

Technical rider Caboose

– Please contact Bart Zeeman (alt sax player) for discussing technical specs: bartzeeman@hotmail.com / +31 6 10 01 43 79

Channel	Instrument	Musician	Mix remarks & hardware needs	Monitor
1	Drum (L)	Nils	Channels 1&2 supply an overall master drum mix for the bandmembers. Tech engineer will want to use individual Channels 17 to 28 instead.	brings his own wired in-ears
2	Drum (R)			
Vocals				
4	Vocal 2 (Left FoH)	Dineke	Needs wireless Microphone	Needs wireless inears beltpack
5	Vocal 1 (Mid FoH)	Igor	Needs wireless Microphone	Needs wireless inears beltpack
6	Vocal 3 (Right FoH)	Ilse	Needs wireless Microphone	Needs wireless inears beltpack
Chords & Base				
8	Electr. Guitar	Frans B.	No D.I. is needed when using Caboose's monitor mixer (Behringer X32)	Brings his own wired in-ears
10	Keys L	Peter	No D.I. is needed when using Caboose's monitor mixer (Behringer X32)	Brings his own wired in-ears
11	Keys R		No D.I. is needed when using Caboose's monitor mixer (Behringer X32)	
12	Bass Guitar	Frans J.	No D.I. is needed when using Caboose's monitor mixer (Behringer X32)	Brings his own wired in-ears
Horns				
9	Baritone Sax	Jan-Willem	Brings his own wireless clip-on mic	Brings his own wired in-ears
13	Tenor Sax	Jan-Willem	Brings his own wireless clip-on mic	Brings his own wired in-ears
14	Alt Sax (Left FoH)	Bart	Brings his own wireless clip-on mic	Brings his own wireless in-ears
15	Trombone (Mid FoH)	Léon	Brings his own wired clip-on mic	Brings his own wired in-ears
16	Trumpet (Right FoH)	Michel	Brings his own wired clip-on mic	Brings his own wired in-ears
Drums (e-kit) & Backing tracks				
17	Kick	Nils	<ul style="list-style-type: none"> Although the drummer uses electronic drums, the overhead channels function traditionally: overhead 'microphones' will capture other drum instruments along with cymbals. The drummer uses various drum kits during a gig. While efforts are made to maintain consistent volumes, feel free to adjust the overall kit volume or individual channels during different songs. The drummer prefers Hi-hat and Ride to sound more quiet, yet defined. Use Snare and kick as solid basis for defining the groove. Ensure to soundcheck <i>backing track channels (25/26)</i> apart from the drum soundcheck. The same goes for <i>drum perc channels 27/28</i>. 	Brings his own wired in-ears
18	Snare			
19	Hi-hat			
20	Ride			
21	Toms Hi, Med, Lo (L)			
22	Toms Hi, Med, Lo (R)			
23	Overhead (L)			
24	Overhead (R)			
25	Back Track (L)			
26	Back Track (R)			
27	Drum Perc sounds (L)			
28	Drum Perc sounds (R)			
Percussion (Roland SPD-SX PRO Sampling Pad)				
29	Percussion pad (L)	Nils	<ul style="list-style-type: none"> Percussion is not included in main drum mix on channel 1 and 2. Ensure to soundcheck <i>Percussion channels 29/30</i> apart from the drum soundcheck. 	Brings his own wired in-ears
30	Percussion pad (R)			
Audience				
31	Audience L	-	Needs ambient Microphone (to create a live atmosphere in monitormix)	-
32	Audience R	-	Needs ambient Microphone (to create a live atmosphere in monitormix)	-

- Note: Please provide **Power outlets** on stage for drummer, guitar, bass, keys and wireless in ears and mics (vocals and sax) & mixer. Although most musicians bring their own cables, please also bring plenty **backup XLR cables**, and **something to put the mixer Behringer X32 on** (table, flightcase).
- Note: Caboose uses its own **Behringer X32 mixer** for monitor mixes whenever possible. This mixer communicates with the FOH via a **Dante card** for the venue sound as mixed by the FOH engineer. To ensure the proper functioning between both mixers, prior consultation is appreciated: bartzeeman@hotmail.com / +31 6 10 01 43 79.