

SURAJ
MANI
O TATTVA
THE & TRIP

Tech-Rider

IMPORTANT

It is requested that if any of the equipment mentioned below is unavailable or if alternatives are to be searched for, please inform the sound engineer/manager of the band well in advance.

ENGINEER

Mr. Jay

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THE LINE UP

NAME	INSTRUMENT	AMPLIFIER	DI / MIC	INPUTS	AUX SEND
SURAJ MANI	VOX	*	1 X SHURE SM58 1 X DI (BSS/KT)	1 X VOX 1 X DI	MIX 1 (IEM MONO) MIX 2 (WEDGE)
NAVEEN THOMAS	ELECTRIC GUITAR	* Mesa Boogie Dual Rectifier with (4X12 cab) * Fender Twin with Marshall 1960 (4X12 cab) * Marshall JVM * Fender Hot Rod Deville	* Sennheiser E906 (AMP) Or Shure SM 57 (AMP) 1 x SHURE SM58 1 X DI (RADIAL) Or 1 X DI (BSS)	*	MIX 7 (STEREO)
HARSHIT MISRA	BASS GUITAR	* Galline kruger 410 cabinet x 2 (STRICTLY NO HARTKE/ MARKBASS BASS AMPS) * Gallien Kruger Head RB 1000 (STRICTLY NO HARTKE/ MARKBASS BASS AMP HEADS)	1 X SHURE SM58 1 X DI (BSS/KT)	2 X 1/4 inch instrument cables (Jack to Jack)	MIX 3 (IEM STEREO)
JEORAJ STANLY	DRUMS	*	1 X SHURE Beta 91 1 X SHURE Beta 52 3 X SHURE SM 81 2 X SHURE SM 57	2 X KICK 2 X SNARE 1 X HAT 3 X TOMS	MIX 5 (STEREO) MIX 6 (SUB MIX OF DRUMS)

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ACCEPTABLE CONSOLES

Digidesign Venue / Yamaha PM5D / Midas / Soundcraft

1. Console must have a minimum of 32 input channels, with 6 Stereo AUX Sends for monitors

2. Console should be placed at front center position from stage at 1/3 the length of venue from stage and a minimum of 60ft. from PA system.

OUTBOARD SIGNAL PROCESSING (Not required if digital console is provided)

Six channels of (6) 31 band graphical EQ's for L-R and 6 monitors (Acceptable unit : BSS, KT 31, DBX)

Eight (4) Gates

Eight (4) Compressors

*Multi Effects Processor and Digital Delay - TWO (2) units
(Acceptable Units : Yamaha2000, Eventide, TC Electronics, Lexicon, Roland)*

MONITOR SYSTEM

4 IEM (Stereo) | 2 Wedges | Sub for Drummer

PATCH LIST

PATCH NUMBER	INSTRUMENT	MIC
1	KICK IN	BETA 91
2	KICK OUT	BETA 52 \ AUDIX D6
3	SNARE TOP	SM-57
4	SNARE BOTTOM	SM-57
5	HI HAT	SM-81
6	TOM (A)	E-604
7	TOM (B)	E-604
8	FLOOR TOM	E-604
9	OH (L)	SM-81
10	OH (R)	SM-81
11	BASS GUITAR	DI
12	ACOUSTIC GUITAR	DI
13	ELECTRIC GUITAR	DI
14	ELECTRIC GUITAR (VOX)	SM-58
15	BASS GUITAR (VOX)	SM-58
16	MAIN (VOX)	SM-58
17	AMBIENT (PAN HARD L & R IEM)	2 X PENCIL CONDENSORS

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STAGE REQUIREMENTS

Stage size :

A minimum of 20' x 18' with a 8' x 8' riser for the drummer.

Drum-Kit :

[Pearl / Mapex / Yamaha]

20" Kick | 14" Snare | 8" Tom | 10" Tom | 12" Tom (holder, connecting to the Cymbal Stand)

15" Floor Tom | 4 X Cymbal Boom Stands | 1 X Snare Stand | 1 X Hi - Hat Stand

1 X Crash (Paiste / Zildjian / Sabian) | 1 X Ride (Paiste / Zildjian / Sabian) | 1 X Hi - Hat (Paiste / Zildjian / Sabian)

1 X Throne | 1 X Lyric Stand

BASS AMP :

Ampeg SVT / Trace Elliot / Hartke

STAGE REQUIREMENTS FOR NAVEEN THOMAS

1 X power strip | 2 X guitar stands | 4 X instrument cable

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LIGHT REQUIREMENTS

For indoor venues, the lighting must be sufficient to make face and eyes of all artists on stage visible and provide sufficient visibility to all significant parts of the stage.

DISCLAIMER

The production manager or bands representative shall maintain complete and total control over all aspects of the audio and lighting systems and their usage.

Band and their representatives assume no responsibility for damages to equipment or penalties incurred for violations of applicable ordinances regarding sound or noise limitations.

MISCELLANEOUS

The sound, stage and lighting systems must be fully operational prior to bands load- in time.

All outboard gear, monitor mixes, and AC circuits must also be in place. A stage plot is provided for this purpose.

A generator for backup is recommended.

Production Company shall have enough microphone stands and cables to mic the band.

Kindly inform the band in case you are not able to meet any of the requirements mentioned in this rider for approval on alternative arrangements.

SOUND CHECK:

Sound check will be scheduled prior to the opening of doors. It shall not be limited as to length.

Doors will be held as necessary to facilitate a proper sound check.

Only working personnel will be allowed in venue during sound check unless authorized by band's representative.

The stage will not be struck or moved after sound check except under the direction of the production or stage manager.

Channels on the console will not be shared.

The band will definitely need 2hrs of sound check time.