

## STAGE PLOT & TECH RIDER

(Percussionist will be atleast 5-feet backward from Guitarist & Flutist)

### PERCUSSIONS (sit)



### GUITAR (sit)




### FLUTE (sit/stand)



AUDIENCE

### MUSICIANS' REQUIREMENTS

	Qty	Specs	Note
Backline (PERCUSSIONS): <b>you can rent as part of Drumkit, from any Music shop or Sound vendor</b>			
<b>Cymbals</b>		1 Ride (20") 1 Crash (16") 1 Splash (10") 1 pair Hi-hat (14") ( <b>Thin cymbals</b> )	<u>Zildjian</u> K-series / ZBT-series or <u>Paiste</u> PST-series / 201-series or <u>Meinl</u> Byzance-series (Thin) or <u>Istanbul</u> XIST-series / Agop-series / OM-series
<b>Cymbal Stands (w/ Boom)</b>	<b>4</b>	<b>with Nut, Felt, Sleeves</b>	for Ride, Crash, Splash, Windchimes+Cowbell
<b>Floor Tom</b>	<b>1</b>	16" (preferred) or 14"	
OTHERS:			
<b>Mics &amp; Stands</b>		as per I/O sheet (page 3)	
<b>Phono-to-Phono Cables</b>	<b>2</b>		<b>Guitar cables - new (preferred)</b>
<b>Stage Monitors</b>	<b>3</b>	RCF (preferred) / JBL / Yamaha or equivalent	
<b>Guitar Stand</b>	<b>1</b>	w/ Neck Holder (preferred))	
<b>Stools (OR Armless chairs)</b>	<b>2</b>	<b>NO Armrest</b>	minimum 2' - max. 2.5' (height)
<b>Tables – small, low-height</b> (to keep Flutes, Percussions etc.)	<b>2</b>		minimum 2' (length) x 1' (breadth) x 2' (height) OR equivalent
<b>Electric-Power Supply Board</b>	<b>1</b>		To power on 1 Guitar & 1 EFX Processor
<b>Sun-shades</b>	<b>3</b>	<b>during Soundcheck</b> (if open-air venue, during Summer)	

**MIXER INPUT LIST**

INPUT #	INSTRUMENTS	MICs	AUX Patch	INSERT	Mic Stands	NOTE
<b>RHYTHM</b>						
1	Tabla	Shure SM 57	AUX 1		midsize	
2	Baya	Shure Beta 57	AUX 1		midsize	
3	Cajon (front)	Shure SM 57	AUX 1	Gate 1 / Comp 1	short	
4	Cajon (back)	Shure Beta 52A	AUX 1	Gate 2 / Comp 2	short	
5	Floor Tom	Shure KSM-32 / Sennheiser E-604	AUX 1	Gate 3	midsize	
6	Hi-Hat	Shure SM 81	AUX 1		midsize	
7	Overhead	Shure SM 81	AUX 1		tall	
<b>MELODY</b>						
8	Guitar	DI	AUX 2			Guitar Cables (new)
9	Flute	Shure SM 58	AUX 3		tall	Reverb (as needed)
<b>VOCALS</b>						
10	Vox (guitarist)	Shure SM 58	AUX 2		midsize	Reverb (as needed)
11	Vox (percussionist) (w/ Khamak, Kanjira, Shakers)	Shure SM 58	AUX 1		tall	

**Mic stands** – tall (3) ; midsize (5) ; short (2)

MIC Summary	QTY
Shure SM 57	2
Shure SM 58	3
Shure Beta 57	1
Shure Beta 52A	1
Shure KSM-32 / Sennheiser E-604	1
Shure SM 81	2

**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 16-Channels / Direct Outs.**
- Must **be serviced and cleaned prior to show.**
- The sound engineer needs to have **eye contact with all the musicians on stage**, so consider raising the entire mixing position if necessary, usually about 1-foot is sufficient.
- The Stage/FOH **power source must be earthed.**
- **Sound & Light power sources/generators must be different.**

## **OTHER TECHNICALS**

**(Sound & Light power sources must be different)**

<b>SOUND SYSTEM (<i>Loudspeakers</i>)</b>	<b>LIGHT</b>
<p><b>L'Acoustics / D&amp;B / JBL / RCF / Yamaha</b> or equivalent</p> <ul style="list-style-type: none"> <li>- System must consist of a 3-way or 4-way system with sufficient amplification and speaker enclosures to cover the entire seating area (<i>Venue's Maximum Capacity</i>)</li> <li>- System shall be of even coverage throughout the entire venue</li> <li>- Adequate center fills to be provided by vendor incase stage is more than 30-feet wide</li> <li>- System should be flown whenever possible or elevated. System, if stacked, should be a maximum of 6-feet from front of main stage (<i>both Left &amp; Right</i>). This includes the sound wings and is applicable any time the system is not flown.</li> <li>- System should be <b>configured in Stereo</b></li> </ul>	<p><b>Soothing Lights.</b></p> <p><b>Stage needs to be well-lit.</b></p> <p><u>OPTIONAL:</u> Moving head spots / beams (<i>no washes</i>), Profiles, PAR, LED Moving Lights, Quantum, Batten, Strobe, Sharpy/ Pointee, Laser, Haze, Way Blinder, Smoke machine</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.**
- **2 Fans, Sun-shades needed onstage** (*during Summer Heat*).
- **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.

## **DRESSING ROOM RIDER:**

- 4 chairs, a Full length Mirror
- **Snacks** (*Sandwiches / Sausages / Burgers / Meat slices*), **Vegetables** (*fresh cucumbers, salads etc.*), **Fresh Fruits, Juice**, Water bottles.
- **Hot Meals after the concert** (*Lunch/Dinner/Pizzas etc.*).
- **If the organizer/fest/venue can't provide hot meals, then EUR 20 per person per day, should be provided.**
- a **Trash-bin**, a **Sink** (*with soap*), a roll of **Paper Towels/Napkins & Toilet** nearby, is needed.
- The room should have the possibility to be locked and the keys of the room to be given to the Band Manager/Tour Manager. If the room can't be locked during our performance, then another secure location must be provided.

**CONTACT** : Ms. Maria: (+34) 672519473 (*Whatsapp*) / Mr. Susnata: (+91) 8146127653 (*Whatsapp*)

gharanamusic@yahoo.com / facebook.com/GharanaFusion