

STAGE PLOT & TECH RIDER

(Bass & Percussions will be atleast 5-feet backward from Guitar & Flute)

BASS (stand)



Music-stand



Mix 2

PERCUSSIONS (sit)



Table(low)



Mix 3

GUITAR (sit)



Stool



Mix 1

FLUTE (stand/ sit)



Stool

Table(low)




Mix 4



AUDIENCE

MUSICIANS' REQUIREMENTS

	Qty	Specs	Note
Backline (PERCUSSIONS): you can rent as part of Drumkit, from any Music shop or Sound vendor			
Cymbal Stands (<i>w/ Boom</i>)	3	with Nut, Felt, Sleeves	<i>We carry our own Cymbals</i>
OTHERS:			
Mics & Stands		as per I/O sheet (<i>page 3</i>)	
Phono-to-Phono Cables	4		Guitar cables - new (<i>preferred</i>)
Stage Monitors	4	RCF (<i>preferred</i>) / JBL / Yamaha or equivalent	
Stools (<i>OR Armless chairs</i>)	2	NO Armrest	<i>minimum 2' - max. 2.5' (height)</i>
Tables – small, low-height <i>(to keep Flutes, Percussions etc.)</i>	2		<i>minimum 2' (length) x 1' (breadth) x 2' (height) OR something like this</i>
Electric-Power Supply Board	2		<i>To power on 1 Guitar & 2 Guitar Processors</i>

MIXER INPUT LIST

INPUT #	INSTRUMENTS	MIC	AUX Patch	INSERT	Mic Stand	NOTE
RHYTHM						
1	Tabla	Shure SM 57	AUX 3		midsize	
2	Baya	Shure Beta 57	AUX 3		midsize	
3	Cajon (front)	Shure SM 57	AUX 3	Gate 1 / Comp 1	short	
4	Cajon (back)	Shure Beta 52A	AUX 3	Gate 2 / Comp 2	short	
5	Overhead	Shure SM 81	AUX 3	-10dB	tall	
6	Ghungroo (right leg)	Shure SM 57	AUX 3		short	
MELODY						
7	Guitar	DI	AUX 1			Guitar Cables (new)
8	Bass Guitar	DI	AUX 2			Guitar Cables (new)
9	Flute	Shure SM 58	AUX 4		tall	Reverb (as needed)
VOCALS						
10	Vox (guitarist)	Shure SM 58	AUX 1		midsize	Reverb (as needed)
11	Vox (percussionist) (w/ kanjira, shakers)	Shure SM 58	AUX 3		tall	

Mic stands – tall (3) ; midsize (3) ; short (3)

MICs Summary	QTY	
Shure SM 57	3	<p>If some Mics not available, then equivalent mics can be used</p> <ul style="list-style-type: none"> • If Shure Beta 57 or Beta 52A unavailable, use SM 58 • If Shure SM 81 unavailable, use SM 57
Shure SM 58	3	
Shure Beta 57	1	
Shure Beta 52A	1	
Shure SM 81	1	

Please forward a copy of this list, to your Sound contractor

STAGE SOUND:

- Preferably a Digital Desk – Yamaha / Digidesign / Soundcraft / Behringer / Midas / Digico / Allen & Heath
- **FOH Mixer must be a minimum of 12-Channels.**
- Must **be serviced and cleaned prior to show.**
- The sound engineer needs to have **eye contact with all the musicians on stage.**
- The Stage/FOH **power source must be earthed.**
- **Sound & Light power sources/generators must be different.**

TECHNICAL REQUIREMENTS

SOUND SYSTEM (<i>Loudspeakers</i>)	LIGHT
<p>L'Acoustics / D&B / JBL / RCF / Yamaha or equivalent</p> <p>- System should be of even coverage throughout the entire venue</p> <p>- System should be configured in Stereo</p>	<p>Soothing Lights.</p> <p>Stage needs to be well-lit.</p>

STAGE SETUP / SOUNDCHECK:

- **1 person needed onstage** for load-in, setup, load-out.
- First, all our Music Instruments to be set onstage (*and also Mics, Music Stands, Stools etc.*).
- **Only after** all the backline gear is positioned and operational onstage, we need **minimum 1 hour (sound check)**, post which our instruments cannot be moved from the stage.
- **2 Water bottles (0.5 L) per Musician.**
- **We do not share our instruments with anybody.** In case of another artist, separate sound setup, amps, drumkit must be provided for them.
- The organizer must provide **ample security**, for the safety of our band's equipment.

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