



## Technical Rider

*(Note: Sections B, C, D, and E only apply to "catered" gigs, (usually only at outdoor events, large indoor auditoriums, and events which take place OUTSIDE of California, Arizona, and Nevada) where the SKINNY LITTLE TWITS are NOT supplying their own lights, sound, monitors, and stage gear. Section A is applicable at ALL events.)*

All staging and equipment is to be provided, as specified. Please DO NOT MAKE ANY SUBSTITUTIONS WITHOUT THE EXPRESS CONSENT OF THE SKINNY LITTLE TWITS.

**A) STAGE & POWER:** The stage is to be a sturdy, single level platform, at least 20'D x 30'W x 2'H. A carpeted drum riser (8'x8'x18" - minimum) is recommended at center stage. Five cloth towels and 12 – 1 liter bottles of non-carbonated water are required on stage at load-in.

The stage is to be set, in place and free of encumbrances when the crew arrives for load-in. Any delay in starting performance due to incomplete staging is purchaser's sole responsibility. If there is to be a dance floor, it is to be centered, directly in front of the stage, with no obstruction between the dance floor and stage.

Storage for equipment cases is required. It should be a 15' x 15' area, adjacent to the stage and out of sight of the audience. If stage is outside, plastic covers to cover all equipment and stored cases will be necessary.

The band's gear will require a POWER DROP BOX supplying four (4) 20 AMP, regulated, filtered and protected circuits @ 115V AC each. Catered equipment (sound system, and lights) may require more power. Check with the rental company(s) for their electrical requirements.

**B) SOUND SYSTEM:** A quality sound system is critical to the band's performance. The TWITS require a sound system consisting of a minimum of the following:

1 - 24 channel mixing board (minimum), with 3 band eq., 2 effects sends, 8 sub-mixes, and a stereo house mix. House board is to be positioned in line with center stage, at least 50' but not more than 150' from the front of the stage. A qualified sound crew is required to mix sound for the show. In some instances however, the TWITS will provide (additional) sound crew.

1 - 24 channel snake. Snake must be covered with a runner or taped securely to the floor.

2 - 3-way speaker system (including 18" subs) suitable for venue size (EAW, TURBOSOUND, JBL preferred) with appropriate cabling, power amps, equalizers, and crossovers.

2 - Yamaha SPX 90 (or equivalent) digital effects processors.  
(1 for reverb on snare and toms - small room 2.2 sec.).  
(1 for echo on vocals - stereo echo 220 ms @ 30% left / 250 ms @ 30% right).

1 - Quad noise gate (Gatex preferred) (to gate undesirable ring from drums).

1 - Dual compressor/limiter (compression on stereo house mix) (DBX preferred.)

2 - Direct boxes (bass and acoustic guitar).

15 - Microphones and stands as per attached MICROPHONE INPUT SHEET.

4 - 6 outlet power strips supplying 20 amps @ 60 cycle/115V AC for stage gear. Power source should be regulated, filtered, and protected in order to minimize potential equipment damage, and to ensure stable line voltage for optimum sound.

1 - Cassette deck or CD player for pre-show and break music. A selection of music appropriate to the theme of event is required.

**D) MONITOR SYSTEM:** THE TWITS feature 4 part harmony and require a high quality stage monitor system. At a minimum, 2 mixes into the four 'front' wedges is required (left 2 and right 2), with a separate mix into the 'back' wedge available to the drummer. See stage plot for monitor placement. A 4<sup>th</sup> mix may also be necessary for in-ear monitors.

1 - 24 channel mixing board (for monitors) with 3 to 4 mixes (same as mains with 50% drum mix) as described above. Monitor board is to be positioned at stage right. An experienced operator should be available to mix the TWITS' monitors during the sound check and show.

6 - 2 way floor monitors, each with at least 1-15" or 2-12" speakers, and a high frequency horn (EAW, TURBOSOUND, or JBL preferred).

6 - 1/3 octave graphic equalizers, 4 amplifiers with appropriate cabling.

**IMPORTANT! SOUND SYSTEM AND MONITORS ARE TO BE UP, RUNG OUT, AND RUNNING WHEN THE BAND ARRIVES FOR SOUND CHECK.**

**IF STAGE GEAR IS A PROVISION OF THE AGREEMENT, THE FOLLOWING IS REQUIRED:**

**E) STAGE GEAR:** We realize that the exact gear specified may not be available at all locations; however, we have tried to be as generic as possible, requiring industry standard stage gear. Please make NO substitutions without The TWITS' consent.

**DRUMS (TO BE SET UP WITH SEAT ON AMP LINE).**

1 - 6 piece drum kit (DW or Yamaha) consisting of the following:

1 - 24" bass drum;

2 - 5.5" x 14" snare drums;

1 - 14" rack power tom (double mount on bass drum);

1 - 16" floor tom;

1 - 14" high hat (2 cymbals, heavy duty stand and pedal);

1 - 16" crash cymbal;

1 - 18" crash cymbal;

1 - 20" medium ride cymbal;

1 - Adjustable throne;

1 - DW or Yamaha bass drum pedal.

All appropriate cymbal boom stands, pedals, and hardware. All heads must be in excellent condition.

**GUITAR AMPS**

1 - Bass amp (Gallien Krueger 800 RB, Ampeg SVT-II, or SWR Workingman's Amp) with 1x15" AND 4x10" spkrs.

2 - Guitar amplifiers (Fender Twins ("The Twin"), or Line 6 Flextone), each with channel switching foot pedal switch.

8 - Guitar stands.

**THE TWITS WILL BRING:**

8 guitars, 1 bass, pedals, wires, drum sticks, and guitar tuners. (May also bring in-ear monitors)

Please have the stage gear provider contact Rich Mortlock at rich@skinnylittletwits.com, to confirm these requirements.

## MICROPHONE INPUTS

| +CH    | POSITION                              | STAND     | MIC 1st / 2nd / 3rd CHOICE |
|--------|---------------------------------------|-----------|----------------------------|
| 1      | Vocal – Mike                          | Boom      | Beta 58 / SM 58 / SM 57    |
| 2      | Vocal – Rich                          | Boom      | Beta 58 / SM 58 / SM 57    |
| 3      | Vocal – Chris                         | Boom      | Beta 58 / SM 58 / SM 57    |
| 4      | Vocal – Shellie                       | Boom      | Beta 58 / SM 58 / SM 57    |
| 5      | Vocal – Jeff                          | Boom      | Beta 58 / SM 58 / SM 57    |
| 6      | Open Channel                          |           |                            |
| 7      | Lead Guitar (Chris)                   | Boom      | SM57 / SM 58               |
| 8      | Rhythm Guitar (Rich)                  | Boom      | SM57 / SM 58               |
| 9      | DI Acoustic Guitar (Mike)             | N/A       | DI                         |
| 10     | Open Channel                          |           |                            |
| 11     | DI Bass Guitar (Shellie)              | N/A       | DI                         |
| 12     | Kick Drum                             | Desk boom | D112, Beta 52              |
| 13     | Snare Drum                            | Boom      | EV 468, SM 57              |
| 14     | Hi Hat                                | Boom      | SM 81, ATM 405, SM 57      |
| 15     | Rack Tom                              | Boom      | EV 468, D112, SM 57        |
| 16     | Floor Tom                             | Boom      | EV 468, D112, SM 57        |
| 17     | Overhead L                            | Boom      | SM 81, SM 94, SM 57        |
| 18     | Overhead R                            | Boom      | SM 81, SM 94, SM 57        |
| 19- 20 | Open Channels (Add'l Drums, CD, etc.) |           |                            |
| 21     | EFX Return - Echo L                   |           | Left Echo 220ms @ 30%      |
| 22     | EFX Return - Echo R                   |           | Right Echo 250 ms @ 30%    |
| 23     | EFX Return – Reverb L                 |           | Left Reverb - Small Room   |
| 24     | EFX Return – Reverb R                 |           | Right Reverb - Small Room  |

## SUBMIXES

1. Vocal Left
2. Vocal Right
3. Instruments (guitars, bass) Left
4. Instruments (guitars, bass) Right
5. Drums Left
6. Drums Right

## MONITOR MIXES

MIX 1. Same mix as mains, but with 50% drums, may be adjusted (for two left 'front' wedges).

MIX 2. Same mix as mains, but with 50% drums, may be adjusted (for two right 'front' wedges).

MIX 3. Same as MIX 1 & 2, may be adjusted (for one 'back' wedge by drummer).

MIX 4. Same as Mix 1 & 2, may be adjusted (for in-ear monitors).

## HOUSE MIX

40% instruments, 60% vocals, Heavy kick & snare, with lots of high end (4K), and low end (100Hz) on kick.

Small room reverb on snare and toms.

Adjustable (Plate) reverb for vocals.



# STAGE PLOT

