

# 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

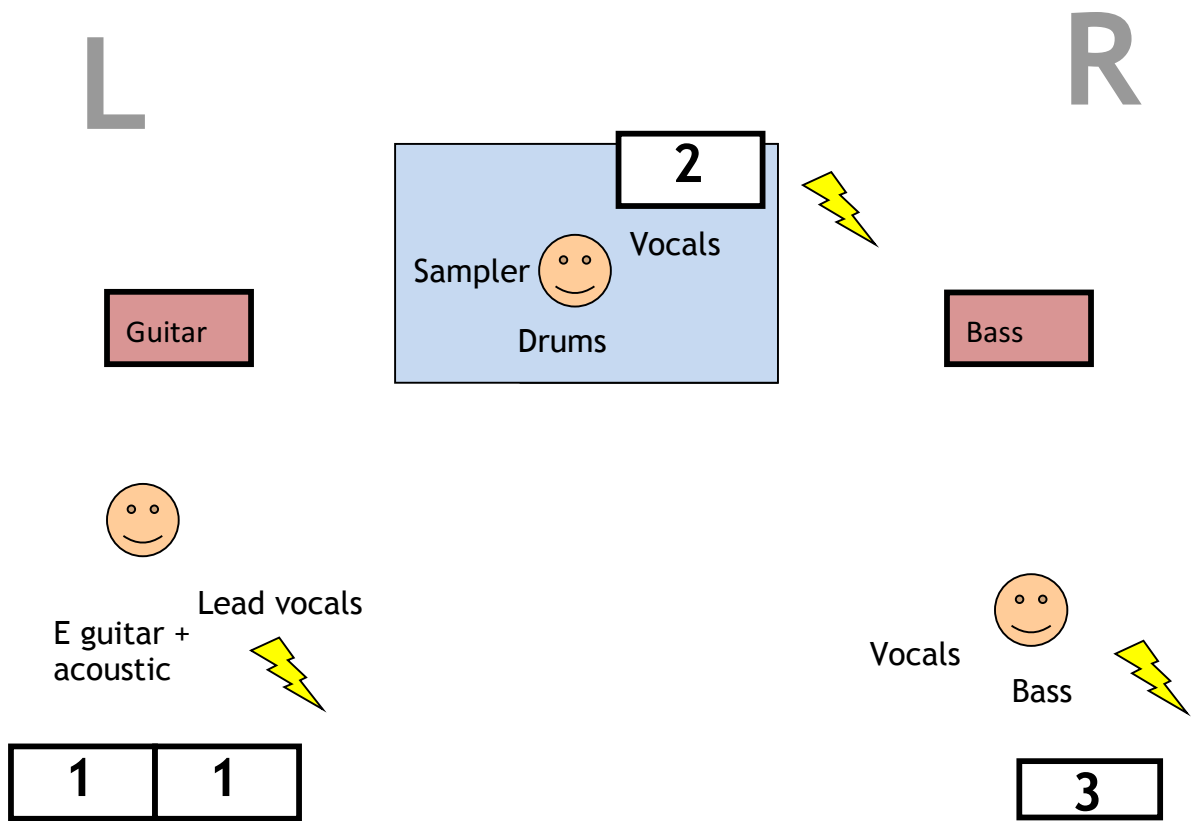
### Sound





- 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/m<sup>2</sup>, 8x8m
- 5 stage decks of 2x1x0.4m for the drums

# Stage plan



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

## Patch List

Line #	Name	Mic / DI / Line
1	KK out	
2	KK rear (attack)	
3	SN top	
4	Floor Tom	
5	Rack Tom	
6	OH Left	
7	OH Right	
8	Pad	DI
9	Bass 1	DI
10	E Guitar 1	Sm57
11	E Guitar 2	Sm57
12	Acoustig Guitar	DI
13	Lead vocals GTR	Beta 57 (own mic)
14	Vocals Drums	Beta 57 (own mic)
15	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

- No need to put too much subs.
- On some parts, the bass plays the role of a second guitar.

### Guitar

- Keep it natural.

### Vocals

- Guitar = main > has is own FX.
- Bass = backing > needs reverb and slight delay.
- Drums = backing > has is own FX.