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website: <u>The SurfAnauts</u>

This rider is intended to help the organiser and band to ensure that the joint event runs smoothly.

event. Please read the requirements carefully and do not hesitate to contact us at thesurfanauts@gmail.com if there are any uncertainties or certain requirements cannot be met. The set-up described here represents an ideal situation. We are prepared to make reasonable compromises and will certainly find a good solution. Thank you very much!

The SurfAnauts are a three-piece instrumental surf rock band.

PA system

The PA system should be a separate system of hi/mid and sub with enough headroom (also in the bass range (!)) to match the event space. It should be tuned and tested by the time the band arrives for sound check.

Stage

We require a stage area of at least 4m x 4m, better 6m x 4m (see stage plan). For open-air events, the stage should be properly protected from the weather by roof and walls as well as a flat, even stage floor.

If available, our drummer would be happy to have a drum riser with a height of 40-60 cm (2m x 2m

or 3m x 2m) at the centre back of the stage. If possible, the sides of the riser should be black fabric or felt (at least the front side).

We are also happy to have fog machines, especially at the beginning of the concert and during the intro (please do not point them directly at the musicians and use water-based fluid).

The stage should be sufficiently lit (so that we can see our instruments). The lightshow can be colourful and wild, an attentive light technician would be the icing on the cake for the concert.

Power

The power supply for the amplifiers, monitors and PA etc. must be properly earthed (!). Both Lisa (bass, StageRight) and Uli (guitar, StageLeft) need an additional 230V power connection for their effects pedals.

Technician

We are travelling without our own technicians and are looking forward to a nice, competent sound technician who is familiar with the electrical system and ideally already has experience in mixing (surf-)rock bands with a lot of reverb and a good portion of twang. ©

Monitoring

On stage we need two (2) wedges and one (1) drumfill (see stage plan).

Mix 1 - Lisa (bass guitar) -> (StageRight / 1 wedge)

Monitor mix 1 for Lisa: All instruments; bass softer, as she is standing in front of the bass amp. Guitar a little louder, drums a little quieter depending on the stage situation, bass drum a little louder though.

Mix 2 - Uli (electric guitar) -> (StageLeft / 1 Wedge)

Monitor mix 2 for Uli: All instruments; bass a little louder than in the main mix. Drums a little quieter, depending on the stage situation.

Mix 3 - Simon (drums) -> (centre / 1 drum fill)

Our drummer needs one (1) powerful drumfill or wedge next to the drum kit, if possible in a slightly

If possible in a slightly elevated position (on a large case or similar).

Monitor mix 4 for Simon: All instruments; bass, guitar and bass drum a little louder than in the main mix.

Mixing console

The mixing console should have at least 18 free channels, 6 aux paths (4 pre / 2 post), fully parametric EQs and LowCut.

Effects

- Compressor for the bass drum (channel 2)
- if possible, moderate reverb for the snare (channel 3)
- if possible, light reverb for the overheads (cymbals, channels 8 and 9)
- possibly gates to reduce crosstalk from the drum microphones
- possibly compressor for the bass (channel 10)

Backline

Our guitarist Uli will bring two Fender Twin guitar amps, Lisa will bring her Fender Bassman Head and needs an 8x10" bass cabinet with 4 ohms (e.g. Fender Bassman 810 NEO or comparable).

If the required bass cabinet cannot be provided, please contact us in good time (!).

Drums

One (1) professional rock drum kit incl. cymbals, snare and hardware is required. (e.g. Yamaha Stage Custom Studio series or comparable, cymbals: Zildjian A Custom series or comparable).

The shells must be covered with usable skins (e.g. Remo Emperor Coated or comparable); for the snare, a single-layer, coated skin (e.g. Remo Ambassador Coated or comparable) is preferred. Please do not use old, worn-out heads.

The drum kit should consist of the following parts and be set up on a sturdy, non-slip drum carpet $(3m \times 2m \text{ or } 2m \times 2m)$ (see also stageplot):

- one (1) bass drum 20"-22"
- one (1) snare 13" or 14"
- one (1) tom tom 12"
- one (1) stand tom 14" or 16"

Cymbals:

- one (1) hihat 14" (top and bottom)
- one (1) ride cymbal 20"-22"
- one (1) crash cymbal 16".
- one (1) crash cymbal 18".
- Stable, professional hardware (please no wobbly stands or loose mounts), incl. hihat stand and foot machine.
- one (1) height-adjustable (!) drum seat

To avoid misunderstandings: Our drummer only brings his sticks.

A complete drum set including snare and cymbal set with hihat and three (3) cymbals is required.

If required and by prior arrangement, our drummer will be happy to bring his own foot machine, snare and cymbals.

If a high-quality backline drum kit cannot be provided, please contact us in good time (!) so that we can plan accordingly.

Other:

We need three (3) vocal microphones with stable stands (StageRight, Middle and StageLeft). Please no worn out or wobbly stands.

We need two car parking spaces near the stage/loading area for the entire duration of the event.

If possible, the sound check should take place before the audience arrives. We need about 30 minutes, (when everything is set up).

If the stage allows it, we need a fixture to hang our banner (3m long/2m wide).

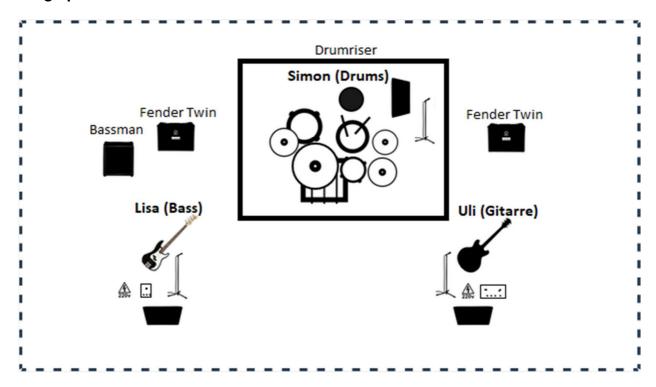
On stage we need mineral water still and medium.

We are NOT vegetarians. If there is catering, we would like something with meat!

There will be four of us travelling. Three band members and a driver who will also help us set up.

Overnight accommodation is also available for four people.

Stage plan:



Checklist:

We need:

- reasonable PA with enough headroom
- 6m x 4m stage area
- free sockets StageRight and StageLeft
- sound engineer
- Mixing console (min. 18 channels, 6 aux ways, fully parametric EQs and LowCut)
- Microphones, cables and stands for miking the drums and amplifiers (see patch / channel list)
- 3 vocal microphones with cables and stands (StageRight, Middle and StageLeft)
- 3 monitors (2 wedges and 1 drumfill)
- 1 bass speaker (cabinet, 8x10, 4 Ohm)
- 1 drum kit (incl. hardware, snare and cymbal set)
- Two parking spaces nearby
- If possible, drum riser, fog machines and lighting equipment with lighting technician (lightshow preferably colourful and wild 😉)

Patch / Channel-Liste

Kanal	Instrument	Mic (Vorschläge)	Position	Ständer (Vorschlag)
1	Kick In	Beta 91, e901, M88TG	Schlagzeug	ohne oder short boom
2	Kick Out	Beta 52, D6, D112	Schlagzeug	Short boom
3	Snare Top	SM57, Beta57,M201TG	Schlagzeug	boom
4	Snare Bottom	SM57, e604, e904	Schlagzeug	Clip oder (short) boom
5	Hihat	Kleinmembran Kondensator	Schlagzeug	boom
6	Tom Tom 1	e904, e604, Beta98	Schlagzeug	Clip
7	Stand Tom	e904, e604, Beta98	Schlagzeug	Clip
8	OH L (Becken)	Kondensator	Schlagzeug	(Tall) boom
9	OH R (Becken)	Kondensator	Schlagzeug	(Tall) boom
10	Bass Mic	MD 421, SM57, D112	Bass-Amp (Mitte)	Short boom
11	Bass DI/Line out – (Backup)	XLR out / DI Box (Optional / Backup)	Bass-Amp (StageRight)	Short boom
12	Gitarre 1 Mic	SM56, SM57, e906,	Gitarre 1- Amp (StageRight)	Short boom
13	Gitarre 2 Mic	SM56, SM57, e906	Gitarre 2- Amp (StageLeft)	Short boom
14	Vocals Lisa (Ansagen)	SM 58	Lisa (StageRight)	boom
15	Vocals Simon (Ansagen)	SM 58	Simon (Center)	boom
16	Vocals Uli (Ansagen)	SM 58	Uli (StageLeft)	boom
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18				
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