

SORTOUT

TECHNICAL RIDER

First of all, thank you for booking a show with SORTOUT!

This rider is meant to help the promoter and band to ensure that everything runs smoothly. Please carefully read the requirements below and note that the rider is an object of agreement. If there are any questions or if you have trouble providing any of the below mentioned please get in touch with us at least 2 weeks before the day of the show and we will work out a solution.

Thank you!

Contact

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1. PA

We need a proper sized PA system (Hi/Mid + Sub separated) provided for the concert room with sufficient power to supply a clean and undistorted 110dB SPL RMS to the mixing desk and a powerful and feedback-proof monitor system. Self-built systems or poor-quality systems are not accepted. The system has to be configured and ready at arrival time.

2. Monitoring

We bring our own in-ear monitoring system. Still, we need at least 3 wedges + 1 drumfill on stage.

Mix 1 – Guitars (StageRight / 1 wedge)
Mix 2 – Vocals (Center / 1 wedge)
Mix 3 – Guitars (StageLeft / 1 wedge)
Mix 4 – Drums (Drums / 1 drumfill)

At larger venues there should be two extra side fills.

3. Mixer

The mixer should have at least 24 free channels and fully parametric EQ's and Effects (most common).

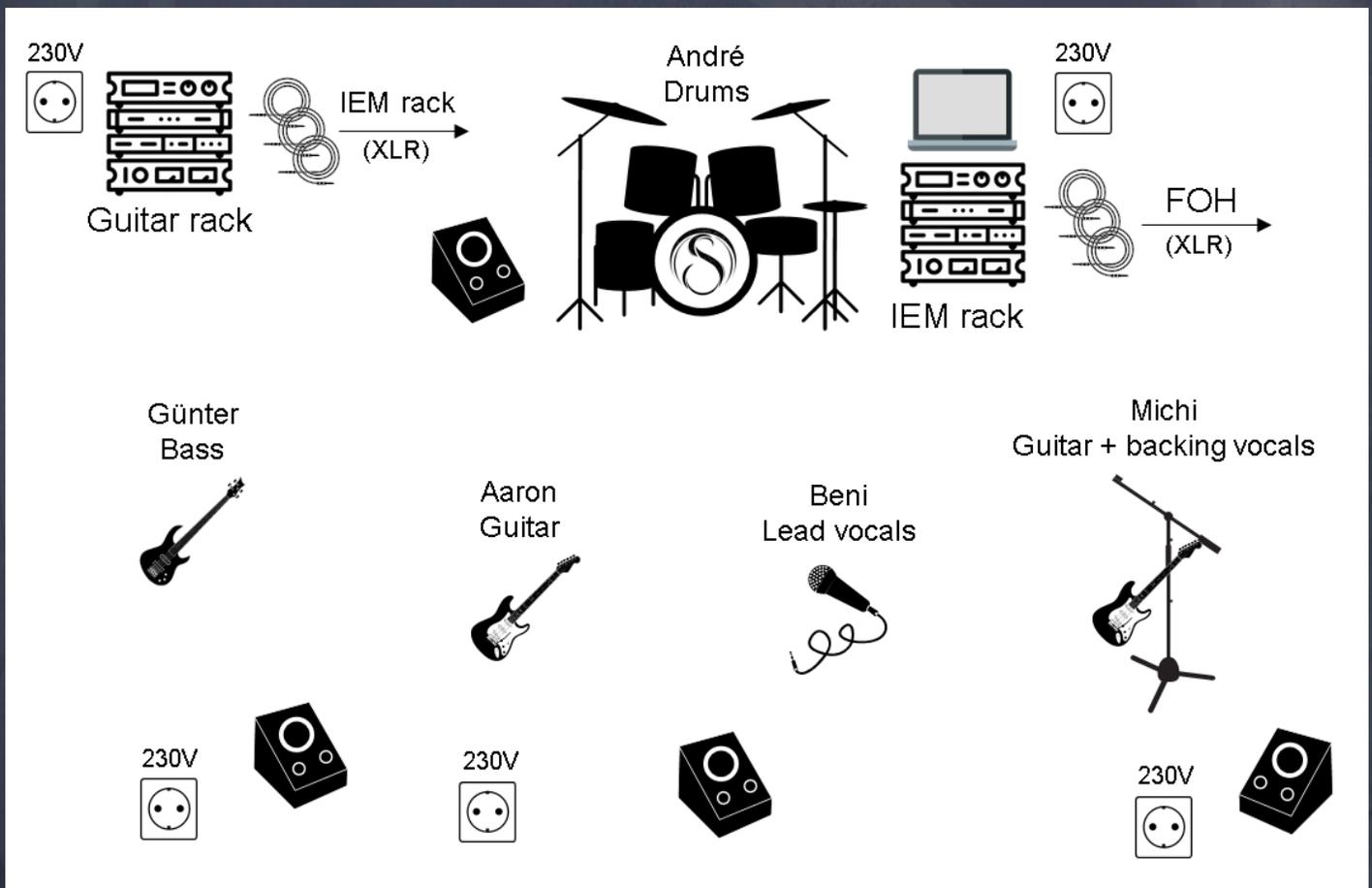
4. Stage/Riser

The minimum stage size is 3m x 5m. By the time we arrive the stage has to be clean and ready. At open-air events the stage needs to be properly protected against weather (walls and a roof). A riser for the drums would be good (2m x 2m x 0,4m) and needs to be built up in the rear center of the stage. There should be a possibility to hang up our backdrop (4m x 2,5m).

5. Stage plan

Our Stage setup:

- 1 Drum set
- 1 Bass Guitar
- 2 Electric Guitars
- 2 Vocals
- 1 R/L Backing Track



Nearly every signal goes through our rack (except Hi-Hat, Splashes, Ride) where we split them for our in-ear-mixes. From there the signals have to be transferred to the FOH via XLR.

Instrument	Mic (recommendation)	Position
Kick	Beta 52A + Beta 91A	Drums
Snare Top	SM57	Drums
Snare Bottom	SM57	Drums
Hi-Hat, Splashes, Ride	Condenser Mic's	Drums
Tom 1	Beta 98 / 56A	Drums
Tom 2	Beta 98 / 56A	Drums
Tom 3	Beta 98 / 56A	Drums
Tom 4	Beta 98 / 56A	Drums
OH L	Condenser Mic	Drums
OH R	Condenser Mic	Drums
Backing Track L	XLR	Drums
Backing Track R	XLR	Drums
Bass Hi (digital amp)	XLR	Bass
Bass Lo (digital amp)	XLR	Bass
Git 1 (digital amp)	XLR	Guitar 1
Git 2 (digital amp)	XLR	Guitar 2
Vocals 2x	SM58	Center

IMPORTANT: Phantom Power (48V) on all channels is required.

6. Staff

Unless otherwise stated we travel without a sound and lighting engineer.

We will need a competent, friendly and sober sound engineer, who is familiar with the entire electrical system and our contact person for technical matters from get-in until the end of the event.

We travel without a lighting engineer and we greatly appreciate a competent and creative lighting engineer that illuminates the show atmospherically.

7. Lights

If available: Washer, Hazer, Fog, Stroboscope, Blinder, moving heads etc.
All the details can be discussed with the lighting technician at the venue.

8. Equipment sharing & Soundcheck

The drummer always plays his own drumset and will not share his drums with other bands. We will need an absolute minimum of 30 minutes for soundcheck. 60 to 90 minutes including setup would be perfect. If a line check is necessary, we will need at least 30 minutes in between the shows.

9. Arrival

Please provide detailed directions in german or english two weeks before the date of the show with the complete address of the venue and a telephone contact. We need a safe parking space available for the van close to the venue. Please provide arrival, soundcheck and doors-open and on-stage times. The promoter or another contact person should be at the venue at arrival time.

10. Food & Drinks

- 8 meals or 8 x 12 euro for buy-out (band and crew)
- 20 bottles of non-carbonated water for stage and backstage
- 1 crate of beer and some other cooled drinks (juice, coke)

11. Backstage

A separate room for the band to get some rest before and after the show. It would be great to have some sofas, tables, chairs, a mirror, shower and sink.

12. Sleep & accommodation

A warm, clean, dark and quiet accommodation for 8 people with mattresses, bath room, shower and mirror. A safe parking space near the sleeping accommodation should be available.

13. Merchandise

A table of approx. 1.5m length and a small light or some candles for our merchandising in the same room as the show, if possible.

14. Advertising & Promotion

There's plenty of promo material that we can send to you for advertising purposes. Don't hesitate to get in contact with us if you need any logos, pictures or promo templates in various file formats.

ARISE. SORT OUT. OVERCOME.