



TECHNICAL RIDER & STAGE PLAN

First of all, Thank You for your interest in booking a show for Lazerwolfe. Below is a list of our technical requirements. It might sound a bit formal to you, but this is not meant to cause any inconveniences on your behalf. We designed this rider for optimum effectiveness for the day of the performance. If there are any questions or if you have trouble providing anything below that is mentioned, please get in touch with us before the day of the show so we can work together to find a solution.

OUR STAGE SETUP IS:

- 1 - Drumset*
- 1 - Bass Guitar and Amp*
- 1 - Lead Electric Guitar and 2 Amps*
- 1 - Rhythm Electric Guitar, Amp, Guitar Leslie Cabinet*
- 1 - Nord Keyboard*
- 4 - Vocals*

We require a suitable sized PA system 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. It is very important that the singers and drummer each have their own monitor speakers with separate mixes. For larger venues we may require extra monitors and sidefills.

Below are Minimum requirements in the situation where the Band is hired for performance only and the Venue does not require Frontline PA assistance. Below is the technical rider to be provided to the Venue and/or Sound Engineer that will be working with the band for the performance date.

CONTACT LAZERWOLFE:

Telephone: Dustin 605-321-0615 // thedustinpeteron@gmail.com // Lazerwolfe.com

THE BACKLINE

The Band will supply the ("Backline"):

- Drum Kit Including Cymbals and Hardware
- 2 Electric Guitars
- 1 Electric Bass Guitar
- 3 Electric Guitar Amps
- 1 Electric Guitar Leslie Amp
- 1 Electric Bass Amp
- 1 Nord keyboard.

THE FRONTLINE

THE MINIMAL SET UP

The Venue will Supply the Frontline:

("Frontline" refers to the PA system/Microphones/Cabling/etc.)

If the Venue is unable to provide any of the equipment below, please contact Dustin Peterson [thedustinpeteron@gmail.com Tel:605-321-0615] so we can coordinate other arrangements. Any other arrangements that need to be made will be at the expense of the Venue/Promoter/Operator.

SOUND ENGINEER

- x1 Sound Engineer provided by the Venue/Promoter/Operator

FRONT OF HOUSE

- x1 Front of House Professional Line array and/or sufficient powered speaker Sound System for the Venue.

(Minimum requirements: Left and Right mains, and subwoofer)

MONITORS

- x5 Powered Monitors for each band member

MIXING CONSOLE

- x1 Mixing Console specifications:

-Minimum of 16 channel XLR inputs

-Minimum of 16 XLR cables

-Minimum of 4 AUX or 4 Bus channels used for separate monitor mixes for each member

-Reverb Effect (Vocal Channels)

-Channel Strip EQs

-**Compression, Gate, Delay, Modulation (Preferred but not required)

AUDIO SNAKE

- x1 Audio Snake

-(minimum 16 input x 4 Return)

MICROPHONES

- x16 Microphones:

-We require at least x12 sufficient professional grade audio microphones to properly mic each of our pieces of audio equipment:

- x3 (minimum of x2) Guitar Dynamic Microphones (SM57/Audix I5/Sennheiser 609 etc.)

- x4 Dynamic Vocal Microphones (SM58/Sennheiser e845/e945)

- x6 Dynamic Drum Microphones

- 4 High/Mid/Low Tom Dynamic Microphones (SM57/Audix I5)

- 1 Top Snare Dynamic Microphone (SM57/Audix I5)

- 1 Kick Drum Microphone (Audix D6/Shure Beta 52a/AKG D112)

- **x2 Drum Overhead Microphones** (Rode NT5s/AKG C214)

** If Venue space requires the need, as judged by the Band **

MICROPHONE STANDS

-x4 Vocal microphone Stands

-x3 Guitar Amp microphone stands

-x6 Drum microphone stands or clips (x8 if the venue requires overhead microphones)

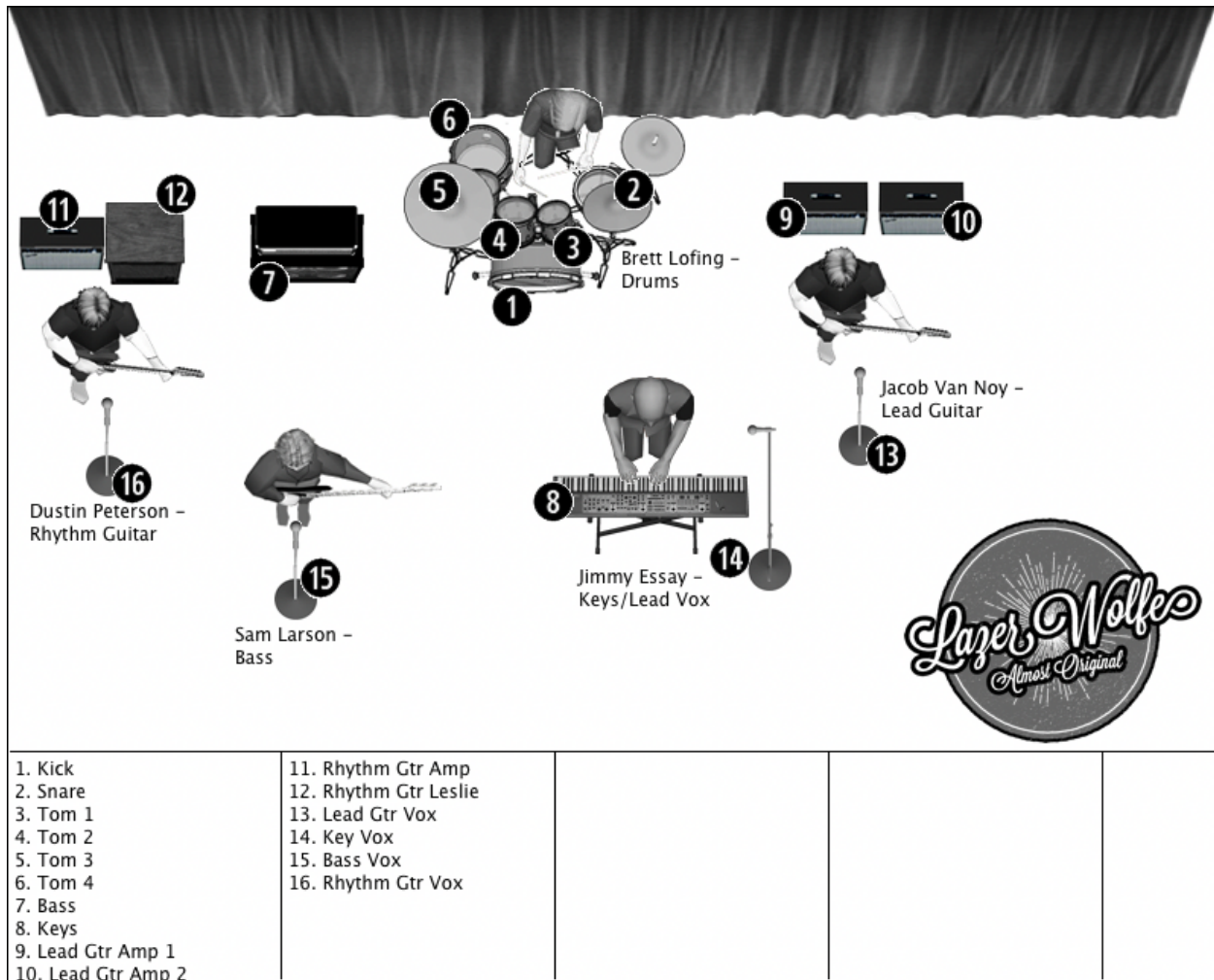
DI'S

- x2 DI's (For Keyboards/Bass Guitar Rig)

CABLING/POWER CORDS

- All cabling and power requirements for the room and Frontline Gear/Sound System to be provided by the Venue/Promoter/Operator

THE STAGE PLAN



ADDITIONAL EQUIPMENT

- x1 Floor carpet (Approx. 160cm x 200cm) for drums on the stage
- x1 Keyboard throne/or Chair

STAFF

We will need a qualified Sound Engineer, Stage technician and Light Technician when required by Venue. At the moment we have our own Sound Engineer/Lighting Director but will not be provided unless requested and paid for a nominal fee.

SOUND & LIGHTING

We prefer an overall natural sound with minimal processing and effects. The Drums need not have overly aggressive clicky, attack sounds, but still punchy. More airy and use gates only when unavoidable and with great care. The vocals are best with reverb and compression to keep them up front and center above the band. Maybe a bit of very short delay on the vocal microphones mixed in with reverb ambiance for the room. Lighting can be discussed during soundcheck. Fog and strobe effects are welcomed as long as it is not overused.

EQUIPMENT SHARING

The drummer always would like to use his own drum set and would like not to share his drums with other bands unless absolutely necessary. Same with all of our mainline backline pieces of gear. Under certain situations we are more than willing to discuss the sharing of equipment if it improves the overall flow and execution of the show. This can and should be discussed during soundcheck if there is any potential problems that the sound engineer might see. The Band reserves the right to not be required to share equipment at their discretion. In the event that the band shares any equipment and said equipment is damaged by any other Bands/Roadies/Venue Staff. It is the responsibility of the Venue/Promoter/Operator to make a sufficient cash payment the night of, for damage reimbursement. Fair market value of MSRP including shipping costs can and will be used at the bands discretion.

ARRIVAL

Please provide detailed directions before the date of the show with complete address of venue and telephone contact for venue and sound engineer. We need a safe parking spaces available to the band members close to the venue. Please provide arrival, soundcheck, Doors-open and On-Stage Times. The promoter/Operator/Or Venue Staff should be at the venue at arrival time.

SOUNDCHECK

We will need an absolute minimum of 45 minutes to soundcheck. 90-120 minutes including setup would be ideal in most situations. We like to run through a couple of songs to freshen up changes and game time decisions for the night's performance. We usually find that we almost always need vocals and Keyboards in all monitors.

The Drummer will need some of everything to help keep presence of instruments and vocals.

We find it quicker to then run through a song or two to see what is lacking or too loud in the mix once the band gets up to performance sound level.

FOOD & DRINKS

- Please see contract for specifications

BACKSTAGE & GREEN ROOM

A separate room for the band to rest before and after the show should be retained for the band and their guests if available at the venue

MERCHANDISE

- Please see contract for specifications

GUEST LIST

- Please see contract for specifications

ADVERTISING & PROMOTION

There is a large amount of promo material available on our website (lazerwolfe.com) for you to use for advertising purposes. Please don't hesitate to write or call if you need Poster/Flyer/Promo Templates which includes Logos and Pictures in various file formats. Just get in contact with us. We appreciate a good design, whether it's professional, semi-professional, or just made from the heart.

FOR THE SOUND ENGINEERS:

A Huge Thank You to YOU! We understand this is usually a "thankless" job and the band understands how hard of a job this is. So, Thank You in advance for all of your hard work. We would rather be best friends, than worst enemies while on stage and would love to work together as a team! If you need anything sound wise (Gain issues etc.) Please, respectfully let us know so we can accommodate accordingly. See you at the Show!

THANKS IN ADVANCE FOR ALL YOUR HELP AND HARD-WORK!

~Lazerwolfe Band and Crew