INCORDIA

Stage Rider

ALLGEMEINES

This rider is a fundamental part of the contract between the band and the organizer. It is important for a good performance by the band and a smooth running of the event. We understand that not all requirements can be met 100%. However, any major deviations and other complications should be discussed with the band early on.

Variations of the specifications are always possible but require preliminary communication with the band.

Bandcontact

E-Mail:		info@incordia-official.de
Contact:	Leander Fritsch	0151 15867301

WHAT WE NEED – OR LIKE TO HAVE ☺

Stage

At least 6m x 4m of free space. The lighting should not be placed below a ceiling height of 3m. There should be a possibility to hang a banner (backdrop). Free access to the stage for setup and dismantling must be provided.

For open-air events, there must be sufficient protection against wind and weather.

Riser

Drumriser min. 3m x 2m

INCORDIA

Technical Rider

FoH-System

The FoH-system should be dimensioned according to the venue and the expected number of guests.

However, as a general rule, please only use professional manufacturers such as d&b, L'acoustics, JBL, etc.

Please avoid self-made or low-budget systems.

Monitoring

Stage monitoring is not required as the band is fully equipped with wireless in-ear monitoring in the G3 E-band.

Communication between the FOH technician and the band should always be possible via a separate talk-back line (mono-xlr).

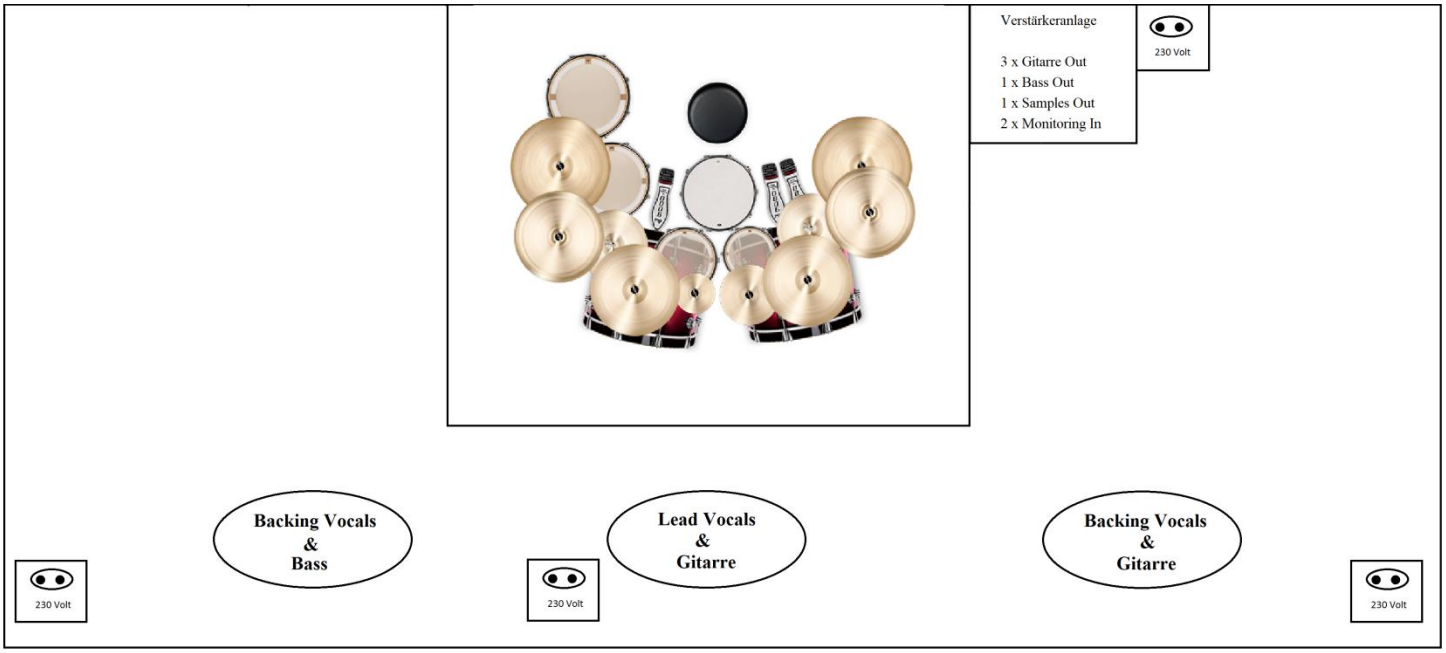
Optionally for big venues, two mono XLR monitor channels can be provided for a stereo mix of the drum kit (consider panning).

Signalflow

The guitars of the band will not be miked through the usual method but will be taken from DI outputs in the amplifier rack, which is centrally located on the stage (refer to stage plot and patch plan) – a optional multicore is provided by the band.

The band plays with only two guitars, but the amplifier system switches to three guitars during lead parts of the songs. The signal paths can be found in the patch plan (2x Rhythm Guitar, 1x Lead Guitar).

Stageplot



Patchplan

CH	Instrument	X32 Channel	Pan
1	Kick Drum (Trigger)	XLR Out 5	-
2	Snare Top	-	-
3	Snare Bot	-	-
4	Tom 1	-	-
5	Tom 2	-	-
6	Tom 3	-	-
7	Tom 4	-	-
8	Hi Hat	-	-
9	Overhead 1	-	-
10	Overhead 2	-	-
11	Bass	XLR Out 4	-
12	Gitarre Left	XLR Out 3	100% Left
13	Gitarre Center	XLR Out 2	-
14	Gitarre Right	XLR Out 1	100% Right
15	Vocals Backing	XLR Out 8	-
16	Vocals Main	XLR Out 7	-
17	Samples XLR	XLR Out 6	-

Light/Video

The stage should have good front lighting so that each band member is well illuminated.

Strobes, moving heads, etc., are welcome.

Installation & Soundcheck

Before the band arrives, the entire PA system should be set up, wired, and ready for operation. Please check all cables and channels!

Additionally, the drum riser should be set up and placed according to the stage plot.

Furthermore, the power supply on stage should match what is listed in the stage plot. The organizer should ensure that the band has access to all necessary areas and technical equipment.

Important: A (mostly-sober) FoH- and lighting-technician should be present and accessible throughout the entire event!

The Band

The band consists of 4 musicians. We reserve the right to bring up to two additional helpers (backlining, guitar/drum technicians, merchandise, etc.), who will be exempt from admission fees and included in catering.