



WILDHUNT – Technical Rider

Band

4 members

Unless otherwise stated, we travel without FOH technician

Lineup

Wolfgang Elwitschger (Stage Center)

Guitar, Main vocals

Julian Malkmus (Stage Right)

Guitar

Robbie Nöbauer (Stage Left)

Bass, Backing vocals

Lukas Lobnig (Up Center)

Drums, Backing vocals

Monitoring (IMPORTANT – In-Ear Monitoring)

The band is using In-Ear Monitoring (IEM).

- Band provides own IEM rack including microphone splitter and patch panel
- Each musician controls their individual IEM mix via app
- min. 4 monitor wedges on 4 separate ways as backup
- **Phantom power from FOH console!**
- **Guitars:**
 - Cabinets must be miked for FOH
 - IEM signal taken via Redbox between amp head and cabinet (provided by the band)
- **Vocals, Bass + Drums (Kick, Snare, HH, OH L/R) routed into IEM rack first**
- Drummer uses an **additional kick drum trigger**
- Trigger signal is routed to FOH and should be blended with the acoustic kick microphone
- Signals are split and sent to FOH

Inputlist

Nr	Instrument	Microphone/DI	Insert
1	Kick	AKG D112	Gate, Compressor
2	Kick Trigger	Trigger Output	Gate, Compressor
3	SnareTop	Shure SM57/AKG D5	Compressor
4	Tom 1	Audix D2, AKG D40	Gate, Compressor
5	Tom 2	Audix D2, AKG D40	Gate, Compressor
6	Tom 3	Audix D2, AKG D40	Gate, Compressor
7	Tom 4 (Floor)	Audix D2, AKG D40	Gate, Compressor
8	Tom 5 (Floor)	Audix D2, AKG D40	Gate, Compressor
9	Overhead L	AKG C451b	
10	Overhead R	AKG C451b	
11	Bass	AKG D112, DI OUT	
12	Guitar 1	Shure SM57	
13	Guitar 2	Shure SM57	
14	Vocals Drums	AKG D5, Shure SM58	Compressor, Reverb, Delay
15	Vocals C	AKG D5, Shure SM58	Compressor, Reverb, Delay
16	Vocals R	AKG D5, Shure SM58	Compressor, Reverb, Delay
17	FX1 (Vocals Reverb) Return L		
18	FX1 (Vocals Reverb) Return R		
19	FX2 (Vocals Delay) Return L		
20	FX1 (Vocals Delay) Return R		

All microphones, stands and cables must be provided by the venue.
Microphone setup will be done **after backline setup** by the local technician.

Stage

Minimum size: 5 x 4 x 0.5 m

PA

Professional PA system depending on venue size.

Light

Professional light system.

Unless otherwise stated, WILDHUNT do not have a light technician – one must be provided by the venue.

Lights must be connected to an external electrical circuit.

FOH

- Minimum number of channels: 19 mono (15 mono + 2 stereo)
- Minimum AUX sends: 6 total
- 4 pre-fader
- 2 post-fader
- High Pass Filter per channel
- Inserts
- 4-band EQ with semi-parametric mids (switchable per channel)
- Mute per channel
- 48V phantom power (switchable per channel)
- Inserts on main outputs

FOH must be located in front of stage/PA with free line of sight.

One technician familiar with the equipment and electrical installation must be available from arrival until end of show.

Dynamics / FX

- Min. 5 noise gates
- Min. 10 mono compressors
- 31-band graphic EQ on main outputs
- 1 reverb
- 1 digital delay
- Insert cables (if outboard gear), COM microphone and lighting control

All side racks must be easily accessible from behind the FOH desk.

Backline

Backline can be partially provided by the band – backline sharing preferred.

Backline has to be agreed in advance.

Venue provides:

- Professional drum kit (Bass Drum, 3 Tom Toms, 2 Floor Toms, Snare Stand, 2 Crash Stands, 1 Ride Stand)
- 3 x 230V triple sockets front of stage (Left / Center / Right)
- 2 Guitar Cabinets (4x12", 8 or 16 ohms)
- 1 Bass Cabinet (min. 4x10", 4 or 8 ohms)

Contact for Technical Rider:

Wolfgang Elwitschger

Phone: +43 650 8140190

contact@wildhunt.at

This Technical Rider is part of the contract!