

FROZEN INFINITY

Tech Rider

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1. Stage and sound setup

1.1 Stage

The stage should at least be 6x4m (WxD), plain and splinter free. Ideally there should be a drum riser sized 2.5x2x0.4m (WxDxH) on the far side of the stage as well. The stage floor as well as any stage structures (lighting rigs etc.) have to be compliant with the current regulatories of the venue.

1.2 Front of House (FoH) sound

The PA system should be appropriate for the venue. The quality should conform to reasonably professional standards (no DIY solutions).

Unless otherwise agreed, the venue is responsible for the FoH-sound.

1.3 Monitoring sound

The monitoring sound and setup will be done by the band. The venue agrees to provide a 16-port-multicore leading from the far side of the stage to the FoH.

The monitoring sound will be mixed seperately from the FoH-sound and will not influence the FoH-sound in any way, shape or form. The microphones and stands needed as well as their positioning are found in section **2.1 Channel list** of this document, unless otherwise agreed.

The cables needed for the microphones have to be placed from the positions found in the **Stage Setup** document to the monitoring console (see **2.2 On-stage equipment** and **Attachment stage_setup.pdf**).

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1.4 Lighting

No lighting fixtures are expected by the band. If there is lighting however, we'd like to know beforehand so that maybe some of it can be used if possible.

1.5 Merchandise

The venue has to provide 1 desk and 2 chairs as well as 1 power outlet in the immediate surroundings of the stages for merchandise sale. The merchandise section has to be easily accessible for the audience (Entry hall of the venue, concert hall, etc.).

1.6 Power supply

Apart from reasonably dimensioned power outlets for the FoH-PA and lighting fixtures, there needs to be 1 separately protected 16A/230V power circuit with at least 7 power outlets on stage. For positioning of the outlets see the **Stage Setup** document. The fuse box for this circuit has to be freely accessible before and during the show. The whole power supply must conform to current regulations.

1.7 Backstage

A separate room for the band has to be in close proximity to the stage. If possible, this room should comfortably accommodate at least 5 people, with enough seating and chilled beverages (non-alcoholic, unless agreed to otherwise). If in any way possible, the room should provide direct access to the stage without leading through the audience.

1.8 Parking

There need to be at least 2 parking spaces directly at the venue for loading and unloading.

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1.9 Questions

As a general rule, the band is willing to compromise, as long as it's to the good of the event.

If you have questions to these informations or further technical inquiries, please contact:

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2. Technical Specs

2.1 Channel list

No.	Instrument	Type*	Stand	Effects**
01	Kick Inside	Shure Beta 9A or similar	Small stand	gate
02	Kick Outside	Optional		
03	Snare Top	Shure SM57	Claw	comp
04	Snare Bottom	Optional		
05	Tom 1	Sennheiser E604 or similar	Claw	gate
06	Tom 2	Sennheiser E604 or similar	Claw	gate
07	Tom 3	Sennheiser E604 or similar	Claw	gate
08	Tom Floor	Sennheiser E604 or similar	Claw	gate
09	Overhead L	AKG C391 or similar	Large stand	
10	Overhead R	AKG C391 or similar	Large stand	
11	Guitar 1	None (Modeller)		
12	Guitar 2	None (Modeller)		
13	Bass	None (DI)		
14	Keyboard	None (DI)		
15	Vocals 1	Shure SM58	Large Stand	comp

* Microphones can be provided by the band if necessary

** Effects are only necessary if the band is in charge of the FoH-Sound

2.2 On-Stage equipment

Nr.	Art	Typ
I	Monitoring Rack	Behringer X32 Rack. Signal will be split beforehand
II	Vocal Mics	SM58, 1x On Stage, 1x at the monitoring rack