



Contact:
C-Dub
262-389-8120
cdub@stoshun.com

tech rider

STAFF

Artists requires a qualified sound engineer, stage technician and lights technician.

SOUND & LIGHTING

Artists prefers an overall natural sound with minimal processing and effects. The drums should not have clicky attack sounds and please use gates only when unavoidable and with great care. The female singer has a very large dynamic range so please use compression, light delay, and light reverberation. The male singer should have light delay and light reverberation. Saxophone should not have any effects except light delay and reverb. Lighting can be discussed during sound check though it is important there is adequate lighting for the bass player to see her bass's fretboard. Please refrain from any fog use.

SOUND CHECK

A minimum of sixty minutes for sound check included set up is required, with ninety minutes being ideal.

ARRIVAL

Please provide detailed directions two weeks before the date of the show with the complete address of the venue and a telephone contact. The artists needs a safe parking space for the van close to the venue. Please provide arrival, sound check, doors-open and on-stage times. The promoter or another authorized person should be at the venue at arrival time.

FOOD & DRINK

- Four meals [buy out available]
- A minimum of four bottles of cooled, non-carbonated water and six bottles of room temperature water
- Eight cans/bottles of cooled drinks (soda, mix of regular and diet) and four cans of Monster (white can) [buy out available]
- Breakfast for three persons in the morning after the show, one being vegetarian [buy out available]

BACKSTAGE

Please provide a room for artists to rest and change wardrobe in with a sofa, table, chairs, a mirror and a sink

SLEEP

Two rooms will be provided, both rooms with two king beds.

MERCHANDISING

Please provide a table of approx. 1.5m in length and a small light for merchandising, located in the same room as the stage. Please provide personnel (1-2) to sell merchandise before, during and after the performance.