

TECHNICAL RIDER GOLOSA LA ORQUESTA

P.A. SYSTEM



The ideal audio system must generate between 100 and 130 dB SPL at the front of the sound console. The system must be aligned and phased before the sound check.

If the live mix console is not located in front of the stage as usual, it will be necessary to incorporate a STEREO CUE where the console is, in order to have an idea of what is going out of the main P.A. system. It would be ideal to have an iPad or similar system for making the sound check and the performance in the best way possible.

1	KICK IN	SHURE BETA 91
2	KICK OUT	SHURE BETA 52 (ATRIL CORTO)
3	SNARE UP	SHURE BETA 98a, SENNHEISER E604, SM57
4	SNARE DOWN	SHURE BETA 98a, SENNHEISER E604, SM57
5	HIHAT	SHURE SM 81
6	TOM 1	SHURE BETA 98a, SENNHEISER E604
7	TOM 2	SHURE BETA 98a, SENNHEISER E604
8	FLOOR TOM	SHURE BETA 98a, SENNHEISER E604
9	OVER HEAD L	SHURE SM 81
10	OVER HEAD R	SHURE SM 81
11	WAVEDRUM	D.I.
12	GUITAR AMP	SENNHEISER E609, SHURE SM57
13	SEQ L	D.I.
14	SEQ R	D.I.
15	KEY 1 L	D.I.
16	KEY 1 R	D.I.
17	KEY 2 L	D.I.
18	KEY 2 R	D.I.
19	BASS	D.I.
20	VIOLIN L	D.I.
21	CUATRO	D.I.
22	PERC ACCESSORIES	SHURE SM57
23	LEAD VOCAL	SENNHEISER E945, E845, SHURE SM58
24	VIOLIN VOCAL	SENNHEISER E845, SHURE SM 58
25	GUITAR VOCAL	SENNHEISER E845, SHURE SM 58
26	KEY VOCAL	SENNHEISER E845, SHURE SM58
27	DRUM VOCAL	SENNHEISER E845, SHURE SM58

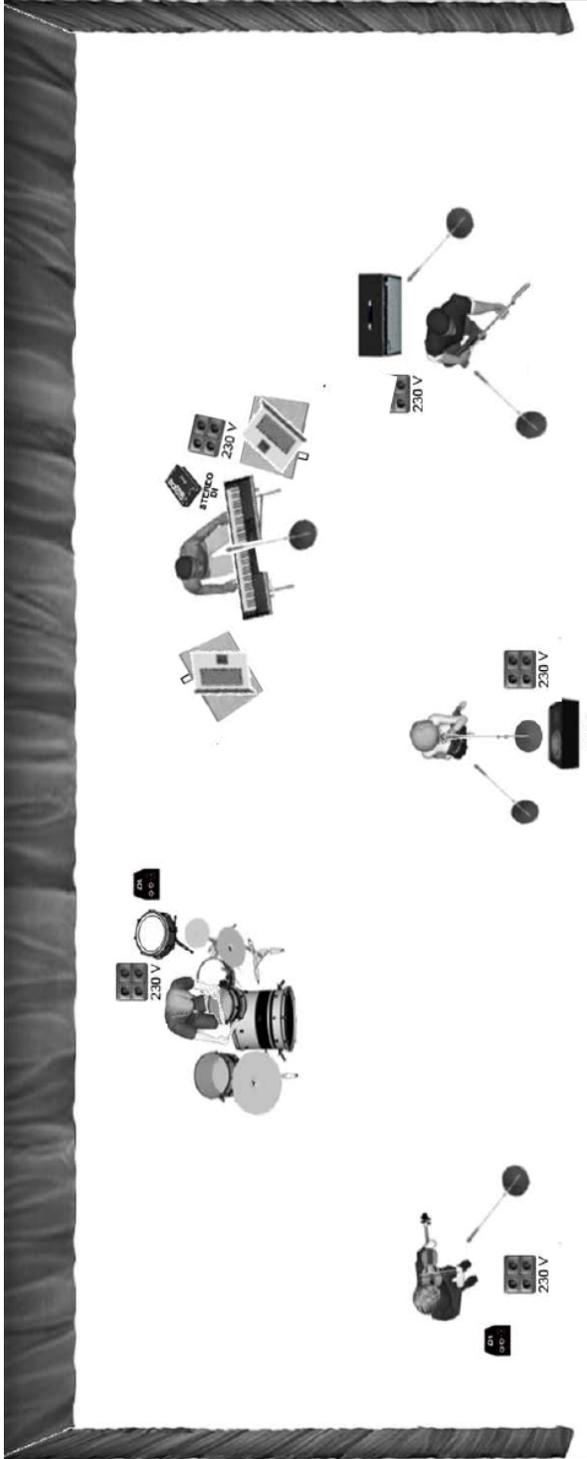
MONITOR SYSTEM



The monitor system should be a dedicated console for the purpose located either in the front of the stage or by the side. Our second preference will be from auxiliary buses from the live mix console (this will require extra time either for the sound check or prior performance). Monitors should be the same brand and must have $\frac{1}{2}$ octave EQ for feedback issues. Minimum power for each: 100W RMS. Below you can see the Mixes ideal order and the Stage Plot.

- **MIX 1 : VIOLIN / STEREO MONITOR IDEAL / MONO MONITOR**
 - **MIX 2 : LEAD VOCAL / STEREO MONITOR IDEAL / MONO MONITOR**
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 - **MIX 3: GUITAR / STEREO MONITOR (2 SPEAKERS) OR STEREO IN EAR**
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 - **MIX 4: KEY / PERSONAL MONITOR SYSTEM (CONSOLE) - STEREO SIGNAL PATH IS REQUIRED.**
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 - **MIX 5: DRUMS / PERSONAL MONITOR SYSTEM (CONSOLE) - STEREO SIGNAL PATH IS REQUIRED.**
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- **If possible, please also include StageSide-fill Monitoring as well, located by the sides, providing a high quality stereo master monitoring for the musicians.**

STAGE PLOT GOLOSA LA ORQUESTA



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|----|------------------|----|--------------|
| 1 | KICK IN | 4 | SNARE DOWN |
| 5 | HIHAT | 8 | FLOOR TOM |
| 9 | OVER HEAD L | 12 | GUITAR AMP |
| 13 | SEQ L | 16 | KEY 1 R |
| 17 | KEY 2 L | 20 | VIOLIN |
| 21 | CUATRO | 24 | VIOLIN VOCAL |
| 25 | GUITAR VOCAL | | |
| | | | |
| 2 | KICK OUT | 3 | SNARE UP |
| 6 | TOM 1 | 7 | TOM 2 |
| 10 | OVER HEAD R | 11 | WAVEDRUM |
| 14 | SEQ R | 15 | KEY 1 L |
| 18 | KEY 2 R | 19 | BASS |
| 22 | PERC ACCESSORIES | 23 | LEAD VOCAL |
| 26 | KEY VOCAL | 27 | DRUM VOCAL |



TECHNICAL VISIT & SOUND CHECK

Golosa La Orquesta will require a prior sound check, either the day before, or in the morning before the show. We won't bring all the band to the sound check, just the keyboard player and the drummer. In case there is not a sound check please let us know in advance so we get to know the place and the sound systems before the performance. The sound check will require ideally 2 hours tops.

BACKLINE

Gear & instruments

Golosa La Orquesta will require the following gear and instruments for the stage:

1. **5 microphone stands for vocal microphones.**
2. **1 stand for the Roland Wavedrum.**
3. **Double Stand For Keyboards**
4. **2 Notebook Stands.**
5. **At least 15 microphone stands for instruments/amp (drum kit, bass amp, accordion LR) .**
6. **At least 4 to 5 short microphone stands for kick drum, snare down, and guitar amp.**
7. **Guitar Amp: FENDER TWIN REVERB or similar.**
8. **Drum Kit :**
 - **Kick drum (with kick drum pedal), snare drum (with snare stand), Shell Pack 3 Toms, 3 stands for cymbals and 1 stand for the Hi Hat (4 in total).**
 - **1 drum kit dedicated saddle(chair).**

 - **Current Power Points (electricity) Keyboard player 1 (220),Guitar pleyern 1 and 1 current point for the drummer (220) (for the Roland Wavedrum). 220 V ONLY FOR KEYBOARDS AND DRUMS.**

- **A *CONTRA - RIDER* will be required for us to know what backline is available and what is not.**

The list is an *optimal* way of working for us, if there is any issue before the performance let us know and we can modify whatever is needed (reducing channel inputs or microphone availability). Any case, contact us:

Nico Romero
whatsapp: +56977077764
e-mail: nicoromerobucarey@gmail.com

Gus Valenzuela
Whatsapp: + 56 9 8149 5953
e-mail: golosalaorquesta@gmail.com