

Drums United 10-11 Full Show

Hospitality & Technical Rider

Hospitality Requirements

Accommodations:

Four (4) double rooms with separate beds, One (1) double room with double bed, Two (2) single rooms. 3-star quality hotel or better, within 20 mile radius of venue. Preferred Hotels include:

- Hampton Inn
- Comfort Inn & Suites
- Candlewood Suites
- Holiday Inn
- Any Hilton or Marriot branch

Dressing Rooms:

- A bread basket with bread and bread rolls sufficient for twelve (12) people upon arrival
- Fruit and raw vegetables
- Candies, nuts and chips
- Coffee and tea.
- Thirteen (13) 1-litre bottles non-carbonated bottled water (on stage during the concert)
- Coca Cola, diet Coca Cola, orange juice and apple juice, beer, white wine

Meals (Lunch/Dinner):

In situations where the Presenter has agreed to provide Drums United with a meal, the following suggestions would be appreciated by the group: Menu to order from either: Cheese Cake Factory, P.F. Chang's, Friday's, Ruby Tuesday, Outback, Applebee's, or a similar takeout restaurant near the venue.

****Please no pizza or KFC****

When catering will be provided for the group, please ensure that one (1) beef-free (hindu) meal and two (2) halal/kosher meals are available. Meals for twelve (12) people will be required in total.

Technical Requirements

Sound Requirements:

Presenter agrees to provide provide:

- A professional sound system capable of providing adequate clear, undistorted sound in every area of the venue.
- Meyersound and D&B are examples of preferred speaker systems.
- Midas and Yamaha (PM series or M7CL) are examples of preferred FOH consoles.
- 10 monitor wedges
- 09 discrete monitor mixes from the MON desk.
- Front of House System: MEYERSOUND / D&B (or equivalent)

- Monitor Speakers: MEYERSOUND / D&B (or equivalent)
- FOH console: YAMAHA MC7L or PM series / MIDAS / CREST / SOUNDCRAFT FIVE (or equivalent)
- MON console: MIDAS / YAMAHA (PM series) / CREST / SOUNDCRAFT FIVE (or equivalent)
- FOH FX: 1 x Multi-FX Yamaha SPX 990 / TC Electronic M2000 or M3000
- 2 x Compressors Urei / Focusrite / DNA / BSS / Klark-Teknik
- 15 x Channels Gates
- 4 x EQ Klark-Teknik / APEX 1/3 octave EQ's

Separate monitor mix:

- Group 1: Vocals/Front (2 wedges)
- Group 2: Sabar/Djembe (1 wedge)
- Group 3: Bongo/Camp (1 wedge)
- Group 4: Congas (1 wedge)
- Group 5: Tablas (1 wedge)
- Group 6: Tom/Snares (2 wedges)
- Group 7: DJ (1 wedge)
- Group 8: Drums (2 wedges)

On stage:

- 06 risers (2x1 M) 2 x 40 cm & 4 x 60 cm

For all technical questions regarding Drums United's sound requirements, please contact:

Drums United FOH engineer: J C "Bulu" Viloría

Mobile phone : +31 627 043 164

E-mail: congasound@hotmail.com

Presenter agrees to provide two (2) full drum kits and necessary drumming equipment:

Please note that Drums United is sponsored by Pearl Drums and Percussion. Depending on local availability, Pearl Drums will supply the necessary drum kits for Drums United's performance at no charge over the consignment period. In case shipping is necessary, the presenter is responsible for all freight costs. Please check with your backline rental company to confirm the availability of the listed equipment.

In order to secure the necessary equipment from Pearl Drums, Artist must be informed three (3) months prior to engagement, so that they can request consignment of the equipment.

Drum Kit Details:

***Please note:

Especially the 4x set ups (toms and snares) are not standard and of great importance to the show

2 Drum sets

1 x Drum set (22/10/12/14F/) + 14"SD

1 x Drum set (22/10/12/14F/16F) + 14"SD

4 x Setup with Piccolo snare 10" (+ISS) and hanging Toms (16") on T-2000 (tom stand)

2 x Box Cajons

Conga's PCW-110FC, PCW-125FC (2x), PCW-117FC

1x Timbales

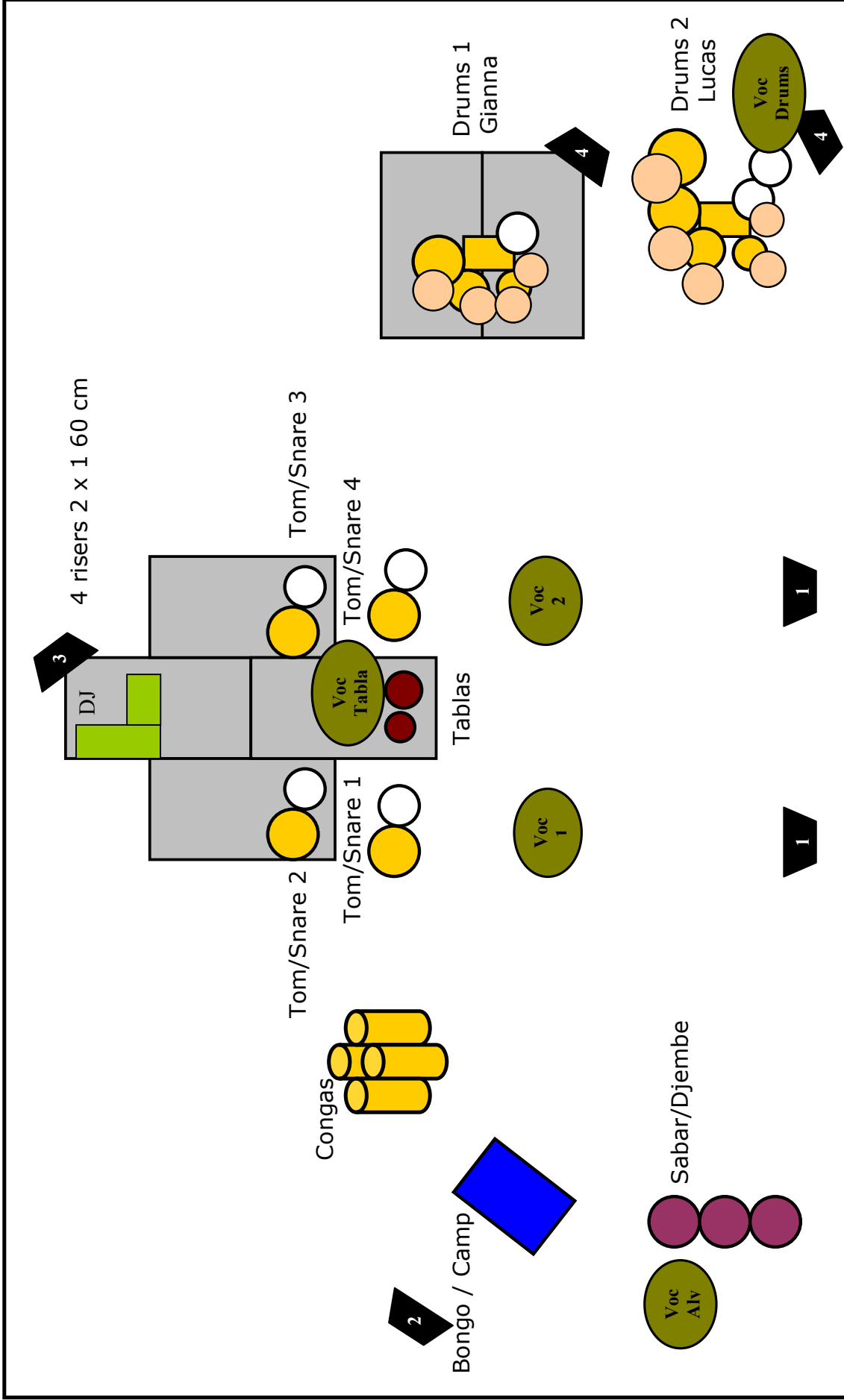
If using Pearl equipment, please consult the following table for exact model numbers and quantities:

SHELLS			
	Dia x Depth	Qty	Holder (Y or N)
Bass Drums:	22x18	2	Y
Tom Toms:	10 x 8	2	
	12 x 8	2	
	16 x 14 (set-up)	4	
	has to come with holders , not with legs		
Floor Toms:	14 x 14 (drumset)	2	
	16 x 16 (drumset)	1	
			Metal or Wood
Snare Drums:	14" (drumset)	2	Wood
	10" x (4 or 6") (set-up)	4	Metal
	with ISS to connect to TH-2000I (set-up)		

HARDWARE

	Model No.	Qty
Hi Hat	H-890W / H-1000	2
Remote Hi hat		
Snare Stands	S-2000	2
Bass pedals (Single)	P-2000B	2
Bass pedals (Twin)	P-2002C	1
Drum Throne	D-2000/D-1000	2
Boom Stands	B-900/BC-900	7
Straight Stands		
Combination Stands		
Double Tom Stands	T-2000	4
Tom Holders	TH-2000i (set-up)	4
Adapters		
Cymbal Holders		
Cymbal stackers		
Additional Information	2 cajones PBC-503	
	clamps for toms and snares to connect to TH-2000I (set-up)	
	Marc Quiñones Signature Steel Timbales	
	Conga's PCW-110FC , PCW-125FC (2x), PCW-117FC	

Stageplan Drums United 2010 (Theaters)



Lines Setup Drums United

Channel	Instrument	Stand	Mic/DI	Inserts
1	Djembe	Clip	w/less Sennheiser MKE 2.2	
2	Sabar	Small-boom	Neumann KM148	
3	Maracas / Campana	Big-boom	Neumann KM148	
4	Congas L	Big-boom	Shure SM57	
5	Congas R	Big-boom	Shure SM57	
6	Floor / Snare 1	Clip	Sennheiser e604	Gate
7	Floor / Snare 2	Clip	Sennheiser e604	Gate
8	Floor / Snare 3	Clip	Sennheiser e604	Gate
9	Floor / Snare 4	Clip	Sennheiser e604	Gate
10	DJ L		Active DI	
11	DJ R		Active DI	
12	Tablas L	Small-boom	Neumann KM148	Gate
13	Tablas R	Small-boom	Neumann KM148	Gate
14	Front L		Shure B91	
15	Front R		Shure B91	
16	Talking Drum	Clip	w/less Sennheiser MKE 2.2	
17	Cajon L	Small-boom	Shure SM57	
18	Cajon R	Small-boom	Shure SM57	
19	Timbal Gianna	Small-boom	Shure SM57	
20	Kick Gia	Small-boom	Shure B52	Comp / Gate
21	Snare Gia	Small-boom	Shure SM57	Comp
22	Floor Gia	Clip	Shure B98	Gate
23	Tom 1 Gia	Clip	Shure B98	Gate
24	Kick Luc	Small-boom	Shure B52	Comp / Gate
25	Snare Luc	Small-boom	Shure SM57	Comp
26	Floor 1 Luc	Clip	Shure B98	Gate
27	Tom 1 Luc	Clip	Shure B98	Gate
28	Tom DJ	Big-boom	Shure SM57	
29	Voc1	Big-boom	Shure Beta 87	
30	Voc 2	Big-boom	Shure Beta 87	
31	Vocal Aly	Big-boom	Shure Beta 87	
32	Vocal Tablas	Big-boom	Shure Beta 87	
33	Vocal Drums	Big-boom	Shure Beta 87	
34	Video L		Active DI	
35	Video R		Active DI	