

MICROCLOCKS

microClocks are:

Andy: Guitars
Stephan: Keys/Synths & Add-Vox
Olli: Add Keys & Guitars
Hendrik: Drums
Jens: Main-Vox

Please read this rider carefully in its entirety and direct any questions to the above contacts. We prepare this rider so that confusion can be avoided. Thanx!

1 FOH Equipment - Minimum-Requirements

Please supply the following equipment:

1.1 Console

24-channel mixingdesk with at least 8-Aux-busses and a 4-band-EQ with parametric mids.
(For example: soundcraft series 5, Yamaha PM5000)

1.2 Outboard

7 x Compression (dbx, bss, xta)
5 x NoiseGates (dbx, drawmer, bss, behringer)
2 x Reverb
1 x Tapdelay
1 x Multi FX unit (yamaha spx 990, spx 2000, lexicon pcm)

1.3 Stageboxes

adequate number of stageboxes to handle the signals as needed

2 Monitor System

A monitor-system as shown at the stageplan with 31-Band-EQ for each way.

2.1 Monitor Speakers

5 - 7 monitor-speakers (depending on the stage-size) as shown at the stage-plan.

2.1 In-Earing (Drummer)

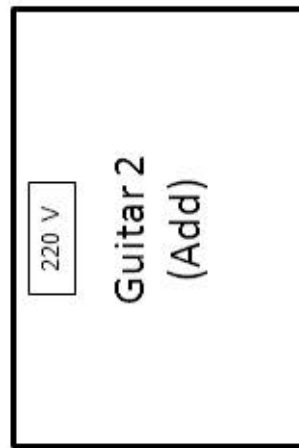
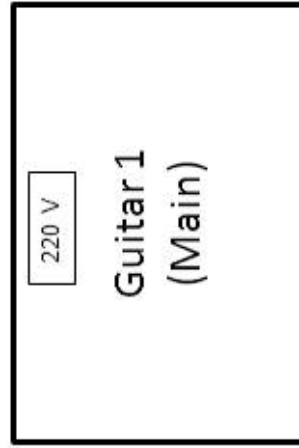
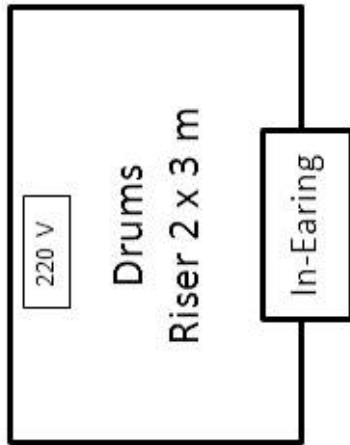
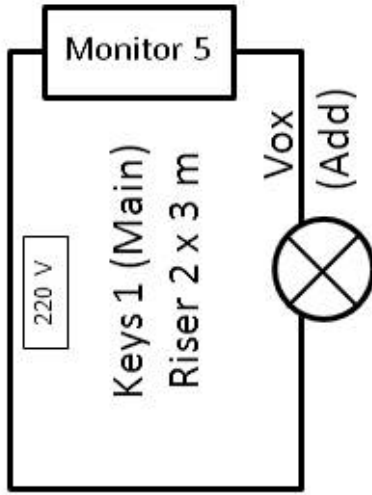
Keys, Synths & Sequencer – Signals are conducted into our sub-mixing-console to route just one stereo-signal to the stage-mixer. All these submixer-signals (including a tempo-click) will be routed additionally to the in-earring-station of our drummer.

Additionally the signals of drums, guitars and main-vocals (each as a mono-signal) have to be re-routed to our drummers in-earring-station.

3 Channel-Requirements:

Ch.	Instruments	Outputs	Inserts / FX
1	BassDrum	Mic	Gate / Comp.
2	Snare	Mic	Gate / Comp.
3	HiHat 1	Mic	
4	HiHat 2	Mic	
5	Rack - Tom 1	Mic	Gate / Comp.
6	Rack - Tom 2	Mic	Gate / Comp.
7	Floor - Tom	Mic	Gate / Comp.
8	Overhead (L)	Mic	
9	Overhead (R)	Mic	
10	Bass (Sequencer)	Klinke --> DI	
11	E-Guitar 1	Klinke --> DI	
12	E-Guitar 2 (Add)	Klinke --> DI	
13	Keys, Synth & Sequencer (L)	XLR	
14	Keys, Synth & Sequencer (R)	XLR	
15	Vox (Main)	Mic	Comp. / Reverb / Delay
16	Vox (Add)	Mic	Comp. / Reverb / Delay

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Vox
(Main)



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4 Onstage requirements

This section of the technical specification covers the band's Onstage Requirement in full. These ensure a smooth running show and any deviations from this rider must be agreed with the bands Production Manager prior to the concert.

4.1 Backline Requirements

Lights:

Backtruss: 4 x 6bar Par64 CP 62 (LEE 106, LEE 119, LEE 201)

1 x Pair of ACL

Fronttruss: 2 x 6bar Par64 CP 61

2 x Blinders

Stage:

8 x Par64 Floorspots CP 62 (4 x LEE 106, 4 x LEE 119)

1 x Strobo

1 x Cracker

1 x Strong fan to spread the smoke on stage

1 x Smoke-machine or Hazer

4.2 Cabling

Power, Lighting and PA cables must be taped well down, covered or ducted between stagemonitors.

4.3 Risers

Dimensions:

3 of around 2m x 3m x 0,30m

All risers must be solid in construction and non-flexing.

If wooden, riser surface must be carpeted and brackets must be affixed in order to make keyboard and drums stand steady.

5 Quick change Room / Backstage room

This room must adhere to the following criteria:

- 1) key-lockable and protected against thievery
- 2) 6 chairs and a table
- 2) One full length mirror
- 6) 12 plastic bottles (0,5l) of **still** water (unchilled)

Thank you for taking the time to read this document which forms an integral part of the artist-contract and as such, deviations from this rider will be seen as breach of contract. We will accept alternatives to the above but these must be discussed in advance of the show with the band and/or engineers listed above. If you have any problems or confusion, please contact Jens Tetzner on the above numbers.

Thanx for cooperation!