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2024 Technical Rider

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ANYBODY OUT THERE 2024 TECHNICAL RIDER

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Lighting Contact: **PAT REILLY**

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INPUT LIST

1	Kick	Beta 52 or Beta 91	Short Boom
2	Snare	SM57, Beta 57, E504, E604	Short Boom
3	High Hat	Any Condenser	Short Boom
4	Tom 1	E604	Short Boom/Clip
5	Tom 2	E604	Short Boom/Clip
6	Tom 3	E604	Short Boom/Clip
7	Tom 4	E604	Short Boom/Clip
8	Roto Toms	E604	Short Boom
9	Overhead Left	Any Condenser	Tall Boom
10	Overhead Right	Any Condenser	Tall Boom
11	Bass	DI	
12	Key 1 Left	DI	
13	Key 1 Right	DI	
14	Key 2 Left	DI	
15	Key 2 Right	DI	
16	Guitar 1	SM57, Beta 57, E604	
17	Guitar 1 AC Guitar	DI	
18	Guitar 2	SM57, Beta 57, E604	
19	Guitar 2 AC Guitar	DI	
20	Sax (Wireless)	XLR Out	
21	Sax (Wired)	Sennheiser 421	Tall Boom
22	Vocal 1 (Glenn)	SM58, Beta 58	Tall Boom
23	Vocal 2 (Jim)	SM58, Beta 58	Tall Boom
24	Vocal 3 (Steve)	SM58, Beta 58	Tall Boom
25	Vocal 4 (Dan)	SM58, Beta 58	Tall Boom
26	Vocal 5 (Jack)	SM58, Beta 58	Tall Boom
27	Video Projector Left		
28	Video Projector Right		

FOH Mixing Console

Midas M32. Mix scene file will be provided.

(2) Outputs are required for 2 track recorder (Left/Right)

Microphones

SM or Beta-58 (vocals)
Beta-52/RE-20/Beta91A (kick)
E604 (toms)
SM57, Beta 57, E504, E604 (snare)
SM81 (high-hat, overheads)
Sennheiser 421 or equivalent (baritone saxophone)
Active or Passive DI's. Must have ground lift switches.

Monitors

Seven monitor mixes are required: See stage plot for details.
Band will have access to individual monitor mixes via iPad. Router must be located on stage

1	Jim	(2) Wedge
2	Spare	
3	Glenn	Wedge
4	Steve	Wedge
5	Mike	In-Ear (Wired)
6	Dan	In-Ear (Wired)
7	Jack	In-Ear (Wireless)
8		
9	Glenn	In-Ear (Wireless)
10	Glenn	In-Ear (Wireless)

Wedge in front of Glenn to be used as a backup.

Sound Check

The following Technical Crew must be available on the day of the show as agreed upon load-in, sound check and performance:

- Stage Manager for the performance venue
- Sound System Engineer familiar with the venue sound system
- Experienced monitor engineer (may also be Sound System Engineer)
- Experienced Lighting Technician

Band will have access to stage at least 6 hours before doors.
Sound set-up and line check will be completed 2 hours before doors.

Production and Content

Band and Crew shall have control over the stage set-up and placement of sound and equipment.

Stage

Stage must be at least **16ft deep, 24ft wide** and **16ft high**, not including monitor world or downstage (frontline) wedges.

Risers

Three (3) riser are to be provided by purchaser with minimum dimensions of:

- 8'x8'x16" - carpeted with black skirt for drums - stage right
- 8'x8'x12" - carpeted with black skirt for keyboards – stage left
- 4'x8'x8" – carpeted with black skirt for keyboards – stage left

Band will provide risers when feasible.

Communication

Two-way communication between backstage and audio/lighting booth will be provided. Sound and lighting technicians will be on headset minimally for the first song of each set.

Lighting

Band travels with 9ft circular truss and ground package (when feasible)

Two (2) separate 20amp power circuits are required for lighting

Purchaser to provide a lighting system capable of even coverage of the stage

All members of the band must be properly lit, front and back.

Front Lighting: Warm and cool washes for all band members including those on risers.

When feasible, house projection system with QLab will be used for video presentation.

Merchandise

Band will be permitted to sell merchandise.

Venue will provide (1) 8-foot table with tablecloth.

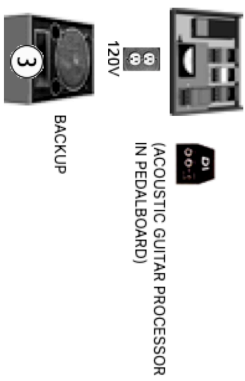


JACK
SAXES / KEY 2 / BG VOCALS
 (IN - EAR MONITOR)
 BARTONE SAX - MIC W/STAND
 TENOR SAX - WIRELESS
 RISER - 8'X8'X12"

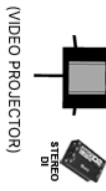
9 FOOT DIAMETER CIRCULAR VIDEO SCREEN



GLENN
GUITAR 1 / LEAD VOCAL 1
 (IN-EAR MONITOR)



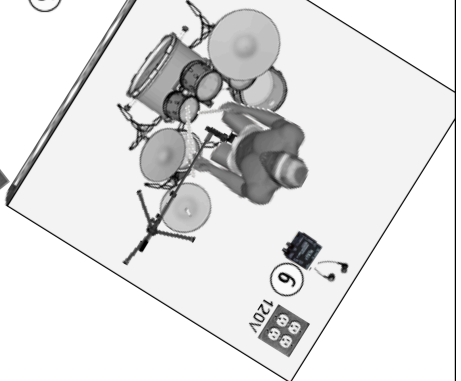
MIKE
BASS GUITAR
 (IN-EAR MONITOR - WIRED)
 XLR OUT IN PEDALBOARD
 (ACOUSTIC GUITAR PROCESSOR
 IN PEDALBOARD)



(VIDEO PROJECTOR)



DAN
DRUMS / BG VOCALS
 (IN-EAR MONITOR - WIRED)
 RISER - 8'X8'X16"



STEVE
KEY 1 / BG VOCALS
 RISER - 4'X8'X8"

ANYBODY OUT THERE
STAGE PLOT
V 3.1
REVISED 9/4/24

- INPUTS**
- 1 KICK DRUM
 - 2 SNARE DRUM
 - 3 HI HAT
 - 4 TOM 1
 - 5 TOM 2
 - 6 TOM 3
 - 7 TOM 4
 - 8 ROTO TOMS
 - 9 OVERHEAD LEFT

- 10 OVERHEAD RIGHT**
- 11 BASS (DI)
 - 12 KEY 1 LEFT (DI)
 - 13 KEY 1 RIGHT (DI)
 - 14 KEY 2 LEFT (DI)
 - 15 KEY 2 RIGHT (DI)
 - 16 GUITAR 1
 - 17 GUITAR 1 AC GTR (DI)
 - 18 GUITAR 2
 - 19 GUITAR 2 AC GTR (DI) OPT

- 20 SAX - WIRELESS (TENOR)**
- 21 SAX - WIRED (BARTONE)
 - 22 VOCAL 1 - GLENN
 - 23 VOCAL 2 - JIM
 - 24 VOCAL 3 - STEVE
 - 25 VOCAL 4 - DAN
 - 26 VOCAL 5 - JACK
 - 27 VIDEO PROJECTOR LEFT
 - 28 VIDEO PROJECTOR RIGHT

- MONITOR SENDS**
- 1 JIM
 - 2 SPARE
 - 3 GLENN - WEDGE
 - 4 STEVE
 - 5 MIKE
 - 6 DAN
 - 7 JACK
 - 8 GLENN - VOCAL
 - 9 GLENN - VOCAL

- 10 GLENN - EARS**
- OUTPUTS**
- 1,2 TRACK RECORDER LEFT
 - 2,2 TRACK RECORDER RIGHT