
SOLITUDE WITHIN



RIDER (V20)

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Contacts :

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1. TECHNICAL RIDER

We play with In-ear monitors and provide our own monitor mix. The sound technician mainly has to focus on miking the drums when setting everything up.

A. DRUMS

Instrument	Microphone
Kick Out	Shure Beta 52A
Kick In	Shure Beta 91
Snare Top	Sennheiser E604
Snare Bottom	Sennheiser E604
Hihat Left	Audio technika 8010
Hihat Right	Audio technika 8010
Rack Tom 1	Sennheiser E604
Floor Tom 1	Sennheiser E604
Overhead Left	AKG C1000
Overhead Right	AKG C1000

*All Microphones listed above are preferred. Anything with the same or better quality will suffice.

Extra Info:

- There is a port hole in the bass drum.
- There are two hi-hats. If there are not enough channels/mikes the one on the left has priority.
- A drum riser (min. 2m x 2m)

B. STAGEBOX

B.1. In case our own sound engineer is not available:

We have our own stagebox where all the signals (except drums) are centralized. All our connectors are XLR male and accept your XLR female connectors. We also ask for a few returns (Drum mix, Talkback). You can also connect these to our stagebox.

To summarize, the sound technician only has to focus on 2 things when setting everything up:

- Miking the drums
- Connect our stagebox to your snake or stagebox (with your XLR male – XLR female cables)

Stagebox Channel	Signal
1	Lead Vocal
2	Backing Vocal
3	Lead Voc FX L (Only for IEM)
4	Lead Voc FX R (Only for IEM)
5	Bass Guitar
6	Rhythm Guitar
7	Lead Guitar
8	
9	Keys L
10	Keys R
11	Backing Track L
12	Backing Track R
13	Click (Only for IEM)
14	Click for drum (Only for IEM)
15	Drums (Return)
16	Talkback (Return)

Please provide enough channels so all stereo channels can stay stereo. The channels in red are for our in-ear system so you don't need to connect them. So you will need 9 inputs and 2 returns to connect our stage box to yours.

B.2. In case our own sound engineer is available:

We bring our own pre-programmed digital mixer, stage box and microphones (except drum microphones).

Our sound engineer will provide XLR pair out stereo L R at FOH or on stage (both is possible). Please connect directly to the speakers if possible. If you connect via your FOH desk, provide a stereo channel correctly panned left/right without additional processing, except for some room or speaker specific adjustments.

Cat5e cable or better is requested from stage left to FOH to connect our own digital mixer to the stage box. Let us know in advance if this is a problem so we can bring our own.

The ideal position for the front desk is in the middle of the stage behind the crowd. Please respect this as much as possible.

C. PA REQUIREMENTS

- PA of a reputable brand
 - 24 Channels or more /12 channels or more for small venues where drums are not amplified (or only snare and bass drum).
 - Able to get a SPL of 103dB at the mixer
- Sound system of decent quality
- Effects Processor for vocals with at least compression and reverb (optional)
- **Phantom power needs to be OFF.** Some of our connected equipment doesn't like phantom power.
- We use modeling amps and our own in ear system, this means NO sound but drums will be heard in the front rows. Especially when front speakers are far apart this problem will occur. We suggest the use of front-fill speakers in this case.

D. BACKLINE

Band members carry their own instruments, except for a standard drum set while traveling outside of Belgium. If you won't be able to provide a good quality drum set please contact us as soon as possible.

Drums:

- DW, Pearl or Tama kit
- All hardware (In working condition)
- Drum throne

E. MIXING GUIDELINES

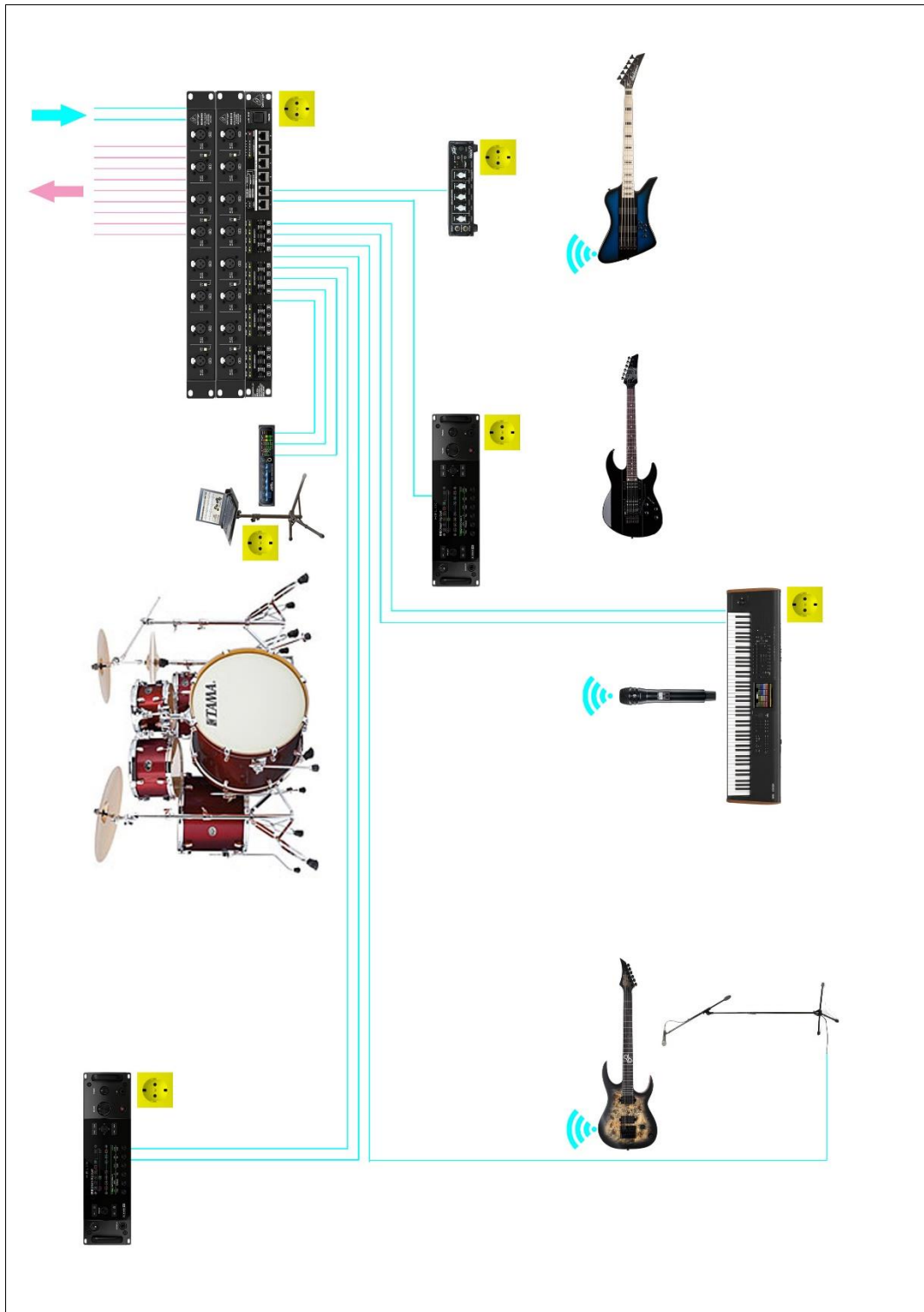
- As we play with IEM's, we don't really need monitor wedges. If monitor wedges are present and connected, please keep the volume low or off. This way the vocals can be amplified to the max.
- The lead vocals must be mixed relatively loud. You need to add some reverb and a fair amount of compression.
- Keyboard (9, 10) and backing track (11, 12) must be in stereo with full panning.
- Male backing vocals (2) are only present in one song ('Turn Away')
- The concert starts with an intro where the backing track plays.

F. WIRELESS FREQUENCIES

Used wireless equipment with their specific frequency range:

Band member	Use	Brand	Frequency
Emmelie	Lead Vocal Mic	Shure QLXD24	823-832MHz & 863-865 MHz
Emmelie	In ear	Shure PSM300 T11	863-865 MHz
Quincy	Guitar	Line 6 Relay G50	2,4GHz band
Quincy	In ear	Shure PSM300 T11	863-865 MHz
Frederick	Bass guitar	Xvive	2,4GHz band
Frederick	In ear	Ant Mim 30	823-832MHz & 863-865 MHz

G. STAGE PLAN



The yellow power outlets on the stage plan indicate where we need power. There are no amplifiers so the required amperage is very low.

2. HOSPITALITY RIDER

A. PARKING

- 5 parking slots close to the venue/festival.
- Two of our cars need to stand close to the loading dock to facilitate loading and unloading.
- 1 of our cars has a trailer connected.

B. ACCESS

- We need at least access for the 5 band members, their respective partners, our sound engineer and our merchandise manager.

C. DRESSING ROOMS

The organization offers a dressing room that is:

- Heated
- Guarded or lockable
- Neat

Things that are present in the dressing room:

- A power supply
- Mirror
- Chairs and a table

D. DRINKS

The organization provides the artists and their companions the following items in the dressing room:

- A crate of beer (preferably Jupiler)
- A bottle of whisky
- Range of soft drinks (preferably Coca Cola Zero, Coca Cola)
- Sparkling water and still water
- Enough cups and/or glasses
- Drink coupons for in the venue

E. FOOD

- A hot meal
 - **We have 2 vegetarians in the band/Crew!!**
- Snacks

- Chips
- Cookies
- ...

E. ON STAGE

- 8 small bottles of water (Not cooled)
- Coca Cola Zero or light or similar for JP, preferably in small plastic bottles that can be closed again.