

3 Dayz Whizkey

TechRider

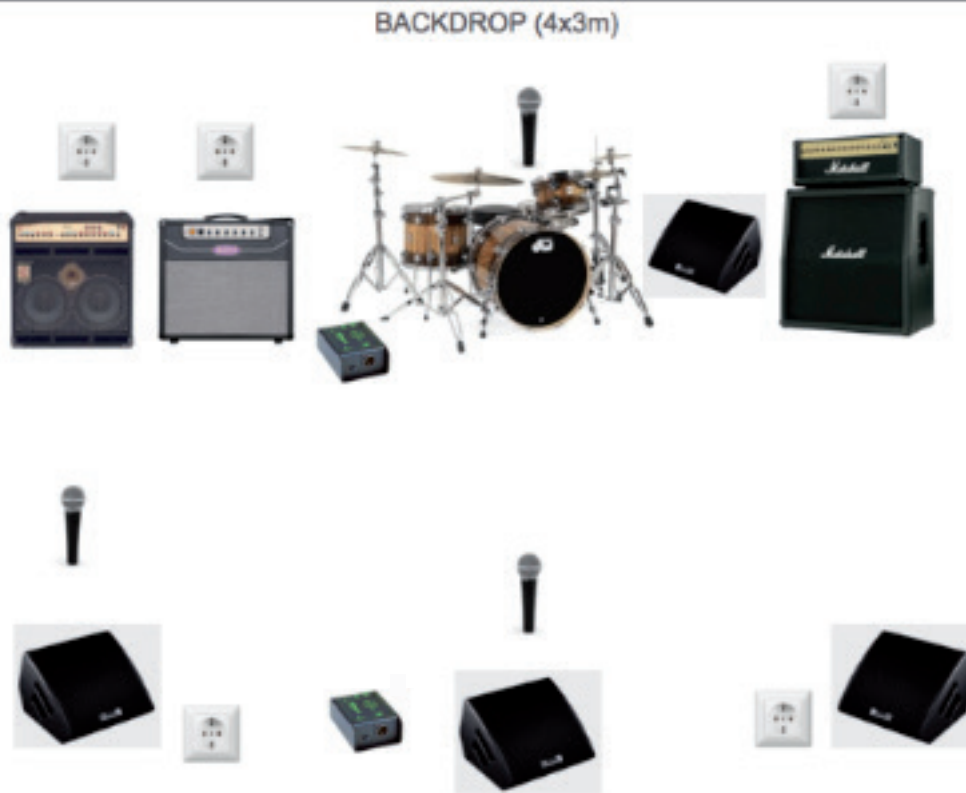
FoH Requirements:

1 experienced Sound-Engineer
1 experienced Lighting-Engineer
Professional PA-System (V-DOSC, d&b e.g.) suitable for the venue
Professional Lighting-System
24 channel high quality mixing console (analog or digital)
4 high quality monitors
4 way monitor mix (all pre fade)
2 high quality FX-Processors
Tap Delay
Professional 2x32 band graphic EQ (Klark Teknik e.g.)
CD-Player
8 Compressors
5 Gates

FoH Channel-List:

Kick	Comp/Gate	EV RE20 e.g.
Snare	Comp/Gate	SM 57 e.g.
HiHat		Sennheiser e614 e.g.
Tom hi	Gate	Sennheiser e904 e.g.
Tom mid	Gate	Sennheiser e904 e.g.
Tom lo	Gate	Sennheiser e904 e.g.
Overhead L		Sennheiser e614 e.g.
Overhead R		Sennheiser e614 e.g.
Bass	Comp	DI (Amp-integrated)
Guitar 1 (T.G. Copperfield)	Comp	SM 57 e.g.
Guitar 2 (Brad the Snake)	Comp	SM 57 e.g.
Acc. Guitar 1		DI
Acc. Guitar 2		DI
Lead Voc (Wireless)	Comp	Shure Beta 87 e.g.
Drum Voc	Comp	Shure SM 58 e.g.
Bass Voc	Comp	Shure SM 58 e.g.
FX1 return L		
FX1 return R		
FX2 return L		
FX2 return R		
Tap delay return		
CD-Player L		
CD-Player R		

Stage Plan:



Artist Requirements:

“3 Dayz Whiskey” comprises 1 vocalist, 4 musicians

Backstage:

A secure dressing room with a mirror located directly next to the stage. If this is not possible, please provide a small, screened off changing area next to the stage.