



ZOORD

TECHNICAL RIDER

This rider describes the most important technical conditions that are needed for a great Zoord show, so that band will sound good, the audience will be happy and the promoter will feel successful. As you can see, we want to keep our set-up as minimal as possible in order to save time for you. But we are serious about following requirements.

Stage dimensions:

-min. 6 m wide, 4 m deep, 0.6 m high, covered if open-air event

Front line system:

- min. 12 channel console with good quality FX (reverb, delay)
- master EQ
- limiters, compressors
- suitable power of PA for the size of venue/audience if open-air (min. 10W on ever person based on the capacity of the venue. Eg. 500 people capacity=5000 W output power).

This is essential because of the nature of our music.

Monitoring:

- 4 stage monitors min. 400W each, 4 ways, EQ on each way plus side fill, 1 IEM system

Microphones:

- 3 vocal mic (BETA58, D5, D7 preferred)
- 1 overhead mic for percussion
- 2 snare mics
- 1 Audix D6 or other good quality bass drum mic
- 1 stereo DI box
- 2 mono DI box

What we bring:

- 1 wireless AKG C418 for Jew's harp - need DI-box (864.850 MHz)
- 1 AKG C418 - clip-on mic for traditional flutes
- 1 wireless In-Ear Monitor system for the violinist
- 1 AKG C411 for citera - need cable and phantom power for it (XLR)
- 1 wireless Sennheiser ATM350 for violin - need DI-box (863.100 MHz)

Stands:

- 4 normal size mic stands (K&M stands are highly preferred)

Lights:

-A stage with professional lighting system and light engineer is needed who can follow the dynamics of the show.

All the required equipment must be set up prior the starting time of the soundcheck. Otherwise Zoord does not take the responsibility for the delay of the soundcheck or performance.

Transport and set up:

Zoord needs easy transport access to to stage. Loading stage and soundcheck together takes 60 mins. Clearing off the stage is 20 mins.

Backstage:

There should be min. one lockable dressing room with restroom near the stage. Dressing room should be equipped with at least the basics, like table, chairs, mirror and some refreshments.

Catering:

In the band there is 4 vegetarian (no meat, no fish, but eggs, dairy are welcome). Zoord prefers soft drinks, fruit juices, water, coffee.

Travel:

In a regular case it is 4 people traveling. Departure airport: Budapest.

-Krisztián Almási travels with checked in luggage (drum): diameter: 75cm, height: 55cm, weight: 18kg (fits in the size of normal luggage) + a small hand luggage.

-Béla Drabant travels with violin as large hand luggage + a small hand luggage.

-Áron Szilágyi travels with a large hand luggage.

-Ildikó Ambrus (manager) travels with large handluggage

Departure airports and number of traveling people vary in case of a tour or other conditions. This must be discussed in advance.

Accommodation:

4 single rooms with bathroom and WiFi connection in a good quality hotel or guest house.

With all kinds of booking and management issues contact:

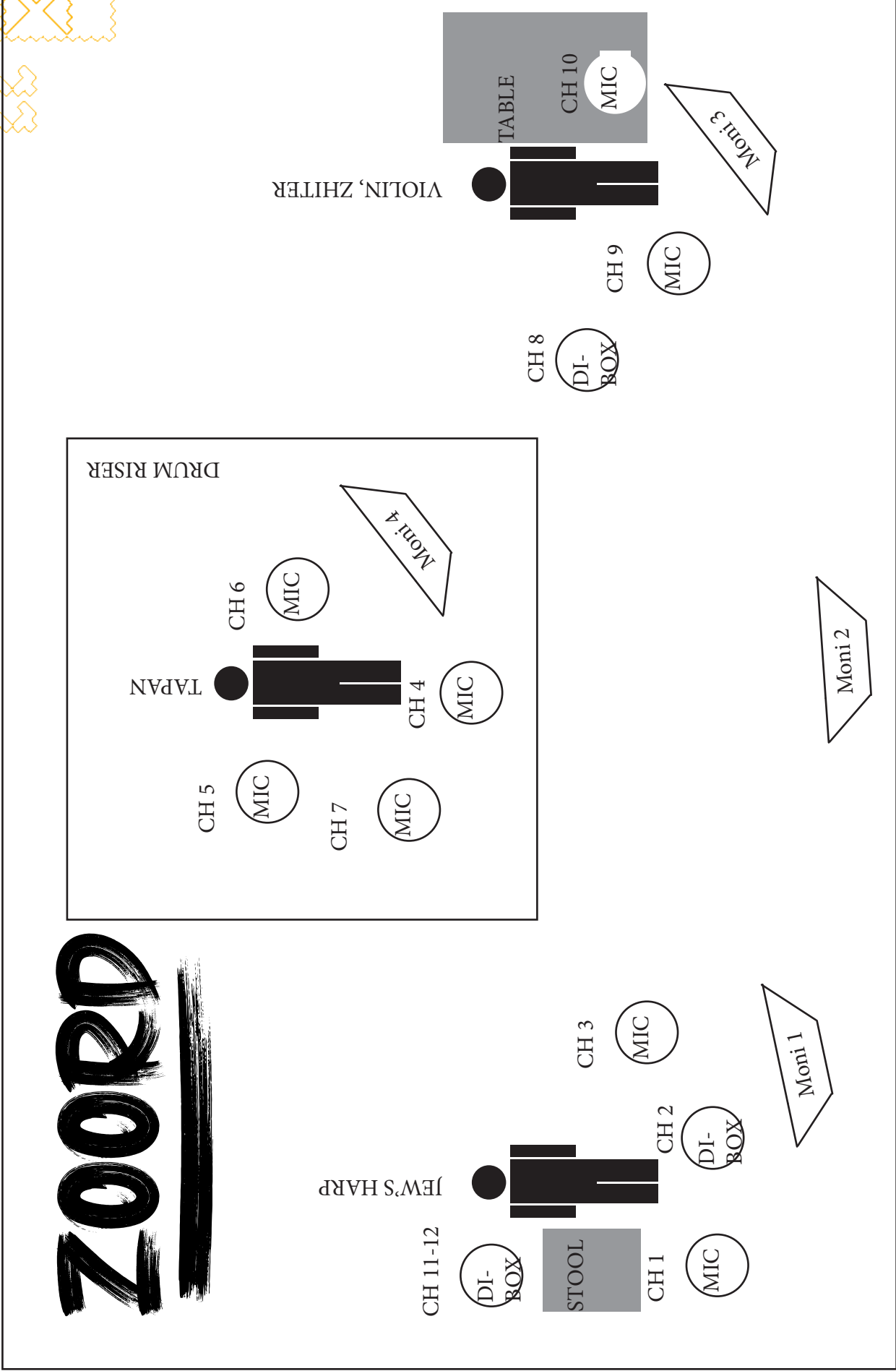
Áron Szilágyi +36 70 518 0801 aron@doromb.com

The logo for the band Zoord features the word "ZOORD" in a bold, black, hand-painted style font. The letters are thick and have a slightly irregular, textured appearance. Below the word, there is a thick, black horizontal brushstroke that underlines the text. The logo is centered on a white background and is surrounded by a decorative pattern of yellow, geometric, interlocking lines that form a complex, lattice-like structure.

CONTACT: +36 70 518 0801, aron@doromb.com

BACK

ZOORD



FRONT

ZOORD

CHANNEL LIST

CH.	INSTRUMENT	OUTPUT	WE NEED	WE BRING	EFFECT
1	VOCAL	MIC	MIC, stand	-	reverb
2	JEW'S HARP	LINE	DI-BOX	WIRELESS SYSTEM	-
3	FLUTES	MIC	48V, XLR	AKG C419	reverb
4	SNARE	MIC	MIC, stand	-	-
5	TAPAN LOW	MIC	MIC, stand	-	-
6	TAPAN HIGH	MIC	MIC, stand	-	-
7	OH	MIC	MIC, stand	-	-
8	VIOLIN	LINE	DI-BOX	WIRELESS SYSTEM	reverb
9	VOCAL	MIC	MIC, STAND	-	reverb
10	ZITHER	MIC	48V, XLR	AKG C 411	reverb
11	SAMPLER - L	LINE	DI-BOX	-	-
12	SAMPLER - R	LINE	DI-BOX	-	-

TAPAN > Need very strong kicking, deep sound

Whole soundscape should be rough, strong, a bit aggressive, not "folkish".