

WICKED AURA BATUCADA TECHNICAL RIDER **(FULL LENGTH SET STAGE SETUP)**

All terms and provisions contained herein are integral and binding parts of the WICKED AURA BATUCADA performance contract. All staging and equipment required are to be provided, as specified. CONSULT WICKED AURA BATUCADA IN ANY EVENT WHERE SUBSTITUTION IS REQUIRED.

Should there be a disparity between this Technical Rider and that of another entity, such as but not limited to other acts, venue and sound supplier, this rider will take precedence.

1. STAGE AND POWER

The stage is to be a sturdy, single level platform, at least 30 ft long by 20 ft wide, with a carpeted riser measuring at least 12 ft long, 8 ft wide and 2 ft high assembled back centrestage. The stage is to be set in place and free of encumbrances when the band and the crew arrive for load-in and set-up.

A case of 330 ml to 500 ml mineral, non-carbonated water is required on stage at load-in.

Any delay in starting performance due to incomplete staging is the organiser's sole responsibility.

A storage area that is secured and dry is required for the band's instrument cases. It should be at least 10 ft by 10 ft, near the stage and out of the audience's line of sight.

The power for the PA supplied must be adequate for the size of the venue. WICKED AURA BATUCADA requires a minimum of 4KW for an audience capacity of over 300. For every additional 100 people, the power requirement should increase by 1KW.

Power failure and any delays in performance or sound checks resulting from power-related problem and/or damage to the band's equipment and/or instruments is the organiser's sole responsibility.

2. LIGHTS

Suggested light colors include, but not limited to: green, red, pink, violet, turquoise, yellow and blue. Dimmer board or controller should be positioned at the FOH mix position. Usage of oil-based "smoke" or "fog" machines should be kept to a minimum.

Any use of flame and fire effects or other pyrotechnics, if any, should be made known to the band earlier, and executed at a comfortable safe distance from the band.

3. SOUND SYSTEM

A quality sound system is critical for WICKED AURA BATUCADA's performance. WICKED AURA BATUCADA requires a sound system that consists of the following:

- Minimum 48 Channels mixer of professional quality with 4-band EQ on each channel with Sub-groups or VCAs, 31 band graphic EQ on foldback monitors, 2 digital reverbs and 1 digital delay, a stereo housemix.

- About 48 Channel Snake. Snake must be flown or covered with a runner or taped securely to the floor.
- Microphones and stands/clips as per attached in the MICROPHONE INPUT SHEET.
- 1 CD player for pre-show and break music, if relevant. A selection of music appropriate to the theme of event is required.

Instrument microphones MUST be able to withstand high decibels, especially so with radio clips.

Adequate microphone stands must be provided.

A knowledgeable system tech should always be available at all time to assist. WICKED AURA BATUCADA may, however, bring in a sound tech to mix.

House board is to be positioned in line with centre stage. The distance between the house board and stage should be between 80 ft to 160 ft.

4. MONITOR SYSTEM

WICKED AURA BATUCADA features vocal performances and numerous arranged 'LIVE' drum and percussion sequences, as such the band requires a high quality stage monitor system.

At least 6 mixes to 12 wedges required; 9 mixes preferred.

See stage plot for monitor positioning.

If monitor board is not located FOH, a separate mixing board (for monitors) with at least 6 discreet mixes can be positioned stage side. An experienced engineer should be available at all times to assist with the monitor system.

5. BACKLINE

If the backline gear is a provision of the agreement, the following is required:

ADDITIONAL INSTRUMENTS

Kick Drum

Toms 10" and 12"

LP Bongo

LP timbales with Splash 10" and cowbells

KEYBOARD AMP

One keyboard amp is required, unless otherwise specified.

GUITAR AMP

One guitar amp is required.

Either a **Mesa Boogie Dual Rectifier Stacks 100 Watts and Marshall JVM 210H Stacks or Marshall MG100HDFX and MG412A Cabinet.**

BASS AMP

Bass amp is only required where the show does not utilize a keyboard.

A suitable Ampeg Bass Amp or a Gallien Krueger 800RB is preferred, with at least a 4 x 10" speaker cabinet (2 preferred).

MISCELLANEOUS

2 snare stands

2 cymbal stands

1 hi-hat stand

WICKED AURA BATUCADA WILL BRING:

Surdos, Snares, Snare Accessories, Djembes, Tamborims, Chocalhos, Xeques, Bells, Repiniques, Dhols, Extra skins, Pandeiros, drumsticks, mallets, electric guitar, bass guitars, electronic keyboards, effect pedals, etc.

The instruments brought will depend on the set list.

In the event that some of these instruments need to be provided, WICKED AURA BATUCADA will highlight this to the organizer so that the necessary equipment can be provided as part of the backline requirement.

MICROPHONE INPUT LIST

CH	POSITION	STAND	MIC 1 st /2 nd /3 rd CHOICE	MIX
1	Surdo 1	Boom / Clip	Beta 98D/S	All Mix except 7
2	Surdo 2	Boom / Clip	Beta 98D/S	All Mix except 7
3	Surdo 3	Boom / Clip	Beta 98D/S	All Mix except 7
4	Surdo 4	Boom / Clip	Beta 98D/S	All Mix except 7
5	Kick Drum	Desk Boom	Beta 91/ Beta 52 / D112	2/5/6
6	Hi Rack Tom	Boom / Clip	Beta 98 / Beta 56 – 57	2/5/6
7	Low Rack Tom	Boom / Clip	Beta 98 / Beta 56 – 57	2/5/6
8	Snare 1	Boom / Clip	E904 / SM 57	All Mix except 7
9	Snare 2	Boom / Clip	E904 / SM 57	All Mix except 7
10	Hi Hat	Boom	SM81	
11	Cymbals / Snare Toys Overhead	Boom	SM81	
12	Timbales / Bongo	Boom	SM81	
13	Dhol		XLR	1/2/4/9
14	Djembe 1	Boom / Clip	Beta 98D/S / 98H/C	2/3/4/8/9
15	Djembe 2	Boom / Clip	Beta 98D/S / 98H/C	2/3/4/8/9
16	Djembe 3		Beta 98D/S / 98H/C	2/3/4/8/9
17	Tamborim 1	L/Boom	Beta 98H/C	
18	Tamborim 2	L/Boom	Beta 98H/C	
19	Conga Hi	L/Boom	Beta 98H/C	2/3/4/8/9
20	Conga Mid	L/Boom	Beta 98H/C	2/3/4/8/9
21	Conga Lo	L/Boom		2/3/4/8/9
22	Cuica	L/Boom	Beta 98H/C	1/2
23	Bells	L/Boom	SM 81	
24	Pandeiro	Clamp	Beta 98H/C	
25	Pandeiro Effects	DI	DI	
26	Shakers	L/Boom	SM81	
27	Repinique	S/Boom	Beta 98D/S	1/2/3/4/8/9
28	Main Vox	FM Handheld, Wireless	SM58	1/2/3/4/7
29	Backup Vox 1	Boom	SM58	4
30	Backup Vox 2	Boom	SM58	4
31	Flute	L/Boom	Beta 98D/S	1/2/4/9
32	Guitar 1 Left	S/Boom	E906 / Beta 56-57 / SM57	3/5/6/7
33	Guitar 1 Right	S/Boom	E906 / Beta 56-57 / SM57	3/5/6/7
34	Keyboard 1 Left	DI	DI	3/5/7
35	Keyboard 1 Right	DI	DI	3/5/7
36	Keyboard 2 Left	DI	DI	3/5/7
37	Keyboard 2 Right	DI	DI	3/5/7
38	Bass 1 Left	DI	DI	3/5/7
39	Bass 1 Right	DI	DI	3/5/7
	CD Playback			
	Delay Return			
	Reverb Rtn 1			
	Reverb Rtn 2			

MONITOR MIXES

Mix 1 (To Surdo) – All Surdos, All Snares, Dhol, Repinique, Main Vox, Cuica, Flute

Mix 2 (To Snare) – All Surdos, All Snares, Conga, Djembe, Repinique, Main Vox, Kick Drum, Dhol, Cuica, Flute

Mix 3 (To Main Vox) – Guitar, Keyboard / Bass, All Surdos, All Snares, All Djembes, Repinique, Main Vox

Mix 4 (To Djembe / Conga) – All Surdos, All Snares, Dhol, All Djembes, Repinique, Main Vox, Backup Vox, Flute

Mix 5 (To Guitar) – All Surdos, Keyboard / Bass Guitar, Kick Drum, Guitar

Mix 6 (To Keyboard / Bass Guitar) – Conga, All Surdos, All Snares, Kick Drum, Guitar

Mix 7 (To Backup Vox) – Main Vox, Guitar, Keyboard / Bass

Mix 8 (To Shakers / Bells) – All Surdos, All Snares, All Djembes, Repinique

Mix 9 (To Repinique / Flute) – All Surdos, All Snares, All Djembes, Dhol, Repinique, Flute

Please provide at least these 9 mixes for best effect; priority to be given to mix 1 to mix 6, and subsequently in descending order.

HOUSE MIX

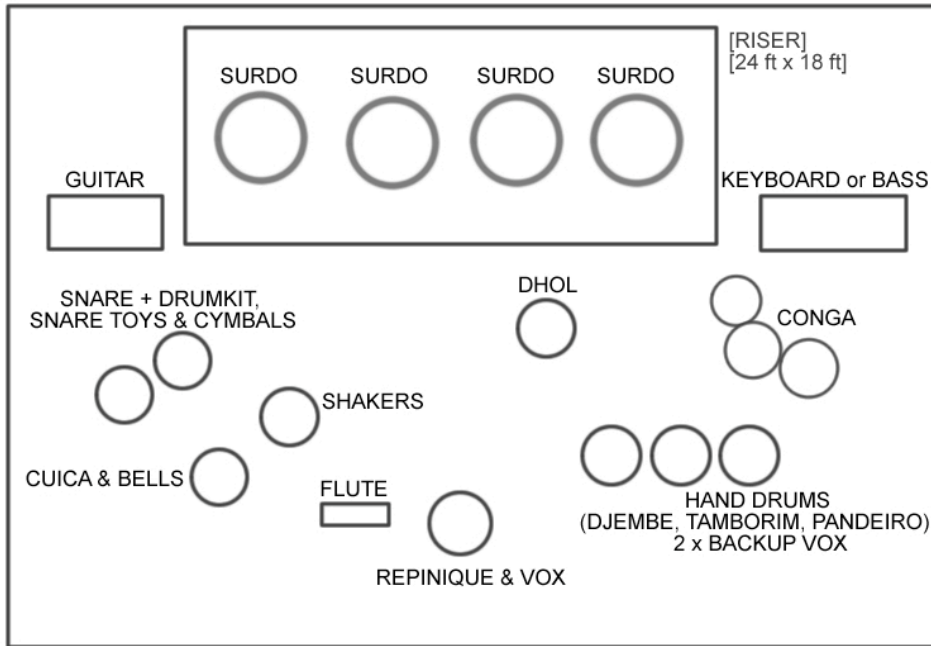
On vocal tracks – 40% instruments, 60% vocals

Digital Delay on all vocals (stereo echo) on all vocals (about 250m/s)

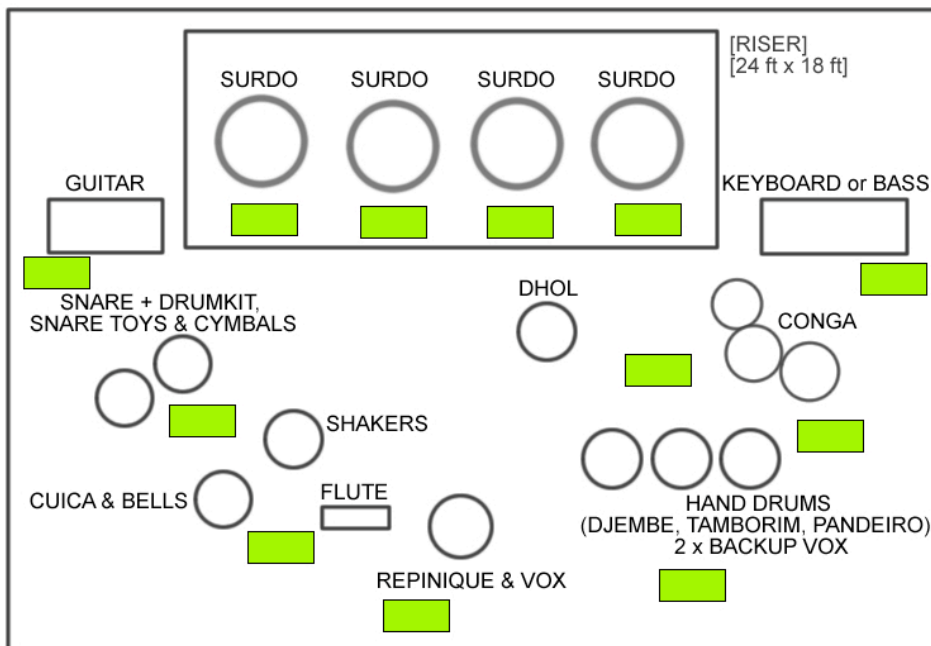
On instrumental tracks with no vocals – 100% instruments

Small room reverb on toms.

STAGE PLOT & MON PLOT



WICKED AURA BATUCADA - STAGE PLOT



 MONITOR

WICKED AURA BATUCADA - MONITORS PLOT