

TECHNICAL RIDER



Stage

- The stage must be at least 6m x 4m in size.
- It must be stable, level, free from wobbling or vibrations, clean, and dry.
- For open-air events, the stage must be weather-protected with a roof and sidewalls.
- If possible, we would appreciate a 2m x 2m drum riser.
- It would also be desirable to have the option to hang our backdrop (2.5m x 2.5m).

PA-System

- A high-quality PA system that is properly sized and configured for the venue is absolutely necessary.
- DIN 15905-5 volume limits should be reasonably achievable.
- We do not require specific brands, as long as operational safety and quality standards are met.
- Amateur or home audio systems are not accepted.
- Ideally, subwoofers should have a dedicated input.
- The front area of the audience should be covered with front fills, and balconies should be equipped with properly time-aligned speakers.
- If possible, these should also be fed with separate inputs.

Light

- The lighting setup should allow for a show appropriate for the stage size.
- A lighting technician must be on-site to operate and adjust the lighting as needed in coordination with the band during the concert.

Power Supply for Backline

- A 230V AC power circuit (Schuko) is required, separately protected with 16A fuses.
- The power distribution for instruments is shown in the stage plan.
- Each position on the stage plan must have at least one three-way power outlet available.

Mikrophones

- Luna Soul only uses microphones for vocals and drums.
- Vocal microphones are provided by the band.
- The stands (except for the main vocal stand), drum microphone set, and XLR cables must be provided by the organizer or the event's technical provider.
- Approximately 30 XLR cables should be available, preferably with a sub-distribution unit at the drum set (12 or 16 inputs).
- When working with our own technical crew, we may bring some selected microphones.
- We are flexible and will use what is most practical for the setup.

Below is a list of the required drum microphones and signals:

Signal	Microphone:	Notes
BD-IN	Beta 91A	
BD-OUT	Beta 52A	Already mounted at the sound hole
SD-1-TOP	SM57, M201, V Beat	
SD-1-BOT	SM57, M201, V Beat	
SD-2-TOP	SM57, M201, V Beat	
SD-2-BOT	SM57, M201, V Beat	
CLAP	NT5, SE8, Pro37, KM184	
HH	NT5, SE8, Pro37, KM184	Also suitable as "Underheads"
OH-L	NT5, SE8, Pro37, KM184	Also suitable as "Underheads"
OH-R	NT5, SE8, Pro37, KM184	Also suitable as "Underheads"
FloorTom	Beta 56A, V Beat, e604, Beta 98	
RackTom	Beta 56A, V Beat, e604, Beta 98	

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FoH/MoH (Front of House / Monitor Mix)

- We bring our own In-Ear Rack (Stage Left) with a Soundcraft Mixer including a passive splitter.
- A 24 Input + 1 Return multicore (approx. 2.5m) is available for the FoH.
- A channel list will be provided (see next page).
- We handle our own In-Ear mix.

Important:

- If the previous band used monitor wedges and stage space is limited, please remove them before our set. Thank you!
- We use backing tracks, so please consider this during soundcheck.

We Bring:

- Stage Rack: Soundcraft UI24, Router, Passive Splitter & possibly wireless systems (see channel list on next page)
- 4x In-Ear Monitoring: In-Ears, In-Ear Sticks (wired, active) or Shure PSM900 & PSM300
- Electric Guitar: + Pedalboard, Fender Twin Reverb Tonemaster Amp (XLR output, no mic needed)
- Electric Bass: + Pedalboard, Built-in DI (XLR output), Clean-DI via additional DI-Box available
- Vocals: 1x SE-V7, 1x Beta 58A (wired) or Sennheiser EW500 G4 AW+
- Drums: Kick, Snare, optional Snare 2, Clap-Stack, Floor Tom, Rack Tom, Ride, 2x Crash, Hi-Hat
- Backdrop: Luna Soul (2.5m x 2.5m)

FoH Requirements (if Luna Soul brings its own FoH technician):

- FoH position: Should be at ground level, centrally located, and for open-air events, it must be weather-protected in front of the stage.
- Minimum size: 1m x 2m, preferably with a table at approximately 1m height.
- Power supply: A 16A Schuko power outlet must be available directly at the FoH position.
- Free CAT cable to the stage, minimum CAT5e (for control network).
- If we bring our own mixing console, an additional CAT5e cable must be provided to the stage.
- Mixing console requirements:
 - Minimum: Digital console with 24 Inputs & 8 Outputs at the stage, 8 Inputs & Outputs locally, total processing: 32 Inputs and 16 Buses.
 - We are flexible, but the following consoles are preferred:
 - Allen & Heath (SQ, Avantis, dLive, GLD)
 - Yamaha (QL-, CL-, DM7-Series)
 - Show file available!
 - Please avoid the following consoles:
 - Behringer X32, Soundcraft SI-Series, and Presonus StudioLive-Series

Wireless Systems:

During shows with our sound technician, Luna Soul uses up to four wireless systems.

The following frequency bands must be reserved:

- Shure PSM900 G7E: 506 - 542 MHz
- 2x Shure PSM300 K3E: 606 - 630 MHz
- Sennheiser EW500 G4 AW+: 470 - 558 MHz

If wireless systems are available at the venue, we can use them after prior consultation.

However, for hygienic reasons, it is very important for us to use our own microphone capsules (compatible with Shure and Sennheiser systems).

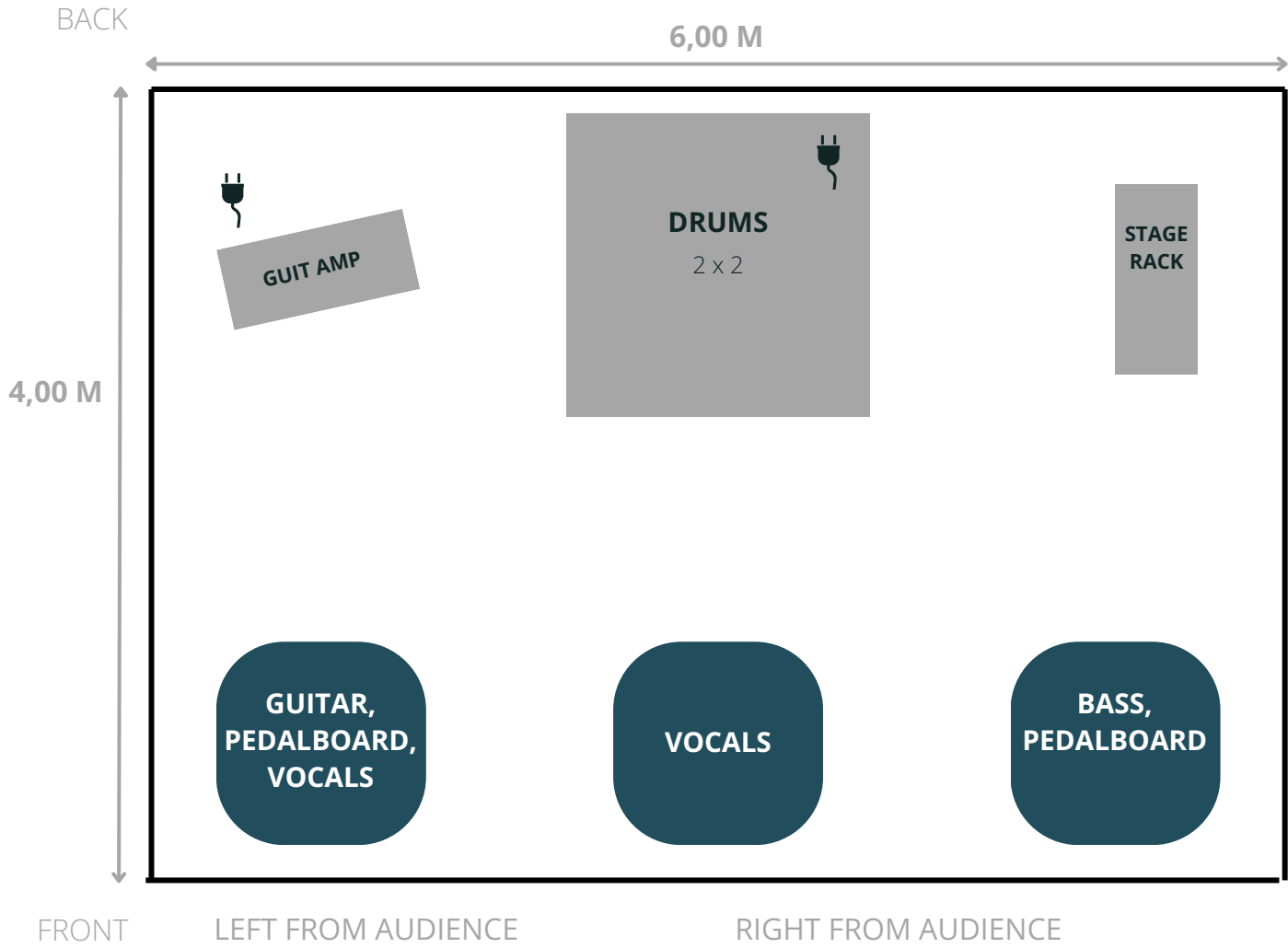
For small stages, we do not use wireless systems.

In-Ears and microphones will be used in a wired configuration.

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STAGE SETUP

(Standard, no extra Guest Musicians)





LUNA SOUL	CH#	INPUT-SOURCE	COMMENT
*	1	BASS	Bass pedal-Board XLR-Direct Out
	2	BASS-DI	<i>Optional</i> , Clean DI from FX-SEND from Pedalboard
*	3	BD	Shure Beta52A mounted inside
*	4	SD -1	Snaredrum 1
*	5	SD -2	Snaredrum 2
*	6	HH	Hihats
*	7	OH -L	Overheads Left
*	8	OH -R	Overheads Right
*	9	TOM-F	Tom Floor
*	10	TOM-R	Tom Rack
*	11	GIT-JO	XLR-Direct-Out from guitar amp
*	12	VOX-JO	Vocals Jordi
*	13	VOX-LI	Vocals Lisa
	14	INST A	For guest Musician
	15	INST B	For guest Musician
	16	INST C	For guest Musician, <u>NOT ON MONITORS!!</u>
*	17	BT-L	BackingTracks Left
*	18	BT-R	BackingTracks Right
	19	AMB 1	Ambience micro 1
	20	AMB 2	Ambience micro 2
	21	BU-1	Backup 1
	22	BU-2	Backup 2
	23	BU-3	Backup 3
	24	BU-4	Backup 4
	25	Return to MoH	Output from FoH to MoH, Talkback on Inears, use free Instr. Or Talkback Input

- *Essential Inputs, always needed