

TIME FOR HEROES

First of all, thank you for your interest in booking a show for Time for Heroes. Below is a list of our technical requirements designed to provide optimum effectiveness at the day of the show. If there are any questions or if you have trouble providing any of the below mentioned please do not hesitate to get in touch with us before the day of the show and we will work out a solution.

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TECHNICAL RIDER

I. FOH

PA: Coda, Qsc, Nexo, Das Audio, HK Audio, Jbl or analog with sufficient power to supply a clean and undistorted 110dB SPL RMS to the mixing desk.

Mixer: Behringer X32 or analog with from 13 to 17 empty channels and with 4 or more empty aux channels.

II. INPUT LIST

- ch. 1 - lead vocals (Artem, line)
- ch. 2 - lead vocals (Ericka, line)
- ch. 3 - backing vocals (Andi, mic)
- ch. 4 - acoustic guitar (via DI box)
- ch. 5 (link) - electric guitar (line)
- ch. 6 (link) - electric guitar (line) *
- ch. 7 - keys (via DI box)
- ch. 8 - electronic bass (via DI box)
- ch. 9 - kick (mic)
- ch. 10 - snare - top (mic)
- ch. 11 - snare - bottom (mic) *
- ch. 12 - hi-hat (mic) *
- ch. 13 - rack tom (mic) *
- ch. 14 - floor tom (mic)
- ch. 15 (link) - overheads (mic)
- ch. 16 (link) - overheads (mic)
- ch. 17 - click (via DI box)

* optional

III. EQUIPMENT ON STAGE

Stands:

- 3 (three) boom microphone stands with holders (for Shure SM58, Sennheiser E945);
- 1 (one) keys stand;
- 1 (one) laptop stand;
- 2 (two) music stands;
- 2 (two) guitar stands;
- 2 (two) boom cymbal stands;

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- 1 (one) straight cymbal stand;
- 1 (one) hi-hat stand;
- 1 (one) snare stand.

Microphones:

BACKING VOCALS - Shure SM58 or analog;
AMP (2nd electric guitar) - Shure SM57 or analog;
KICK - Shure SM52 / Sennheiser E902 / Audix D6 or analog;
SNARE - Shure SM57 / Audix i5 or analog;
TOMS - Sennheiser E604 or analogs;
HI-HAT - AKG C451 / Shure SM81 or analog;
OVERHEADS - Sennheiser E614 or analogs.

Drums:

Brands: Yamaha, DW, Truth, SJC, Truth, Tama, Pearl (not the cheap models).

Dimensions: kick 22", rack tom 12", floor tom 16", snare 14/5.5"

The drums should be solidly set up on a floor carpet (approx. 160 cm x 200 cm)

Cables:

The cables listed below are required to plug in our equipment. We assume that the all equipment on stage, including mics/DIs/monitors, is already connected and works properly by the time we arrive at the soundcheck.

- 3 (three) ts cables (3 m long or above);
- 4 (four) xlr cables (6 m long or above);
- 2 (two) 3.5mm trs (minijack) -> 2 mono unbalanced ts (jack) cable.

Guitar equipment:

- 1 (one) electric guitar combo (Fender Blues Junior, Fender Hot Rod Deluxe, Fender Deluxe Reverb, Orange Rocker or Rockerverb series / or suitable analogs).

Monitors:

- 3 (three) wireless in-ear monitor systems (earphones aren't required): Sennheiser EW300 IEM / Shure PSM 300 / Audio-Technica M3 or analogs;
- drummer's monitor via separate mixer (for example Yamaha MG06) OR via 4th wireless in-ear monitor system;
- *floor monitors may be used at the discretion of a sound engineer if there are empty monitor lines available.*

Other:

- 4 (four) DIs Radial J48 / or suitable analogs;
- drum throne, height adjustable, strong and stable;
- bass drum pedal: Pearl Eliminator / Demon Drive / DW (5000 and above) / Sonor Giant Step, Tama Iron Cobra;
- cymbals: Zildjian (A Custom, K Custom, Avedis) / Sabian (AAX, HHX).

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Drum shield using is extremely welcome!

IV. STAFF

We will need a qualified sound engineer, stage technician and lights technician. At the moment we do not have a regular engineer, so we depend heavily on the staff on-site.

V. STAGE PLAN

