

DIRTY SOUND MAGNET

Technical Rider

Technical management

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General information

This document describes the technical requirements for a venue of at least 200 people. This rider is part of the contract and can be modified at any time.

Crew

- 3 musicians
- 1 roadie / merch

Sound check

- 1 hour of stage setup
- 1 hour of sound check and light check on the stage in the dark and without public

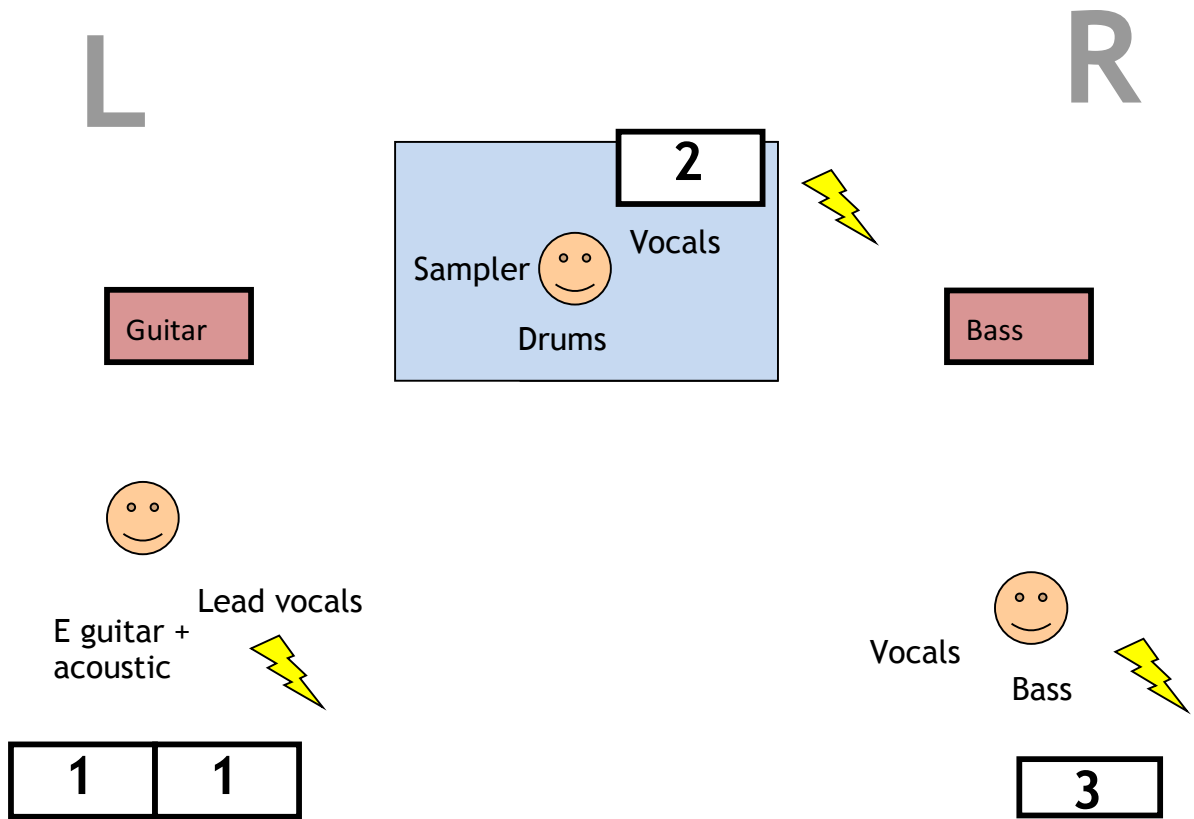
Sound





- 4 wedges (NEXO 45N12, PS15, PS10 or MTD115)
- Microphones and DI (see patch list section)
- Talk Back
- 100 dB authorization (if required)

Stage

- « Black box » stage
- Professional stage – 750kg/m², 8x8m
- 5 stage decks of 2x1x0.4m for the drums

Stage plan



	Power 230V/10A
	Monitor
	Amps
	Stage deck 2x3x0.4m

Patch List

(As we don't bring our sound engineer along, this is purely informative and the resident sound engineer can do the micing as he wish. The setup is not complicated.)

Line #	Name	Mic / DI / Line
1	KK out	
2	SN top	
3	Floor Tom	
4	Rack Tom	
5	OH Left	
6	OH Right	
7	Pad	DI
8	Bass 1	DI
9	E Guitar 1	Sm57
10	E Guitar 2	Sm57
11	Acoustig Guitar	DI
12	Lead vocals GTR	Beta 57 (own mic)
13	Vocals Drums	Beta 57 (own mic)
14	Vocals Bass	Beta 57 (own mic)

Sound guidelines

Example of a live sound : <https://youtu.be/ovGIRNm0lh4>

Drums

- Vintage philosophy. No need to over compress it.
- Keep the dynamic alive. No need to make it too big.
- Keep the gate on the kick to a minimum.

Bass

- Subs are removed on purpose, no need to add extra bottom end.
- On some parts, the bass plays the role of a second guitar.

Guitar

- Keep it natural.

Vocals

- Guitar = main > add reverb + delay for long screams.
- Bass = backing > needs more reverb and slight delay.
- Drums = backing > has is own FX on stage (sorry for that 😊).