

# Technical Rider – Blink-132

## Channel List

*(microphones/DI indicative, may be replaced with quality equivalents)*

Ch	Instrument	Microphone / DI	Notes
1	Kick	Beta 52A / D6 / D112	
2	Snare Top	Shure SM57	
3	Tom 1	e604 / SM57 / PL35	
4	Floor Tom	e604 / SM57 / PL35	
5	Hi-Hat	Condenser (C451 / SM137)	
6	Overhead L	Condenser Mic	
7	Overhead R	Condenser Mic	
8	Bass DI	Direct output (preferred) or D112	Amp DI output preferred
9	Guitar L	Fractal FM3 output L	Fractal FM3 output
10	Guitar R	Fractal FM3 output R	Fractal FM3 output
11	Sequence L	DI box L	Audio interface output
12	Sequence R	DI box R	Audio interface output
13	Vox Johnny (Bass)	Provided by the band	Lead vocal “Mark”
14	Vox Anto (Guitar)	Provided by the band	Lead vocal “Tom”

## Band Equipment (owned by the band)

- Guitar Amp: Fractal FM-3
- Bass Amp: MarkBass Mini CMD 121P
- Drums: SteelDrum Set
- In-Ear Monitoring: 3x wireless units (one per member)
- Laptop: MacBook Pro
- Audio Interface: Focusrite Scarlett 6i6

## Monitoring

- Main system: Personal In-Ear Monitoring (3 wireless units, one per member).
- Mix requirements:
  - **Drummer** → **drums, sequences, bass, guitar, vocals**
  - **Bassist/Vox Johnny** → **bass, drums, sequences, guitar, own vocal**
  - **Guitarist/Vox Anto** → **guitar, drums (Kick & Snare), sequences, bass, own vocal**
- Backup: 3 independent floor monitors ( $\geq 400W$  each), to be provided and used only in case of IEM system failure.

## Stage Setup

- Ideal stage size: **6x4 m**
- Drum riser: **2.5x2 m**, preferably carpeted or felt-covered
- Positioning (from audience view): **Drums center, Bass/Johnny stage left, Guitar/Anto stage right**
- Sequences (Laptop + Audio Interface) positioned stage right, near guitar

## Backline Requirements (if band's own gear is not available)

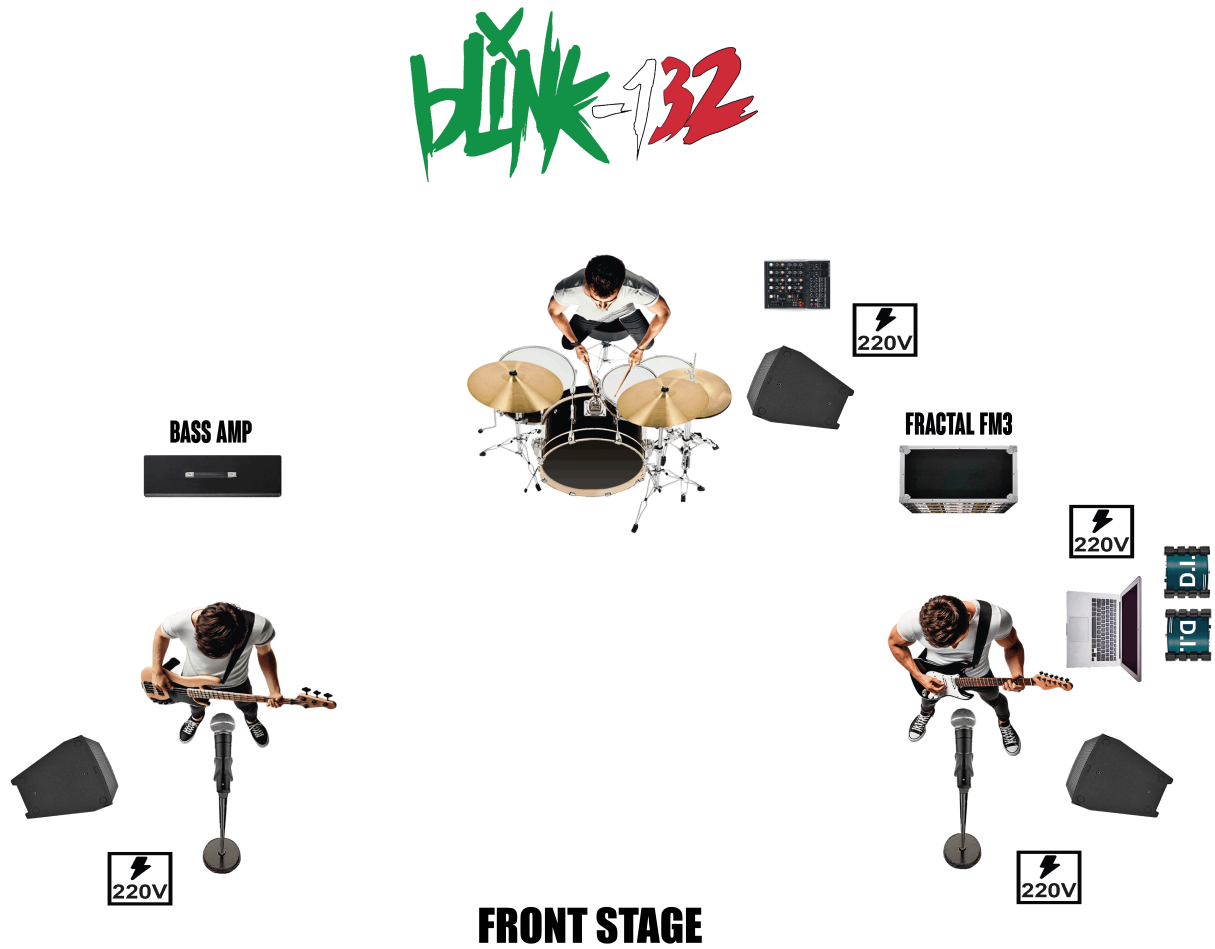
- **Drums:** Kick 22", Snare, 1 Tom, 1 Floor Tom, Hi-Hat, 2 Crash, 1 Ride
- **Bass Amp:** head  $\geq 300W$  + 4x10 cab (Ampeg / Markbass preferred)
- **Guitar Amp:** tube head (Marshall JCM / Mesa / similar) + 4x12 cab
- 2 boom stands for vocal mics + all mic stands required for drum miking

## PA / Power Requirements

- Adequate PA system for venue size, capable of supporting the dynamics of the band, with special attention to clear low-frequency response (drums and bass) and effective high-frequency management (guitars and vocals), without unwanted saturation or distortion.
- Mixer with at least **16 mono channels + 4 pre-fader aux sends**
- **3** independent floor monitors ( $\geq 400W$  each)
- All cabling, microphones and stands provided by the audio service
- **4x 220V** power outlets on stage (bass, guitar, drums, laptop)

## Stage Plot

*Drums center, Bass/Vox stage left, Guitar/Vox stage right, Sequences (Laptop + Interface) stage right near guitar, 3 monitors on stage*



## Extra Info

- For outdoor performances, the organizer must provide waterproof coverage for instruments in case of rain and ensure stage safety, including proper grounding of the electrical system to prevent indirect contact and guarantee personal safety.
- If support acts are scheduled, Blink-132 will not provide their own equipment, unless previously agreed in the contract. Opening bands must use their own gear (drums, amplifiers, laptop), which must be removed before Blink-132's performance.
- Any changes must be approved in advance by the band or its representatives.
- Failure to meet technical requirements once the band has arrived at the venue will result in immediate suspension of the performance and full compensation (100%) of the agreed fee.