

Technical Rider

Date: 29. November 2024

The purpose of this rider is to inform all those involved about all the requirements of the production and to guarantee a successful event for everyone. The local organizer is liable for all damages and consequential damages resulting from the non-fulfilment of individual points of these stage instructions.

Changes to the technical-rider by the local organizer are only binding after written approval!

1. Contacts:

Front of House: Steffen Schütz
Schuetzs87@icloud.com; Tel.: +49 160 99656303

Musical Direction: Hannes Luy
info@rookroad.com

2. General Information:

Please note the following points:

- forwarding the rider to all relevant trades and persons
- Compliance with the currently applicable legal provisions
The technology used on site should be state of the art and comply with the applicable legal requirements.
This also includes the preparation and supervision of the technology used by experienced and expert staff.

3. Safety:

The stage must be accessible from the backstage/wardrobe area via a separate entrance that does not pass through the audience area.

All access points must be adequately lit and secured.

4. Staff:

To ensure that everything runs smoothly, we need experienced personnel who are familiar with all the local conditions and equipment in the following roles:

- 1 Production management / representative of the organizer
- 2 Stagehands (Load-In und Load Out)
- 1 System-Tech (Rook Road travels with own front of house tech)
- 1 Lighting engineer

A modern lighting setup including a console is required. The setup should be state of the art.

5. Stage:

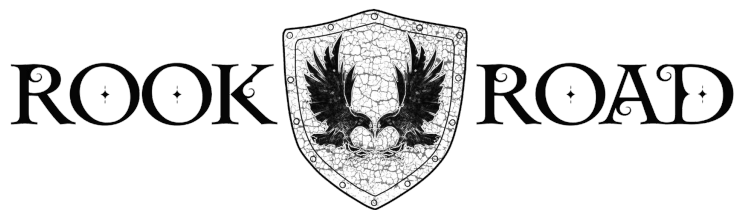
The minimum dimensions of the stage must be 6m x 8m.

The stage must be easy to walk on, stable, level, wobble- and vibration-free, clean, rain- and drip-proof in all areas, earthed and statically safe.

6. Backdrop:

We bring our own backdrop. The dimensions must be agreed in advance.

In addition, the back of the stage should be covered with black molton or similar.



7. Riser

If possible, we need:

- Drum-Riser: 3m x 2m x 0,4-0,6m

Happy to roll

8. Audio:

8.1 PA:

We need a professional, actively separated multi-way system that covers the entire audience area evenly and can generate the usable frequency spectrum for rock music at FOH at 110db(A) without audible distortion.

Preferred: d&b, L-Acoustics, Meyer Sound.

8.2 Front of House-System:

To be provided by the organizer:

- Digital or analog console with at least 32 Inputs (exclusive FX-Ch) and 16 Outputs including the required stagebox.
Preferred systems: Midas, Allen&Heath, Yamaha (außer LS9!)
- We need a place for laptops, as well as a power connection (230V)

The mixing position must be positioned in the center of the stage at a reasonable distance from the audience. Placements on or under balconies, on venue back walls or control rooms are not accepted.

8.3 Mics:

We bring most of the microphones, stands and subsnakes we need.

We need the complete microphone and stage power cabling from you.

Please note the separate input list.

8.4 Monitoring:

We bring our own monitoring system, via which all inputs are split and transferred to the local stagebox.

Cable length 24-Ch Multicore: 10m

After contacting us, it is also possible to receive split signals.

Frequencies of the transmission systems: see stage plot.

Corresponding frequency allocations are mandatory.

9. Backline:

Unless otherwise agreed, we will arrive with our own backline.

For this purpose, power connections (230V/16A) are required at all locations mentioned, which must also be weatherproof for an open-air event.

Please refer to the stage plan for positions.

ROOK ROAD

Kanal-Liste Channel-Sheet

Input		Instrument	Mic	Insert	Stand	Sub#
1	A1	Kick In	Beta91*	Gate/Comp		
2	A2	Kick Out	D6*	Gate/Comp		
3	A3	Snare Top	M80*	Comp	small	
4	A4	Snare Bottom	D2*	Comp		
5	A5	HiHat	M201*			
6	A6	RT 1	D2*	Gate		
7	A7	RT 2	D2*	Gate		
8	A8	FT 1	D4*	Gate		
9	B1	FT 2	D4*	Gate		
10	B2	Overhead L	MC930*		tall	
11	B3	Overhead R	MC930*		tall	
12	B4	BassDI	XLR	Comp		
13	B5	Git DI	XLR	Comp		
14	B6	Git Mic	i5*	Comp		
15	B7	Key L	XLR			
16	B8	Key R	XLR			
17	C1	Sampler L	XLR			
18	C2	Sampler R	XLR			
19	C3	Leslie L	E904*	Comp		
20	C4	Leslie R	E904*	Comp		
21	C5	Leslie Bass	M201*	Comp		
22	C6	Vox Lead	SM58 UHF*	Comp		
23	C7	Vox Git	SM58	Comp	tall	
24	C8	Vox Drum	Beta 56*	Comp		
ST1		FX Drum RV				
ST2		FX Drum Room				
ST3		FX Voc Plate				
ST4		Fx DDL				
ST5		Fx Slap Delay				
* we bring						

