

TECHNICAL AND HOSPITALITY RIDER

SCRUM

We used to rely on people's hospitality only, but because of this blind trust, we had some bad experiences quite a few times... Therefore, and because of so many people asking us for band details, we decided to put together this list of wishes. This rider should help to have a seamless and relaxed show for everybody involved. Consider it as a part of the contract, read it carefully and make sure to meet every detail. There is nothing worse than being in trouble minutes before the show because of things that should have been taken care of earlier. Thank you!

LAST UPDATE: 01-2020

CONTACT INFORMATION

Band contact | Marco Hulsebos | +31 6 196 045 14 | marco@proacts.nl
Tourmanager | Diane Vet | +31 6 53 81 62 42 | tour@scrummusic.com

GENERAL

Scrum consists 6 band members and a 4 person crew. We will bring our own FOH-, light- and monitorengeener.

HOSPITALITY

ARTIST DRESSING ROOM

A clean and warmed dressing room for the band (composed of 6 persons and and a 4 person crew).

15 backstage passes (band included), to welcome professional guests properly.

If internet access (wifi) is available please put the login on a poster on the wall.

20 bottles of mineral water, different kinds of soda (Coca Cola, Fanta), 1 crate of good (local) beer, chocolate milk, different kinds of chips, some candy and different kinds of fresh fruit.

1 bottle of single malt scotch. No Jack Daniels or other glue removers.

DINNER

Dinner (hot meal existing of 1 starch product, 2 sorts of fresh vegetables, 1 piece of white meat/fish (150-200gr) and dessert per person) will be served at the concert place or nearby, **at least 2 hours before the artist's performance.** 1 x No Onion.

Please provide us a cold buffet (or sandwiches) for the end of the show for 10 persons.

FOR STAGE

At least **1 hour before showtime**, please hand the tourmanager:

6 towels

18 bottles of mineral water (0,5L) at room temperature.

SOUNDCHECK

Everything must be ready on stage and FOH when we start our soundcheck. We need about **1 hour** for soundcheck after everything is set up.

MERCHANDISE

A clean plot with light facilities.

INTERVIEWS/PHOTO'S/RECORDINGS

Please contact the tourmanager for **authorization**.

STAGE

The stage must be flat, stable and firm (not moving during an active show). The total stage should be at least **8 meters wide and 6 meters deep**.

In case of stairs we need a couple of hands to get all the stuff on stage. Your help would be very appreciated.

Power conform to European standard (**230V-50Hz**) must be provided at marked locations.

Please reserve some space (2x2m) for our monitormixer in line with the front of the stage with good sight on the band.

RISERS

We need **1 rolling drumriser** (2x2x0,4m).

FOH

FOH position should be at 2/3 of the Venue but not further away than 20 meters of stage, **in center of the stage, on ground level (never on any risers)**, protected from the weather, easily accessible, protected from the public with barriers and never under any balcony.

TECHNICIANS

We need 1 competent FOH engineer, 1 competent monitor engineer and 1 competent light engineer, to support our engineers.

SOUND

PA-SYSTEM

A full range PA-System with enough power and coverage for the specific venue, phase- and time aligned and in full working order (L-ACOUSTICS, Synco, D&B, Martin, Adamson or equivalent). **No self made PA-System please!!**

MIXING-CONSOLE

Midas Heritage/XL series, Soundcraft MH series or equivalent (**no budget mixers like A&H or Mackie**).

48 channels, 6 aux sends, line-in, insert, phase-reverse, phantompower and 4x parametric eq per channel.

Digital mixers like Digidesign, Digico, Midas PRO series and Soundcraft Vi's are not a problem if you contact us first. **No digital Yamaha, Roland or Behringer mixers please.**

COMMUNICATION BETWEEN FOH AND MONITORS TROUGH SHOUTBOX!!

MINI JACK ON FOH FOR INTRO WITH RETURN TO MONITORS

INSERTS

1 31 band graphic equalizer inserted on main out.

14x compressor (BSS, Drawmer or equivalent. No budget BSS or KT).

6x gate (BSS or equivalent. No budget BSS or KT).

EFFECTS

3 good quality reverbs (TC R4000 + SPX990 + M2000).

1 digital delay (D-TWO, 2290).

MONITORS

8 bi-amped wedges (15 INCH!!), including cue (2).

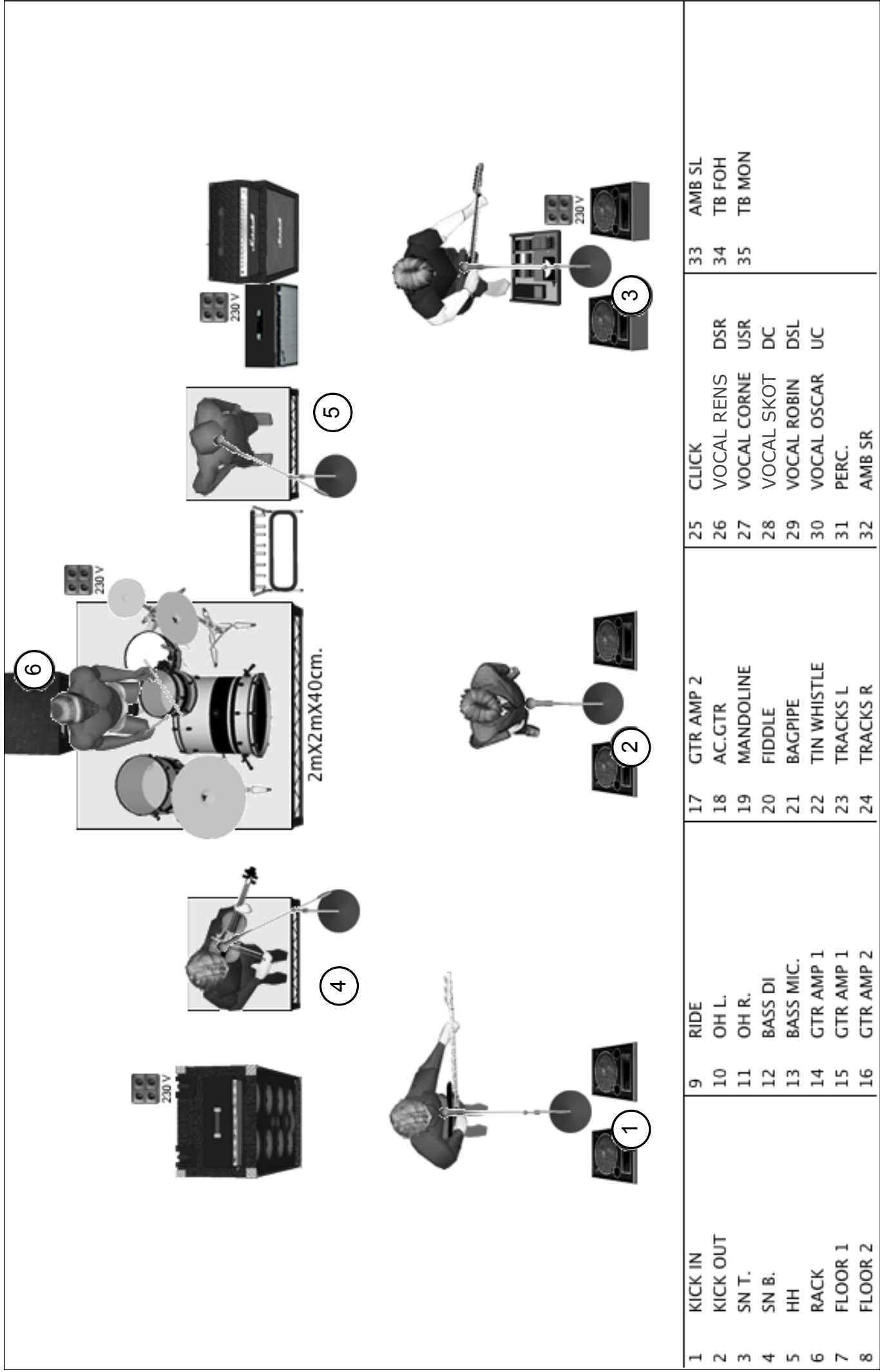
1 drums sub on back height (2x 18 inch driver (needs to be **LOUD**)).

MIXING-CONSOLE

We will bring our own Digico SD9 + in-ear rack.

Channel	Instrument	Micro	Stand	Remarks
1	Kick in	B91	-	
2	Kick out	B52	Small	
3	Snare Top	SM57	Small	
4	Snare Bot	SM57/E604	Small	
5	Hihat	C451	Small	
6	Rack tom	E604	Clip	
7	Floor tom 1	E604	Clip	
8	Floor tom 2	E604	Clip	
9	OH-L	C414/KM184	Tall	
10	OH-R	C414/KM184	Tall	
11	Bodhran	E604	-	
12	Bass	DI	-	
13	E GTR	SM57	Small	
14	ACC GTR Robin	DI	-	
15	ACC GTR Skottie	DI	-	
16	Banjo	DI	-	
17	Mandoline	DI	-	
18	Fiddle	DI	-	
19	Tin Wistle	BETA57	-	OPTOGATE
20	Bagpipe	Direct	-	
21	Vocal Bass (Rens)	SM58	Tall	OPTOGATE
22	Vocal Lead (Skottie)	B58	Roundbase	Wireless
23	Vocal Guitar (Robin)	SM58	Tall	OPTOGATE
24	Vocal Fiddle (Corne)	SM58	Tall	OPTOGATE
25	Vocal Drums(Ossie)	B56	Tall	
26	Drum room return-L			
27	Drum room return-R			
28	Instrument FX-L			
29	Instrument FX-R			
30	Vocal FX-L			
31	Vocal FX-R			
32	Tapdelay-M			

Channel	Instrument	Micro	Stand	Remarks
Auxsends				
1	IEM Bass-L			
2	IEM Bass-R			
3	IEM LEAD-L			
4	IEM LEAD-R			
5	IEM Guitar-L			
6	IEM Guitar-R			
7	IEM Fiddle-L			
8	IEM Fiddle-R			
9	IEM Bagpipe-L			
10	IEM Bagpipe-R			
11	IEM Drums-L			
12	IEM Drums-R			
13	Wedge Bass			
14	Wedge Lead			
15	Wedge Guitar			
16	DrumFX			
17	Instrument FX-L			
18	Instrument FX-R			
19	Vocal FX			
20	Tapdelay			



LIGHT

CONSOLE

Avolites (Tiger Touch is a winner).

CONVENTIONAL

Sufficient front. **At least 8x 1kW** (Thomas, ADB, Strand or equivalent).

4x ACL set.

Public light (blindings).

INTELLIGENT

8 washes, **at least 575W** (High End, Vari*Lite, Martin or equivalent).

8 spots, **at least 575W** (High End, Vari*Lite, Martin or equivalent).

Hazer and fan (MDG or equivalent).