

**STAGE PLOT & TECH RIDER**

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

**BASS (stand)**



**PERCUSSIONS (sit)**




**GUITAR (sit)**



**FLUTE (stand/ sit)**



## MUSICIANS' REQUIREMENTS

	Qty	Specs	Note
Backline (DRUMKIT): <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> )	<i>Zildjian K-series / ZBT-series</i> or <i>Paiste PST-series / 201-series</i> or <i>Meinl Byzance-series (Thin)</i> or <i>Istanbul XIST-series / Agop-series / OM-series</i>
<b>Cymbal Stands</b> (w/ Boom)	<b>4</b>	<b>with Nut, Felt, Sleeves</b>	<i>for Ride, Crash, Splash, Windchimes+Cowbell</i>
<b>Floor Tom</b>	<b>1</b>	<b>16"</b> (preferred) or 14"	
Backline (GUITAR):			
<b>Guitar Amp</b> (optional)	<b>1</b>	<b>Marshall JCM-800 / Roland JC-120 / Vox AC-30</b>	<b>If Amp is already available onstage, then ok or else no problem</b>
<b>Bass Amp</b>	<b>1</b>	<b>Ampeg / Hartke / SWR / Gallien Kruger</b>	
<b>DI box</b>	<b>2</b>	<b>BSS / Radial / Klark Technik or equivalent</b>	
OTHERS:			
<b>Mics &amp; Stands</b>		<b>as per I/O sheet (page 3)</b>	
<b>Stage Monitors</b>	<b>4</b>	<b>RCF / JBL or equivalent</b>	
<b>Phono-to-Phono Cables</b>	<b>5</b>		<b>Guitar cables - new (preferred)</b>
<b>Music Notation Stand</b>	<b>1</b>		
<b>Guitar Stands</b>	<b>2</b>	<b>w/ Neck Holder (preferred)</b>	
<b>Stools</b> (OR Armless chairs)	<b>3</b>	<b>NO Armrest</b>	<b>minimum 2' - max. 2.5' (height)</b>
<b>Tables – small, low-height</b> (to keep flutes, percussions etc.)	<b>1</b>		<b>minimum 2' (length) x 1' (breadth) x 2' (height)</b> OR equivalent
<b>Electric-Power Supply Boards</b>	<b>2</b>		<b>To power on 1 Guitar &amp; 2 EFX Processors</b>
<b>Sun-shades</b>	<b>4</b>	<b>during Soundcheck</b> (if open-air venue)	

**MIXER INPUT LIST**

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

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

<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>Soothing Lights.</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:**

- In case of an outdoor show, we need the stage covered and also the sound console.
- **2 persons 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*).
- In case there is another artist performing as well, we'll perform first.
- **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:**

- Secure greenroom backstage, minimum **5m x 5m** (*w/ Air Conditioning & Lock*) **OR** a 2-door Vanity Van backstage for our exclusive use  
**OR** Book 1 good room in a 3-4 star hotel/guesthouse near the venue, that we can use as a dressing room and then drive to the stage.
- 5 chairs, Full length Mirror
- Juices, Snacks, Water bottles

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