

Valina Technical Rider

Light requirements:

1 light engineer who is well skilled with the local system.

Keep it simple, no frantic moving-light action! Please try to make slow fades, focused on the tension of the music and not on the rhythm.

No strobe light! No fog!

Please avoid both HardRock aesthetics and disco aesthetics! The rest is all yours!

Sound requirements:

A PA-System well fit for the venue and a monitoring system well fit to the P.A.

F.O.H.

1 sound engineer who is skilled and familiar with the local sound system.

Mixing Console: 21 channels w/ XLR inputs, 48V Phantom Power separately for all channels, 2 semi-parametric mid-filters, PAD, Low-Cut, 4 groups, 2 stereo returns for FX. 3 Aux sends pre fade, 2 Aux sends post fade.

Minimum requirement for small venues:
14 XLR channels, 2 stereo channels, stereo Output Siderack

Note: In case it's a digital console please send in advance the name and modeltype to phil@servus.at

Input list:

1. Kick (G)
2. Snare 1
3. Snare 2
4. HiHat
5. Rack Tom (G)
6. Floor Tom (G)
7. Overhead left
8. Overhead right
9. Bass D.I. (C)
10. Bass Mic
11. Guitar Sunn
12. Guitar JCM 800
13. Saxophone
14. Vox left
15. Vox right
16. Vox drums
17. Vox FOH
18. ReTrun FX1
19. Return FX1
20. Return FX2
21. Return FX2

Stereo Eq or two mono Eq's for the P.A.
Mono Eq's for all monitoring ways
3 Gates (G) 1 mono Compressor, 2 stereo Compressors (C)
2 Stereo Reverbs or 1 Stereo Reverb and 1 Mono Delay

Groups 1-2: drums (stereo C)

Groups 3-4: vox (stereo C)

Stage: 4 Monitors required, 3 upfront, 1 for the drums

All necessary microphones have to be provided by the venue.

Any questions? Write to Phil (Soundguy of Valina): phil@valina.at