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‴∿vilight Sາu∩t Work

Technical rider & Stage plot

Below is a list of our minimum technical specifications. This document is designed for optimum effectiveness on the day of the show.

If you have any questions or issues with providing any of the below mentioned items, please contact us two weeks prior to the day of the show at the latest and we will work with you to agree a solution.

Power required:

- **8** power sockets at stage rear (4 left side & 4 right side).
- 4 power sockets at stage front (front stage right).
- 4 power sockets at stage front (front stage left).

In-EAR Monitor Mixes required:

Drummer – Flat mix with as much kick drum as possible

- Guitarist Flat mix with slight boost on guitar and vocals
- Bassist Flat mix, slight boost on bass guitar and vocals

Monitor system

Drummer – will require 1 x floor monitor

Lead/Rhythm guitarist – will require 2 x floor monitors

Bassist - will require 2 x floor monitors

Continued overleaf...

Intro Track:

Intro track will play through the Roland SPD SX.

Please increase the volume of intro track (i.e louder than background/filler music) as it is part of the show and should be show volume.

Please also send intro track to all IEMs

Lighting (only applies to indoor venues or outdoor stages at night):

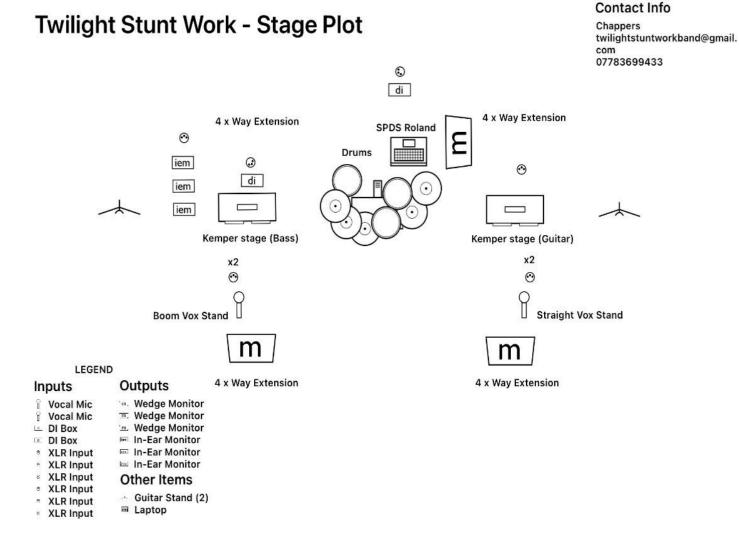
The stage walk-on is during the intro Soundtrack. Band take positions up ³/₄ of the way through as the intro music progresses.

Please ensure stage is blacked out during the first part of the intro, except to provide required lighting to enable a safe walk on.

Then, stage lights up as soon as the Drums kick in with the song Paradise.

** Please do ensure enough stage lighting is on/up when band enters the stage, to avoid accidents and so we can find our positions, guitars etc. Thanks!

Please turn over for Stage plot ...



Please turn over for Input/Channel list for the desk...

Full Input/Channel list including all required inputs to the desk:

Input List:

Channel	Instrument / Equipment	Mic / DI	Stand	Position	FOHInsert	Additional Info
1	Kick		N/A	Place inside Drum	Gate	
2	Snare (Top)		Clip		Gate/Comp/Reverb	
3	Snare (Bottom)		Clip		Gate/Comp	
4	Hi – Hats		Small boom		N/A	
5	Tom1		Clip		Gate/Comp/Reverb	
6	Tom2		Clip		Gate/Comp/Reverb	
7	Overhead S/R		Tall boom		N/A	
8	Overhead S/L		Tall boom		N/A	
9	Sample Pad	Stereo DI	N/A	Back Centre	N/A	Backing tracks
10	Bass DI	DI	N/A	Stage right	N/A	
11	Guitar Amp S/L		Small boom	Stage left	Comp/Reverb	
12	Bass S/RVocal (IEM)		Tall boom	Front stage right	Comp/Reverb	
13	Guitar S/LVocal (IEM)		Straight stand	Front stage left	Comp/Reverb	