



Technical Rider

Show: _____ Date: _____

DIRECTIONS: PURCHASER agrees to provide ARTIST'S REPRESENTATIVE with detailed directions to the venue of the performance/event.

LOAD IN: ARTIST will be arriving Time: _____ House to provide 2 loaders + to assist load in & out.

TECHNICAL REQUIREMENTS

Technical Director/Stage manager: audio, lighting and staging list below required for the show.
Any changes can be negotiated before the show. Thank you.

A. STAGE RISERS: Drum riser: 8ft x 8ft, height 18" to 24" black skirted front & sides, plus 4' x 8' gong riser behind drums

B. STAGE: Upstage black backdrop, (if in house)
Stage Width: approx. 30' ft. Stage Depth: approx. 20' ft.

C. HOUSE AUDIO: F.O.H. system will be used. F.O.H. 28 + channel console.
Processing eq, graphs, compressors/limiters, digital effects. *Optional* CLEAR-COM system to monitor mix position

D. MICROPHONES & STANDS: SEE INPUT-LIST (29 inputs)
- **Drum mics** - 1 kick, 1 snare, 3 racks, 1 roto toms, 2 floor, 1 hi-hat, 2 overhead, Gong
- **5 vocal** Shure Beta 58 or equivalent
- **1 Shure Beta wireless** mic or equivalent - with half top mic stand - (Freddie Mercury mic)
* **Mic routed thru SQ floor effects-unit to wireless transmitter.**)
- **3 Guitar amp mics** – L, R and center
- **Direct Input Boxes** (Piano L/R, Bass GTR, Acoustic GRT 1 & 2, Keyboard, I-pod intro/end L/R
- **Mic stands with 5 boom** - vocals/drums/guitar.

E. MONITOR SYSTEM: **5 separate mixes** 6+ floor monitors - as Stage Plot provided.

F. BACKLINE: SEE Backline list

G. LIGHTING: House lighting rig and fixtures will be used. (re: LED, SFours, Pars, moving etc.)
Spot light (balcony operator, if available in house)
Special effects, white-spray front of drum riser. *if available
1 hazer machine *if available

2 Stage fans, 1 stage stool

House Technicians / Assistants: House technicians available at set-up through performance.

* **House to provide 2 loaders + to assist load in & out.**

H. Quick Change or Dressing Room within 30 ft from stage left. at least 8ft x 8ft.
8 ft table, 4 chairs, lights and mirror

TRAVEL, HOTEL, DRESSING ROOMS AND CATERING

HOTEL ACCOMMODATIONS:

PURCHASER to provide Four (4) single rooms or Two (2) double-bed rooms at a quality hotel in close proximity to the venue. The rooms shall be available from the day of the performance to the following morning. The Artist shall comply with checkout times and hotel rules. The PURCHASER shall not be responsible for any additional hotel charges not directly related to accommodation (ie. phone charges, pay TV) during the stay of the ARTIST.

DRESSING ROOM: PURCHASER shall provide one (1) comfortable and private dressing room. This room must be clean, dry, well-lit, and climate controlled. It shall contain at least 4 chairs and shall be within easy access to a clean and private lavatory which is supplied with soap, toilet tissue and plenty of clean towels. Eight (8) hand towels shall be provided for ARTIST'S use in dressing rooms and stage.

SECURITY: PURCHASER shall have adequate security at all times to insure the safety of the ARTIST'S personal instruments and personal property from the beginning of load-in to completion of load-out, including the duration of sound-check, performance, and after show.

SOUND CHECK: Load in usually 2 - 3pm and Sound check 4 to 5pm (60 - 90 min. maximum sound check)

HOSPITALITY: PURCHASER shall provide refreshments in quantities sufficient for four (4) persons, and stage crew available from bands arrival until departure.

THE SHOW: Simply Queen musicians with in house production crew (lighting/audio monitor/back-line/prop)

CREW Catering: If available, please prepare a lunch on arrival, example: Sandwiches Coffee, Water.

ARTIST DRESSING ROOM (Green Room): Bottled Water - 2 cases 24 ct.
Coffee & Tea - honey

FOOD: House or Restaurant Menu : 4 hot meal dinners

MEET & GREET: The Artist welcomes meet and greet, 20 mins. before or/and after the show.
To be scheduled the day of the show, depending on setup, time allowed and permitted.

MERCHANDISE / Meet & Greet Table (if applicable) ONE 8' x 4' table provided in lobby near entrance,
(available one hour before, at intermission and after the show.)

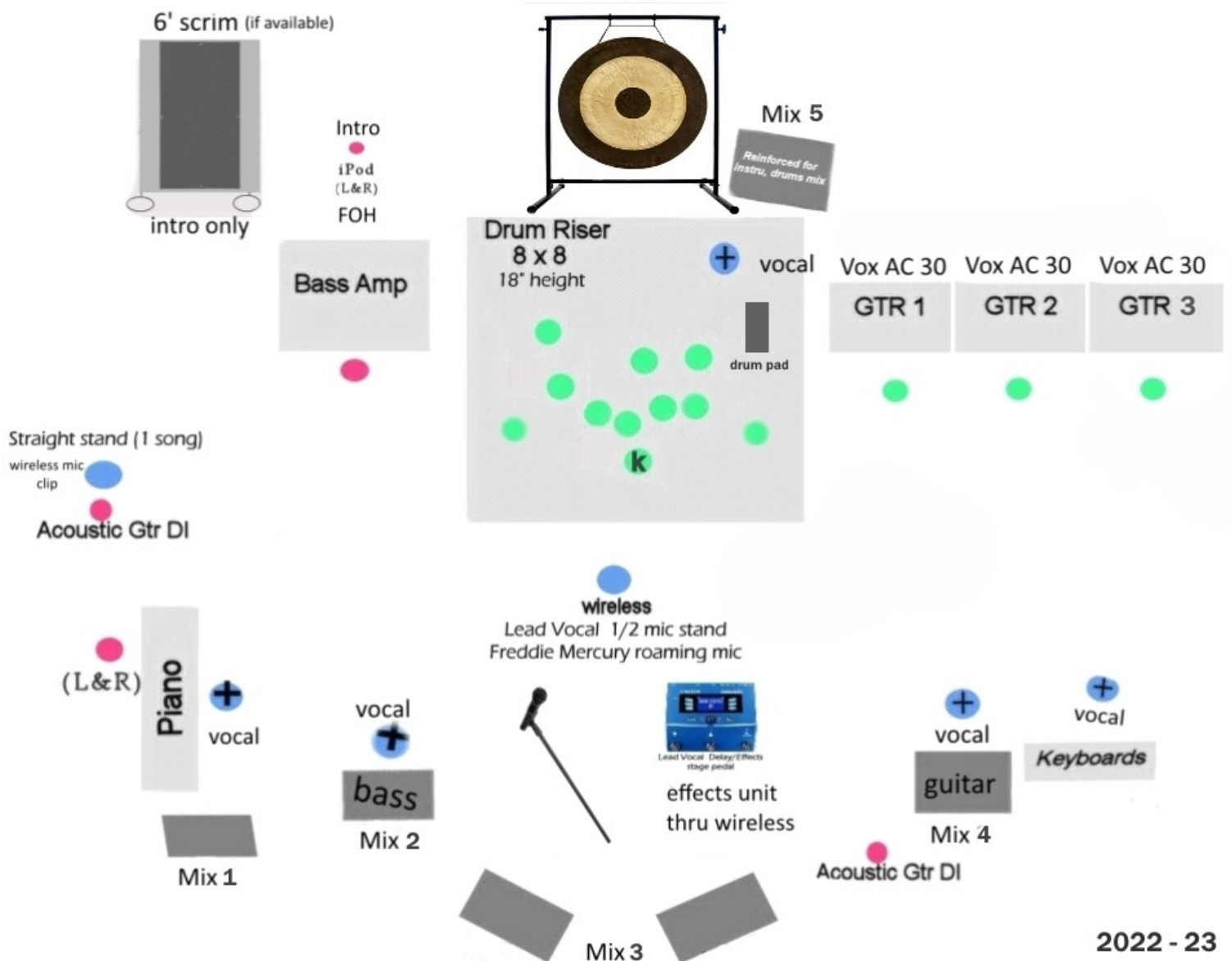
TICKETS/PASSES: Complementary tickets/passes for media, guest list, merchandise table N/A,
All access, Backstage and Crew passes can be arranged.

Simply Queen STAGE PLOT

- Vocal Mic
- Instrument Mic
- DI Box - input
- Monitor
- + Vocal with boom

31 INPUTS

Simply QUEEN LIVE TRIBUTE



SIMPLY QUEEN INPUT LIST

2022

House	Input	Mic (Suggested)	Stand	Monitor Mix	FX	Notes
1	KICK		Kick	5		kick mic
2	SNARE		Short	5		snare mic
3	HI-HAT		Short/Boom	5		chip mic
4	RACK TOM 1		Boom	5		rack mic
5	RACK TOM 2		Boom	5		rack mic
6	RACK TOM 3		Boom	5		rack mic
7	FLOOR TOM 1		Boom	5		floor mic
8	FLOOR TOM 2		Boom	5		floor mic
9	ROTO TOMS		Boom	5		mic
10	OVERHEAD (L)		Boom			mic
11	OVERHEAD (R)		Boom			mic
12 -13	ELECTRONIC DRUM PAD	Stereo DI	Cymbal	5		
14	BASS GUITAR	Direct or DI				Up Stage Right
15/16	PIANO – stereo left / right	DI		1		Down Stage right
17	ACOUSTIC 12 String GTR	DI		4		Left Center Stage
18	GUITAR (L)		Short/Boom	4		Stage Left
19	GUITAR (Pan Center)		Short/Boom	4		Stage Left
20	GUITAR (R)		Short/Boom	4		Stage Left
21	ACOUSTIC 6 GTR (guitarist)	DI		3		Stage right next to piano
22 / 23	KEYBOARD stereo (L/R)	Stereo DI		4		Stage left of GTR
24	VOCAL Downstage Center	Wireless	½ Mic stand	3	X	Lead vocal (effects unit)
No line	Mic Stand ONLY	Wireless clip	Straight	Off stage		Lead Vocal
25	VOCAL (Piano) SR		Boom	1	x	
26	VOCAL (Drummer)		Boom	5	x	
27	VOCAL (Bass) SR		Boom	2		
28	VOCAL (Guitarist) SL		Boom	4	x	
29	VOCAL (Keyboard) SL		Boom	4	x	Keyboard (Gtr) SL
30/31	IPOD – (intro/out track	Stereo DI		ALL		FOH or at Bass rig



BACK LINE

Show: _____ Date: _____ Load-In Time: _____

STAGE BACK-LINE Instrument / Equipment Requirements

Instruments:

Drums Kick, Snare, 3 toms, 2 floor, hi-hat, 3 cymbals, 1-20" ride cymbal,
1 extra cymbal stand for electronic drum pad, gong/stand *if available

1 Bass amp Head and 4 x10" cab model: (Mark amp preferred)

1 Bass Guitar - 5 String Fender or equivalent - *if available plus cable and bass guitar stand

3 Vox AC30 C2 Guitar Amps – 2 Vox amps will do, but 3 better, plus cables and 3 guitar stands

1 Electric piano - 88 weighted keys Yamaha P 125 preferred or equivalent, (*No Yamaha Motif 8)
+ bench/stool, Left/Right inputs, boom-stand vocal mic. (Grand piano or piano shell - if available)

1 Keyboard - multi-function piano/strings pad settings + stand, ex: Korg M1 keyboard or equivalent

1 Acoustic Guitar - Right Handed 12 string (quality model with built-in pickup and **1 bar stool**)

1 Acoustic Guitar - Left Handed 6 string with built-in pickup.

4 Guitar Stands plus **1 Bass Guitar Stand**

Cables - guitar, bass guitar and piano and keyboard

1 Half top of mic stand / wand (Freddie Mercury mobile wireless mic)

1 Piano bench

1 Stage stool (acoustic guitar set)

2 Portable Fans (drummer and bass player)

Inputs: Mics /Stands / Accessories: SEE ATTACHMENT **LINE LIST** (26 inputs)

12 Drum mics (approx.) - kick, snare, racks, roto toms, floors, hi-hat, cymbals overhead

4 vocal Shure Beta 58 or equivalent

1 Shure Beta wireless mic or equivalent, with half top mic stand (Freddie mobile mic)

* Mic routed thru SQ floor effects unit to wireless transmitter, if required)

3 Guitar amp mics - L , R Center

D I Boxes (Piano - L/R, Bass GTR, Acoustic GRT 1 & 2, Keyboard, I-pod intro/end L/R

Mic stands with 5 boom - accommodate vocals/drums/guitar/piano/keys.

Drum riser: 8ft x 8ft, 18' to 24" Ht. - black skirted front & sides - plus 4' x 8' gong riser behind drums

Monitor System: floor monitors – 5 separate mixes - SEE Stage Plot sheet

Dressing Room / Quick Change within stage area, 1 table, 4 chairs, lights and mirror, hand towels.