



band@flameorredemption.com

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TECHNICAL & BACKLINE RIDER

This rider is an integral part of the agreement that is legally binding upon all parties. All issues in this rider have to be fulfilled. Any changes need to be reported and require the approval by Flame or Redemption.

Please take the time to review carefully this document and communicate Flame or Redemption as soon as possible your queries in order to solve every possible difficulty on time. Communication can solve every situation.

The promoter will supply at no cost against the artist the following:

PA-system: d&b, L-Acoustics, TW Audio or equivalent

Capacity: PA-system should be able to provide 116 db at flat frequency response, measured at the desk. No compressors on main outputs.

Monitors: Flame or Redemption use their own in-ear monitoring system. They do not need wedges on stage either.

Important: The whole system and all of its components will be ready and in good working condition upon the arrival of Flame or Redemption. The venue will provide qualified personnel on PA, FoH., Monitors and Lights, who will be present during sound check and concert. During the sound check and concert the sound system will be operated by the sound-engineer of the venue, if not specified differently.



CHANNEL LIST

	<u>Channel</u>	<u>Type</u>
1	Kick In	Mic
2	Kick Out	Mic
3	Kick Trigger	Line out
4	Snare Top	Mic
5	Snare Bot	Mic
6	Tom 1	Mic
7	Tom 2	Mic
8	Floor Tom 1	Mic
9	Floor Tom 2	Mic
10	OH L	Mic
11	OH R	Mic
12	HH	Mic
13	Ride	Mic
14	Bass	Line out
15	Guitar 1	Line out
16	Guitar 2	Line out
17	Vocals	Line out

CHANNELS:

All drum mics must be provided by the venue. A triggered kick drum sample, bass, guitars and vocals are given to FoH with line level.

VOCALS EQUIPMENT:

Vocals provide their own microphone **Sennheiser EM 100 G4 Wireless Set (516-558 MHz)**

IN-EAR MONITORING:

We use our own in-ear monitoring system. In case of travel by air, monitor mixes will be handled by the sound engineer.

DRUM BACKLINE:

The band brings pedals, snare, cymbals and parts of the stands EXCEPT in case of travel by air. In this case, only pedals will be provided by Flame or Redemption.

Backline required:

- 1x 22" Bass drum
- 1x 14" Snare

Flame or Redemption

- 1x 10" Tom
- 1x 12" Tom
- 1x 14" Floor Tom
- 1x 16" Floor Tom
- 1x Hi-hat stand: 14" hi-hat cymbals
- 6 x Cymbal stands: 1x 16" crash, 1x 18" crash, 1x 20" crash, 1x 20" power/rock ride, 1x 18"/20" china, 1x 12" splash
- 1x Drum chair

The drum kit must be a quality label and in good function, Pearl with Remo heads is preferred.

GUITAR BACKLINE:

The band brings instruments and amplifiers (Heads) EXCEPT in case of travel by air. In this case, only instruments will be provided by Flame or Redemption.

Backline required: Two high gain amps with cabinets or modelers.

Important: All the amps will be provided with a footswitch and a long proper cable for it.

BASS BACKLINE:

Band brings instruments and amplifiers (Heads) EXCEPT in case of travel by air. In this case, only instruments will be provided by Flame or Redemption.

Backline required: Bass amp with cabinet, modeler or DI box.

NOTES:

- This is the basic Flame or Redemption stage and channel setup. Small changes can be accepted with the approval of Flame or Redemption before.
- Stage backdrop is 5 meters wide and 3 meters high.

STAGEPLAN



22" Kick
10", 12" rack tom
14", 16" floor tom



Line out for FoH:
Kick sample
Guitar 1
Guitar 2
Bass DI
Dry Vocals



Sennheiser EM 100 G4
Wireless 516-558 MHz



Note: The setup can be mirrored, depending on the side of the stage box
