List

Mix	Name	System
1.	Lead	4 x Floor wedges
2.	Lead in ear L	Our Wireless In Ear Monitor
3.	Lead in ear R	Our Wireless In Ear Monitor
4.	Guit 1	1x Floor wedges
5.	Guit 2	1x Floor wedges
6.	Key	1x Floor wedges
7.	Bass	1x Floor wedges
8.	Back Vox	2x Floor wedges
9.	Drums L	Stereo Drum fill's
10.	Drums R	Stereo Drum fill's
11.	Click	headphone preamp or small analog mixer
12.		
13.		
14.	Main PA L	
15.	Main PA R	
16.	Main PA Front Fills	

