

Guns 4 Roses

Technical Rider

Guns 4 Roses – a Tribute to Guns N’ Roses

Contact Information:

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Please contact with any questions, concerns, required substitutions as soon as possible in advance of the show. We are willing to work with you!

AUDIO REQUIREMENTS:

Guns 4 Roses travel with a self-contained in-ear monitor rig (unless otherwise advanced). The buyer will please provide all microphones and associated cables, DI’s, and additional wedge monitor system as requested below.

Please have all sound equipment, including sound system and accessories (sound console(s), microphones, speakers, cables, etc) and any required backline instruments and amplifiers present and fully operational no later than 4 hours prior to the scheduled event start time.

If there is more than one band at the event, we would require separate inputs from the other acts when possible (exception: shared inputs are to be used for Guns 4 Roses & Walk This Way). Please also chart (or digitally backup on separate memory device) the house system EQ’s and effects used during soundcheck, so they can be reset after any other acts.

Please note that the supplied input list is the minimum required for the presentation of the Guns 4 Roses performance. Please mic all of these inputs for use in the band’s in-ear mixes, even if there are microphones that you would typically not use in your venue FOH mix (i.e. drum overheads). If there are additional microphones you typically would use in your venue FOH mix (i.e. inside kick, bottom snare, close mics for percussion, etc.), please feel free to add as you wish.

FOH Sound System:

The Front of House (FOH) sound system must be capable of producing 20Hz to 20kHz frequency range at 110 dB SPL at the mix position (center of room) without distortion. Speaker coverage of mid-hi mains and subwoofers to adequately provide reinforcement for the entire venue are required. Fill speakers for front of stage and under balconies / alcoves should be provided as required.

FOH Audio Console:

FOH console must have at least 24 channels with XLR inputs and two stereo returns for effects. All mic inputs should have two fully parametric EQs, plus a high and low shelf per channel. Please have subs fed from and Aux or otherwise separately controlled from mains. Digital consoles from Midas, Soundcraft, Yamaha, Behringer (X32), or Presonus (Studiolive 24) are acceptable. If an analog console is provided, please also include the following outboard gear:

1. Graphic EQs for mains and subs
2. 2 effects processors, one for reverb and one for delay
3. 2 channels of compression (lead vocal and backup)
4. Appropriate gates for drum microphones
5. Parametric EQs for wedge monitor feedback tuning

Monitors:

Guns 4 Roses travels with a self-contained in-ear monitor rig that covers the following musicians:

Guns 4 Roses: Rhythm Guitar, Bass Guitar, Drums, and Keyboards

The rig includes a transformer isolated XLR split panel (2x ART S8) for sixteen inputs (see IEM split input list). **FOH will be responsible for** providing any required **phantom power** to these inputs as monitor console is completely isolated behind transformers. Artist will provide a 16-channel XLR output fan (approximate 10ft in length) from this split panel to pass inputs to the FOH snake / input panel. FOH Audio System can provide a guest split (XLR) or P16 Ultramet Split (if Behringer X32 is being used at FOH) to Artist as an acceptable alternative.

Wedge monitors are required across the front of the stage to provide coverage for G4R lead vocals and lead guitar and as a backup system for WTW in the event of IEM failure. It is preferred that three mixes are available for these wedge monitors (stage right, center, stage left) and these monitors will be controlled by either FOH engineer or a buyer supplied monitor engineer.

In-ear monitor rig consists of transformer isolated XLR split panel (2x ART S8 2-way isolated splitter), Behringer X32 Rack Console, 2x Sennheiser G3 ew300 IEM (A band) Transmitters, Sennheiser AC3NT G3 Antenna Combiner, Sennheiser A2003-UHF antenna, and 5GHz Wireless Router. Artist console is pre-wired and pre-mixed from isolated split panel inputs. Again, a 16-channel XLR output fan is provided to pass inputs to the FOH snake / input panel. Note that not all FOH inputs are required in the IEM mixer.

Minimum Stage Audio Equipment Required:

3 x Tall Tripod Boom Microphone Stands (Drum and Percussion Overheads)

3 x Regular Tripod Boom Microphone Stands (Vocals)

3 x Small Boom Microphone Stands (Kick Drum and Guitar Amps)

2 x Small Straight Microphone Stands (Audience Mics – monitor use only)

4 x Passive DIs

3 x Shure Beta58 Vocal Microphones

1 x Shure Wireless Beta58 or Sennheiser Wireless 945 Vocal Microphone

2 x Shure SM57 Microphones (guitar cabinets)

1 x Shure SM81 or Audix ADX51 Microphone (Percussion Overhead)

1 x Drum Microphone Set (minimum of 8 pieces)

1 x Shure Beta 52A (kick) or 1 x Audix D6

2 x Shure SM57 (snare, hat) or 1 x Audix i5 (snare) and 1 x Shure SM57 (hat)

3 x Shure Beta56A (toms) or 2 x Audix D2 (rack toms) + 1 x Audix D4 (floor tom)

2 x Shure SM81 (drum overheads) or 2 x Audix ADX51 (drum overheads)

24 x 20' XLR Cables

Appropriate on-stage sub-snakes and FOH audio snake – compatible with XLR feed from Monitor System

3 x Wedge Monitors (powered or with amps), minimum of one 15" speaker with horn

Personnel Required:

Buyer is to supply at a minimum, the following personnel to support the setup and presentation of the performance. A minimum of one of the below persons must be a fluent English speaker and have expertise in sound equipment in order to communicate with the band:

1. Qualified FOH Engineer – one qualified person to setup and operate sound system – must be familiar with the music of Guns N' Roses
2. Lighting Engineer – one qualified person to setup and operate lighting system
3. Monitor Engineer (optional) – for setup and control of wedge monitor mixes, can be performed by FOH Engineer

4. Stage Hand – for help with load-in and load-out of sound system and backline and initial setup of sound system and/or change-out of backline for festival dates. Not required if sound and lighting system are pre-installed to stage. Can be filled by Lighting Engineer.

STAGE REQUIREMENTS:

Minimum of 24' x 20' stage is required for best presentation of the Guns 4 Roses performance. Stage should have stairs with handrails for access to and from stage.

A minimum of 8' x 8' x 12" carpeted drum riser is requested. An additional minimum of 8' x 8' x 8" riser for percussion and keyboards is requested when possible.

Six – 20 Amp, 120 Volt electrical service quad boxes, arranged per stage plot. Voltage transformers should be provided in areas where 120V power is not available. Additional 120V power is required at the location of the FOH snake for powering of the In-Ear Monitoring system.

Two – adjustable angle, adjustable power small stage fans - low enough profile and quiet enough operation to be positioned front of stage pointing back to performers

LIGHTING REQUIREMENTS:

Please provide adequate stage lighting to cover performance space. We appreciate your input on artistic control of the lighting system during the performance by buyer supplied Lighting Engineer.

We do ask for fade to near black between songs of Guns 4 Roses with a fade up or spotlight on "Axl", "Slash" as they intro the next song. Minimal use of red lighting is preferred during the performance.

Use minimal lighting on the crowd, except during the sing-along portion of "Knockin on Heaven's Door". Where possible, LED PAR lights are preferred to keep stage temperature at a minimum.

If a video system is installed, an intro video with audio will be provided for playback prior to the band taking the stage. Please advance.