



GUNS RELOADED - GUNS N' ROSES

EXPERIENCE

TECH SPEC 2026

TECH SPEC 2024

GUNS RELOADED - Guns n' Roses experience

For GUNS RELOADED to deliver a performance to an acceptable standard, this Tech Spec must be met. Please read this Tech Spec carefully and address any issues or concerns no later than 72 hours prior to show time. All problems can be resolved prior to the performance once adequate time has been allowed.

All requirements have been clearly laid out in this document and failure to inform us of any non-compliance and timings within this document may result in a show cancellation. Please address all questions and concerns to our Production Manager. We will not entertain issues on show day which could have been addressed prior.

Guns Reloaded reserves the right not to perform where equipment is inadequate. The onus falls on the promoter to supply the right equipment; this is an integral part of the performance.

We want to help so please contact us with any concerns

Contacts:

Production Manager
gunsreloaded2021@gmail.com
00 353 87 18 38 567

AUDIO REQUIREMENTS

Front Of House

The FOH position should be in line with the stage in the centre of the venue. The sound system should be noise and hum-free and capable of producing 105db evenly throughout the venue. Guns Reloaded is a live band and because of this are loud by nature and the system must be capable of reproducing our dynamics and SPL without distortion. The FOH console must have a MINIMUM of 24 channels to accommodate our input patch.

Please ensure that there is a competent FOH engineer present for the duration of sound check and show.

We will supply the following:

- 1 wired drum IEM
- Main vox wireless mic
- 1 WiredKeys IEM
- 4 Transmitters IEM

You will need to supply the following:

- 1m x 1m space upstage left for our Monitor/Playback world for our sole use
- 1 x electrical supply USL for our Monitor world for our sole use
- 4 x tall boom stands
- 2 x short boom stands
- 17 XLR cables to patch all mics/DIs from stage positions to Monitor world
- 6 x XLR cables (minimum 20' length) for further input/output patching
- 5 x IEM frequencies - ALL GB (606-648)
- 2 x SM58 to be used as a backup/guest vocal mic
- 8 x Drum mic set (check channel list)
- DI boxes (check channel list)
- 2 x SM57 Guitar cabinets

AUDIO REQUIREMENTS

Sound Check

Guns Reloaded requires at least 3 hours for get in and sound check. This is subject to the stage and PA being available. The sound check should finish at least 1 hour prior to doors.

Power Drops

Please see the stage plan for details. All drops should be from the same phase and protected by a Residual Current Device RCD rated at 20A over current and 30mA leakage. Host's backline is rated at 230V 50Hz AC on standard 13A plug tops (BS 1363)

Risers

For all festivals please supply the following rolling risers at least 2 hours before changeover time;

- 1 x 8'x8' @ 2' high for Drums
- 1 x 8'x 8' @ 2' high for Keys

Guns Reloaded - Input Channel List - 2024

Channel number	Channel name	48	DI Box	Element	Splitter number	Splitter numebr channel
Channel 1	Kick in			Drums	Splitter 1	Channel 1
Channel 2	Snare top			Drums	Splitter 1	Channel 2
Channel 3	hats	Y		Drums	Splitter 1	Channel 3
Channel 4	Tom 1	Y		Drums	Splitter 1	Channel 4
Channel 5	Tom 2	Y		Drums	Splitter 1	Channel 5
Channel 6	Tom 3	Y		Drums	Splitter 1	Channel 6
Channel 7	OH R	Y		Drums	Splitter 1	Channel 7
Channel 8	OH L	Y		Drums	Splitter 1	Channel 8
Channel 9	Keys R			Keys	Splitter 2	Channel 1
Channel 10	Keys L			Keys	Splitter 2	Channel 2
Channel 11	Bass		Yes	Bass	Splitter 2	Channel 3
Channel 12	Rythm Guitar			Guitar	Splitter 2	Channel 4
Channel 13	Lead Guitar			Guitar	Splitter 2	Channel 5
Channel 14	Lead Vox			Vox	Splitter 3	Channel 1
Channel 15	Backing Vox 1			Vox	Splitter 3	Channel 2
Channel 16	Backing Vox 2			Vox	Splitter 3	Channel 3
Channel 17	Backing Vox 3			Vox	Splitter 3	Channel 4
Channel 18	Backing Vox 4			Vox	Spplitter 3	Channel 5
Channel 19	Spare Vox			Vox	Splitter 3	Channel 6
Channel 20	Cues		Yes	Interface	No splitter	No splitter
Channel 21	Band Click		Yes	Interface	No splitter	No splitter
Channel 22	Main click		Yes	Interface	No splitter	No splitter
Channel 23	Tracks L		Yes	Interface	Splitter 2	Channel 6
Channel 24	Tracks R		Yes	Interface	Splitter 2	Channel 7
Channel 25	Room mic R	Y			No splitter	No splitter
Channel 26	Room mic L	Y			No splitter	No splitter

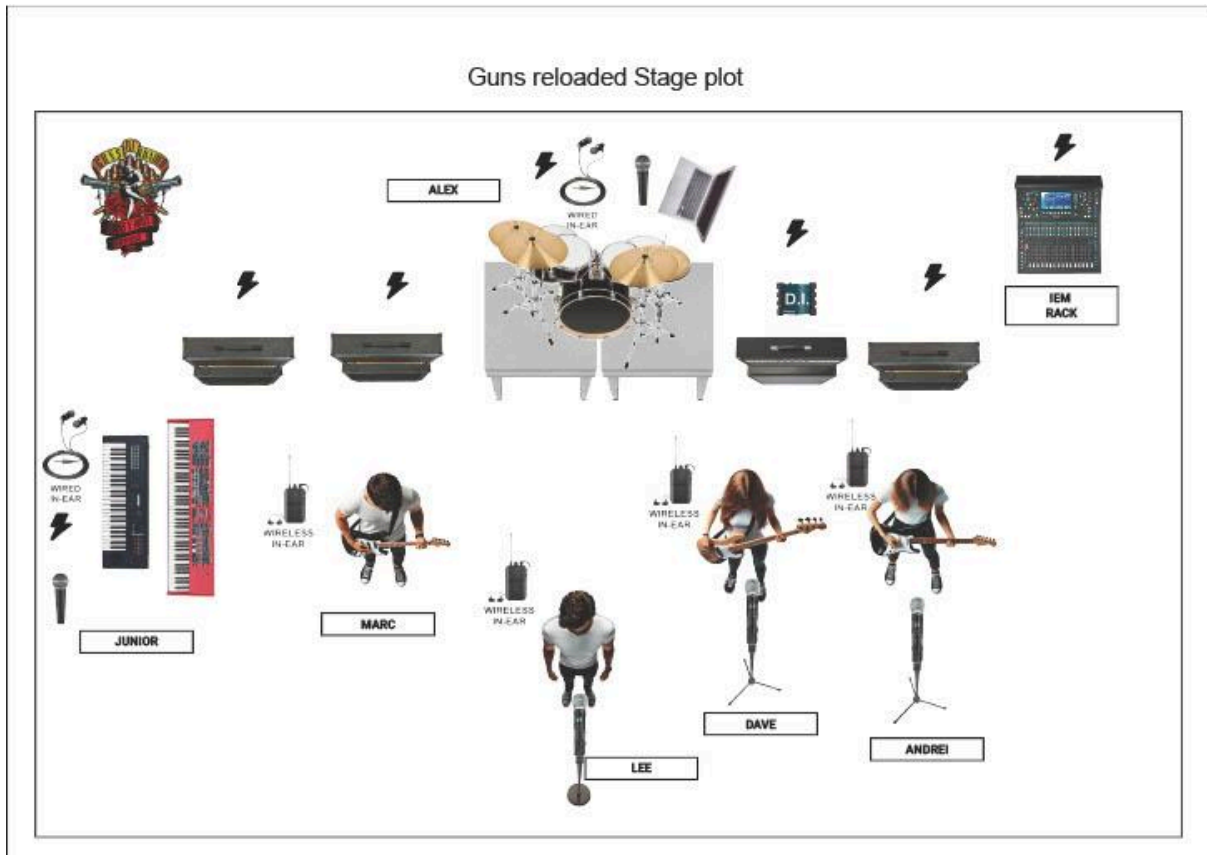
Patch comes from our Split Snake. Please patch all Mic/DI to our splitter FIRST.

NO +48V Phantom power unless specified.

Room mics are optional just for IEM mixes

Please provide an SM58 coiled at DSC as a backup/guest vocal mic. (see stage plot)

Guns Reloaded - Stage Plot



BACKDROP

We provide our own backdrop with dimensions of 3.05m x 2.44m (10' x 8'). Please provide an upstage truss at a width and height adequate to hang our backdrop.

DRESSING ROOM FACILITIES

GUNS RELOADED - The Guns N' Experience, and as such performs in full costume. Please provide well-lit ventilated dressing room facilities suitable for 6 people, with an area to hang costumes with a mirror and electrical power. The dressing room area should have direct access to the stage.

HOSPITALITY RIDER

12 X Bottles of water

6 x towels

12 x bottles/cans of lager NO Budweiser

12 x bottles/cans of 0% beer.

Selection of snacks/chocolate

6 x Hot meals

Tea and coffee for 6 people



THANK YOU !!!!