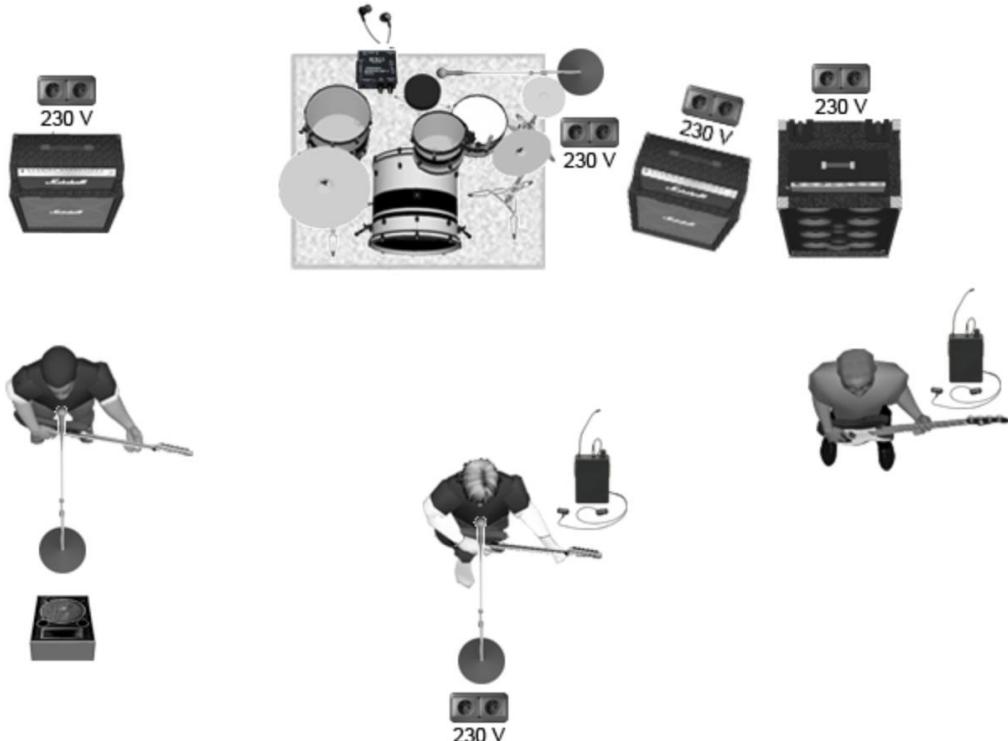


Scallwags – Technical Rider (01-2026)

Stageplot:



Inputs:

Ch	Source	Mic	Who?	Additional Info
01	Kick	Beta91A	Christian	
02	Snare	SM57		
03	HiHat	KM184		
04	Racktom	e904		
05	Floortom	e904/Beta52		
06	OH SR	KM184		
07	OH SL	KM184		
08	Bass DI	-	Mini	DI-Out from Bassamp/Preamp-Pedal
09	Guit SR	SM57/e906	Alex	LEADGUITAR
10	Guit C	SM57/e906	Thomas	
11	Voc Guit DSC	SM58/Beta58		Boomstand, LEADVOCALS
12	Voc Drums USC	SM58/Beta58	Christian	Boomstand, LEADVOCALS
13	Voc Guit SR	SM58/Beta58	Alex	Boomstand, Backingvocals (please keep lower on volume)

- This is just an example of a simple but full input patch and mic choice. Feel free to use what suits the situation best or can be provided.
- Guitar SR (Alex) and Bassguitar (Mini) can switch positions, depending on backline and space on stage.
- If needed, we can also provide a full set of mics – please get in touch in advance! (Mini: +49 160/4063104)

Monitoring:

- We're bringing a 16ch stagerack with mic-splitters and monitoring-console that feeds wireless IEM for Thomas (Guit,Voc DSC) and Mini (Bass) as well as the wired IEM for Christian (Drums, Voc USC)
- We need to patch your XLR cables/stagebox-system from the mics to our splitter and feed them back to your stagebox. We carry 2pcs of 5m XLR looms with us to patch back to your stagebox.
- Leadguitarist SR (Alex) is always on a wedge (which you provide). His mix can be done by your console or by our monitoring-console (XLR out on our stagerack).
- Our wireless IEM-system is a Shure PSM1000 and we're using 2 frequencies in band L8E or G10E.
- Please provide one TB feed on XLRm for your talkback from FoH to our monitoring-console.

Backdrop:

- We bring a backdrop in the size of 3,5 x 2,5m (width x height) incl. rubberstraps. Please provide a truss for attaching it.

Thank you so much for your cooperation and doing your best! We highly appreciate your work & are looking forward to a quick and easy changeover, soundcheck and show. If anything needs to be cleared or checked in advance, feel free to write or call!