

DISCO INFERNO - Technical rider 1/3

F.O.H. Channel order

Ch	Instrument	Microphone	Stand	Wireless	Ch - Frequency	Insert
1	Kick	Trigger / Line	-	-	-	-
2	Snare	Sennheiser E604	Ring mount	-	-	Gate
3	Tom 1	Sennheiser E604	Ring mount	-	-	Gate
4	Tom 2	Sennheiser E604	Ring mount	-	-	Gate
5	Tom 3	Sennheiser E604	Ring mount	-	-	Gate
6	Thunder	Trigger / Line	-	-	-	Gate
7	Oh L	AKG C1000	High boom	-	-	-
8	Oh R	AKG C1000	High boom	-	-	-
9	Bass	D.I. Aphex Optocomp	-	AKG WMS 80 EU62	802.525 Mhz	-
10	Gtr L	Sennheiser E606	Low boom	Line6 Relay G50	2,4 Ghz	-
11	Gtr R	Sennheiser E606	Low boom	AKG Dual PT	805.100 Mhz	-
12	Keys up	D.I.	-	-	-	Comp
13	Keys low	D.I.	-	-	-	Comp
14	Voc Gtr L	Shure Sm58	Boom stand	-	-	Comp
15	Voc Lead	Shure Sm58	Straight stand	Shure PGX4 - R1	815.275 Mhz	Comp
16	Voc Gtr R	AKG C555 headset	-	AKG WMS 80 EU63	813.200 Mhz	Comp
17	Voc Keys	Shure Sm58	Boom stand	-	-	Comp
18	Voc Dms	Shure Sm58	Boom stand	-	-	Comp
19	Minidisc L	<p>These are microphones that we use. They can be replaced by some other, same kind of models too. If necessary, we use our own microphones.</p> <p>We prefer digital mixing consoles, but analog will do as fine, as long as there are at least 32 ch & 8 aux. Some of these would be the best choice: Yamaha LS9, M7, Dm 1000, 02, 01V96.</p> <p>Sound engineer: Masa Taponen +358 41 5755971 masa@discoinferno.fi Band manager: Lipa Liukkonen +358 400 770320 lipa@discoinferno.fi</p>				
20	Minidisc R					
21	Tap Delay L					
22	Tap Delay R					
23	Rev Vocs L					
24	Rev Vocs R					
25	Rev Dms L					
26	Rev Dms R					
27	Pitch Sifter L					
28	Pitch Sifter R					

DISCO INFERNO - Technical rider 2/3

Monitor setup

		Jaska Gtr L 780.125 Mhz	Kalle Voc X 848.400 Mhz	Lipa Gtr R 848.400 Mhz	Ana Bass 791.200 Mhz	Joonas Keys 791.200 Mhz	Ville Dms 780.125 Mhz
Ch	Instrument	Aux 1	Aux 2	Aux 3	Aux 4	Aux 5	Aux 6
1	Kick	-10 db	-20 db	-15 db	-5 db	-5 db	-5 db
2	Snare	-5 db	-5 db	-5 db	-5 db	-5 db	-5 db
3	Tom 1	-10 db	-10 db	-10 db	-10 db	-10 db	-5 db
4	Tom 2	-10 db	-10 db	-10 db	-10 db	-10 db	-5 db
5	Tom 3	-10 db	-10 db	-10 db	-10 db	-10 db	-5 db
6	Thunder	-10 db	-10 db	-10 db	-10 db	-10 db	-5 db
7	Oh L	-10 db	-10 db	-10 db	-10 db	-10 db	-10 db
8	Oh R	-10 db	-10 db	-10 db	-10 db	-10 db	-10 db
9	Bass	-5 db	-15 db	-5 db	+5 db	0 db	-10 db
10	Gtr L	0 db	-5 db	-5 db	-5 db	-5 db	-10 db
11	Gtr R	-5 db	-5 db	0 db	-10 db	-5 db	-10 db
12	Keys up	-5 db	-5 db	-10 db	-10 db	0 db	-10 db
13	Keys low	-5 db	-5 db	-10 db	-10 db	0 db	-10 db
14	Voc Gtr L	0 db	-10 db	-10 db	-10 db	-10 db	-15 db
15	Voc Lead	-5 db	+5 db	0 db	-5 db	0 db	-5 db
16	Voc Gtr R	-10 db	-5 db	0 db	-10 db	-10 db	-10 db
17	Voc Keys	-15 db	-15 db	-10 db	-15 db	0 db	-15 db
18	Voc Dms	-15 db	-15 db	-10 db	-15 db	-10 db	0 db

Aux send levels are as fader level positions.

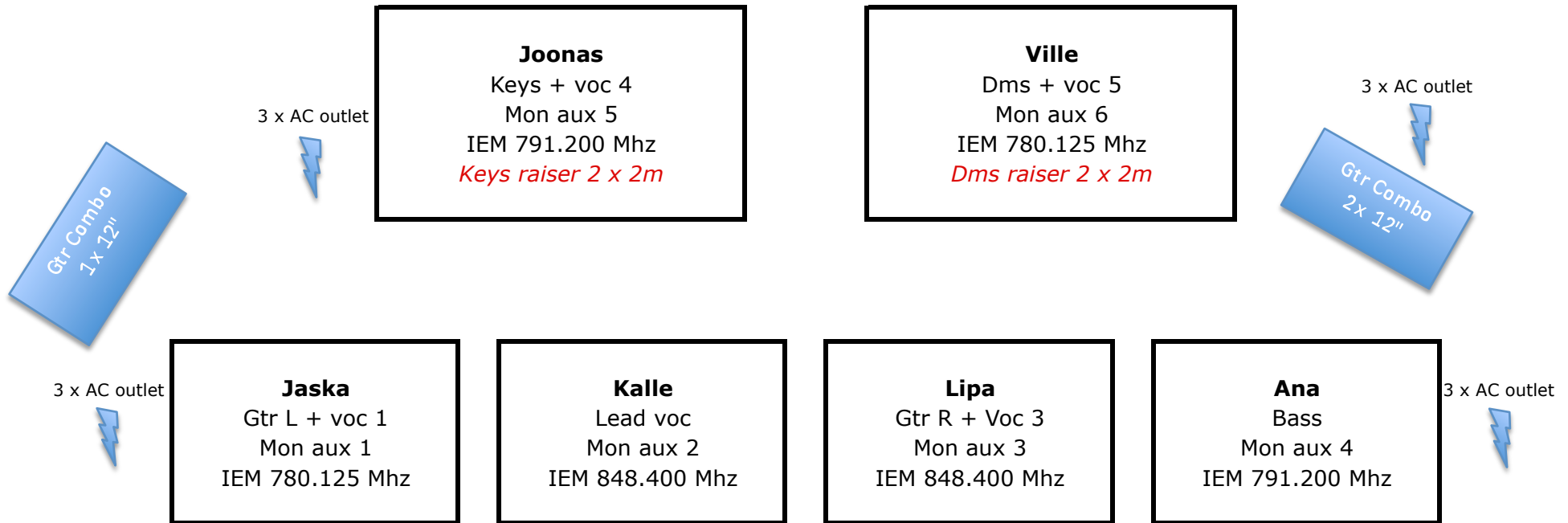
We don't bring our own monitor engineer.

If there is no one available from the house,
the monitors will be mixed from F.O.H.



DISCO INFERNO - Technical rider 3/3

Stage Map



Light:

We would be happy, if there was some kind of light equipment like this:

- Blinders
- Moving heads (for colour wash).
- Led Par cans (or old fashion par cans).
- 1 extra DMX switch channel (for confetti cannons).

- Light engineer to rock the show (*or guide our own light engineer*).
- Raisers for drums and keys would be fantastic!

