





Vula Viel Rider:

Vula Viel are:

Bex Burch - Gyl, voice
Ruth Goller - Bass, voice
Jim Hart - Kit, voice

The Promoter is responsible for the following:

HOTEL

- 3 separate rooms, *** or comparable
- Breakfast included with vegan option
- Free WIFI and late checkout are appreciated
- Close to the venue
- Free parking

FOOD & DRINKS

- all food for 3 people for the period of the engagement
- cold catering at arrival, FRUIT, snacks, sandwiches (w/Vegan option)
 - 3 hearty warm meals (w/ Vegan option)
 - or 25 € buyout per person
 - red & white wine, dry, beer, herbal tea
 - lots of still water (off and on stage) - no plastic if possible.

DRESSING ROOM

Please provide a private, lockable dressing room w/ mirror and towels.

TECHNICAL REQUIREMENTS FOR VULA VIEL

The promoter shall provide a sufficient PA to give even coverage across the venue with subs and 4 monitor mixes.

PERSONNEL

VULA VIEL travel without sound and light technician. The promoter will provide the following personnel at no costs to Vula Viel:

- 1 sound engineer (monitors from FOH or side of stage are possible)
- 1 light technician
- 1 stagehand

SET-UP & SOUNDCHECK

PA and monitors must be installed and checked before the arrival of the crew. The promoter agrees to provide Vula Viel with a minimum of **60 minutes** to assemble equipment backstage in a dry environment and **60 minutes** for set-up and sound check on stage.

BACKLINE & EQUIPMENT

The promoter is kindly asked to provide the backline & equipment mentioned here at no costs to Vula Viel.

SOUND REQUIREMENTS

Monitor mixes should start at:

Mix 1 (Drums): 3 x Vocals, Gyl DI, maybe some bass

Mix 2 (**Gyl - only**): only the DI signal from the gyl. Monitor should be raised off the floor if necessary.

Mix 3 (Gyl - general): Bex Vocals, Bass with sub rolled off, Hihat, kick drum.

Mix 4 (Bass): 3 x Vocals, Gyl DI, Hihat, kick drum.

FOH mix should start with:

Gyl DI should be the main instrument in the mix

Gyl OH mics should be added in to taste to provide mallet definition and better dynamics

Bass should be mixed with more sub than kick drum which should be treated more like a low floor tom

Vocals should be supporting textures rather than super loud, and with plenty of reverb

GYIL (Bex Burch):

1 x mixer w/ 4 x inputs, 1 output (all 1/4") (Mackie 1202 VLZ4 or similar) - *not required for UK dates*

2 x adjustable height keyboard stand

1 x crate / flightcase for mixer & pedals (40W x 40D x 60H)

BASS GUITAR (Ruth Goller):

1 x Bass amp with 4 x 10 speaker.

1st choice ORANGE,

2nd choice AMPEG CLASSIC or any AMPEG. or similar.)

DRUM KIT (Jim Hart):

Preferred drums: Yamaha

1 x vocal mic

1x 20" bass drum

1x 14" snare drum (with working snare mechanism, operable with one hand!)

1x 12" or 13" rack tom

1x 14" or 16" floor tom

3x cymbal stands (1 boom)

1x hi hat stand (that can be set with cymbals in low position)

1x snare stand

1x bass drum pedal

1x adjustable drum seat

1x set-up carpet

1x crate / flightcase for hand percussion (50W x 50D x 60H)

VV Channel List		Contact: Bex Burch	Bex.burch@gmail.com /	+44 (0)7886213456	
Ch	Player	Source	Mic	Stand	Notes
1	Jim Hart	Kick	Audix D6	Small Boom	
2		Snare Top	SM57	Small Boom	
3		Snare Bot	Beta 98	-	
4		HH	KM184	Large Boom	
5		Rack	Audix D2	-	
6		Floor	Audix D4	-	
7		OH L	KM184	Large Boom	To pick up small percussion table as well as cymbals
8		OH R	KM184	Large Boom	
9	Ruth Goller	Bass DI	DI		
10		Bass Amp	SM57	Small Boom	
11	Bex Burch	Gyil FX L	DI		
12		Gyil FX R	DI		
13		Gyil OH L	KM184	Large Boom	Bulk of gyil is from DIs
14		Gyil OH R	KM184	Large Boom	OHS should be for definition on mallet attacks and stereo image
15	Jim Hart	Vox - Drums	SM58	Large Boom	
16	Bex Burch	Vox - Gyil	SM58	Large Boom	
17	Ruth Goller	Vox - Bass	SM58	Large Boom	
18*	Ruth Goller	Bass Amp	SM57	Small Boom	second mic on bass amp to go direct to video project system on stage, not to FOH or monitors

VIDEO

Vula Viel work with a sound to video system (only by appointment.) They will bring the appropriate equipment to generate the video signals but will require:-

- The sound to light system shall be on stage and less than 20m from the gyl
- The promoter shall provide an HDMI cable from the sound to light system to the projector
- AC power at the position of the sound to light system
- front or rear projection to screen behind the players
- as large a screen as possible and appropriate for the stage
- the screen should be as low as possible. If back projected then having the players in front of the bottom of the screen is good.
- the video system requires an audio input from the bass amp which is to be provided by an SM57 (or similar) on a small stand with an XLR cable to the video system. The mic / stand / cable is to be provided by the promoter.