

I HATE MYSELF BECAUSE

Technical Rider

General

It is possible to deviate from this document, but any changes must be negotiated and approved by the artist before being implemented.

Stage:

Musician 1: Guitar 1 + Vocals.

Musician 2: Guitar 2.

Musician 3: Bass guitar.

Musician 4: Drums.

We provide:

- 2 guitars,
- 1 bass guitar,
- 1 microphone BETA 57A,
- 2-3 Jack cables,
- Guitar pedals.

Backline Requests

Provide a competent sound engineer to setup, sound check, and run sound during the event.

Sound system

1. High quality sound system (speakers, subs) which is fitting to the size of the venue. It needs to be of these following brands: L'Acoustic, Meyer Sound, Adamson, Nexo.
2. Stage monitor for every musician.
3. Mixer (Midas PRO, or equiv.).

Guitars + Vocals

1. 2 Guitar amps. Perfectly some of these:
 - Fender Twin Reverb
 - Marshal JTM45
 - Fender Blues Junior
2. 2 Guitar Stands, 1 Bass Guitar Stand.
3. High quality microphone stand.

4. Separately: 4 220V sockets, 3 220V sockets, 3 220V sockets.
5. 1 Bass Guitar amp. Perfectly one of these:
 - Ampeg Rocket Bass 210.
 - Markbass 151 Pure Bass Combo.

Drums

Provide a drumset of one of these brands (professional series): Sonor, Yamaha, Pearl, Ludwig, Gretsch. Cymbals: Zildjian K custom (or equiv).

- Bass drum 22x18"
- Snare 14" or 13" + snare stand
- Tom 10"
- Tom 12"
- Floor tom 14"
- Hi-hat 13" or 14" + stand
- Ride 20" + cymbal stand
- Crash 16" + cymbal stand
- Crash 17" or 18" + cymbal stand
- Drum throne
- Bass drum foot pedal

Heads: Any high quality drum heads
 UPD (01.03.24). Cymbals are optional

Input List

Required: Microphones for every channel (except no 8, 11), Cables for every channel.

Ch	Instrument	Mic
1	Kick	BETA 52A (or equiv)
2	Snare	SM57 (or equiv)
3	Tom 1	SM57 (or equiv)
4	Tom 2	SM57 (or equiv)
5	Tom 3	SM57 (or equiv)
6	Overhead 1	Pencil condenser.
7	Overhead 2	Pencil condenser.
8	Bass Guitar	Direct Out
9	Guitar 1	SM57 (or equiv)
10	Guitar 2	SM57 (or equiv)
11	Vocals	BETA 57A (provided by the artist)
12	Snare Bottom (optional)	