

# King Moroi - stage plot and technical rider

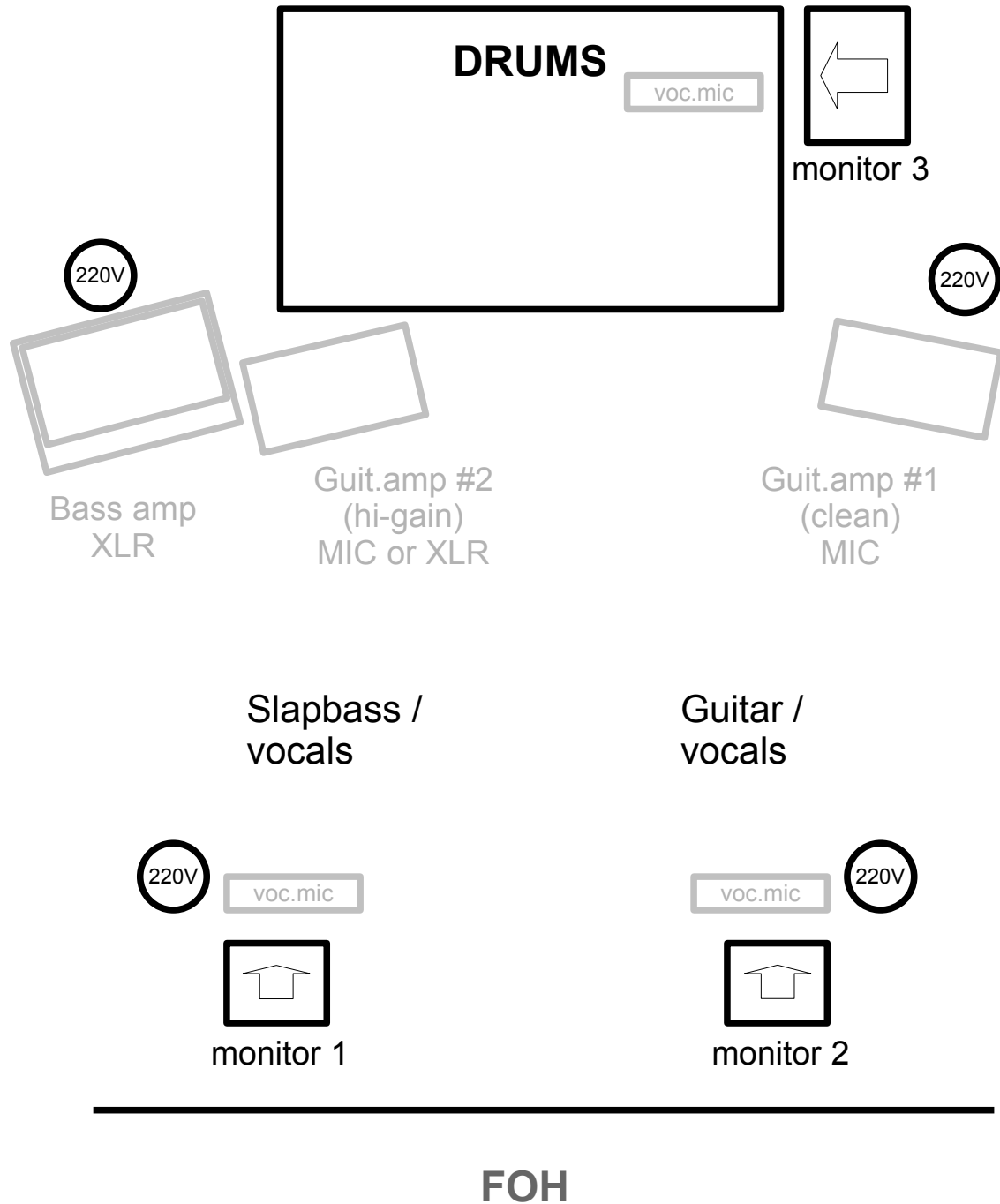
## Technical requirements

<b>P.A.</b>	must provide an adequate power for the size of the venue. Sound engineer must be familiar with the P.A. and must be present at mixer / FOH during soundcheck and the whole show, unless otherwise agreed. <b>Min. 2 monitor boxes are required</b> , one of them for drummer.
<b>Drum set</b>	Jazz set, incl. 1 bass drum, 1 snare, 1 tom, 1 floor tom. 1 Hi-hat, 1 ride, 1 crash, 1 china. Right-handed. <b>Min. 2 mics required, for bass- and snare drums.</b>
<b>Doublebass:</b>	<b>Slap</b> (click) is supposed to be present, <b>must be loud enough</b> to be heard well. Bass amp has an XLR line-out.
<b>Guitar:</b>	has <b>2 channels, both are ON all the time, both must be heard well.</b> 2 amp-mics will be used, both provided by the band. XLR line-outs (simulated) or Box mics will be used.
<b>Vocals:</b>	<b>3 vocal mics</b> , will be provided by the band.

## Soundmixer channels distribution

<b>PA</b> Ch#	<b>What</b>	<b>output</b>	<b>Comment</b>
1	Kick drum		
2	Snare		
3	Tom		For big venues
4	Floor tom		For big venues
5	Hi-hat		For big venues
6	Overhead Left		For big venues
7	Overhead Right		For big venues
8	Bass	XLR line	<b>XLR Line out from the AMP. Click is supposed to be heard.</b>
9	Guitar 2 <sup>nd</sup> channel (left) MESA, hi-gain	Amp(mic) or XLR out	Box mic, <b>PAN: 10AM</b>
10	Guitar 1 <sup>st</sup> channel (right) Fender, clean	Amp(mic) or XLR out	Box mic, <b>PAN: 2PM</b>
11	MIC vocals (Bass) left	XLR	Shure 55 Deluxe
12	MIC vocals (Guitar) right	XLR	Shure 55 Deluxe, w. slapback echo pedal.
13	MIC vocals (Drums)	XLR	Shure SM58 / SM57
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# King Moroi - Stage plot



**Monitor 1 (bass):** bass-vocals, hi-gain guitar, snare, guitar-vocals

**Monitor 2 (guitar):** kick, bass-vocals, guitar-vocals, clean guitar, bass

**Monitor 3 (drums):** kick, snare, bass, clean guitar, bass-voc., guit.-voc., drums-voc