Liquid Faction – Standard Technical Rider & Stage Plot

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This document outlines the standard technical specifications required for a 6-piece Liquid Faction live performance. Channels, lines, and microphone selections can be varied dependent on festival or house sound technician preference.

I. Main System Input Patch List

Ch.	Instrument / Source	Preferred Mic / DI	Stage Position / Notes
1	Guitar Amp (Luke)	Shure SM57 or equivalent	Stage Left (SL)
2	Guitar Amp (Ricky)	Shure SM57 or equivalent	Stage Right (SR)
3	Bass Amp (Sam)	Balanced XLR Direct Out *or* DI Box + Mic'd Cab (when setup allows)	Stage Left (SL)
4	Luke Vocal	Shure SM58 / Boom Stand Required	Stage Left (SL)
5	Ricky Vocal	Shure SM58 / Wireless Preferred	Downstage
6	Ian Vocal	Shure SM58 / Wireless Preferred	Downstage
7	Gianna Vocal	Shure SM58 / Wireless Preferred	Downstage
8	Kick Drum (Jeff)	Shure Beta 91A / Beta 52A	Upstage Center (USC)
9	Snare Top	Shure SM57 or equivalent	Upstage Center (USC)
10	Hi-Hat	AKG C451 or equivalent	Upstage Center (USC)
11	Overhead (Stereo)	Matched Condenser Pair	Upstage Center (USC)
12	Hi-Tom	Sennheiser e604 or equivalent	Upstage Center (USC)
13	Mid-Tom	Sennheiser e604 or equivalent	Upstage Center (USC)
14	Low-Tom	Sennheiser e604 or equivalent	Upstage Center (USC)

II. Stage Monitoring & Monitor Mix Requirements

- **Total Mixes Required:** 6 separate, independent monitor mixes (6 discrete In-Ear Monitor sends).
- **Stage Footprint:** 100% silent stage monitoring footprint. No on-stage floor wedge monitors required.
- **In-Ear Monitors (IEM):** 6 separate wireless or wired IEM mix feeds required for all performing members.