

# **BLAME IT ON THE GIRL<sup>®</sup>**

## *Technical Rider (typical)*

### BIOTG needs:

1. Approximately 16ft (5.3m) x 12ft (4m) clear stage area minimum.
2. Equivalent of 4 dedicated 120VAC 20-amp circuits on stage.
3. Sufficient general lighting.
4. Easy access to the stage from parking for load-in/out.
5. If stage is elevated, need stairs.
6. Bottles of water / towels.
7. Logistical information about your venue:
  - a. What time is load in and sound check?
  - b. Is this an all-ages show?
  - c. What time do doors open?
  - d. What is the line-up of acts / times? What time is our set?
  - e. How long is our set?
  - f. What time is load-out?
  - g. Please describe the parking available. Are parking passes needed?
  - h. Is there a backstage / green room area available?
  - i. Is there a nearby changing room / dressing room / rest rooms available?
  - j. Is there road case storage available?
  - k. Details on food and beverage provisions or directions to what's nearby.
  - l. All permits filed?
  - m. Will there be Security on hand for this event?
  - n. House manager's contact info.

### BIOTG provides:

1. All on-stage 120VAC power distribution.
2. Small LED stage lighting fixture (x2) package
3. FOR SMALL TO MID SIZE EVENTS / VENUES: Sound system consisting of 2 (or 4) large mains, sub, floor wedges, mics, stands, mixing console, cabling.

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### SPECIAL NOTES, IF 3<sup>RD</sup> PARTY SOUND CREW USED. Instructions for sound crew:

1. FOH snake with 15 XLR female connectors available at the stage box.
2. MIXER CHANNELS / FX:
  - a. 5 xlr channels w/compression for vocal mic inputs.
  - b. 2 line level channels for 2 keyboards.
  - c. 1 xlr channel for Bass DI
  - d. 1 xlr channel for Guitar instrument mic
  - e. 5 xlr channels for Drums
  - f. 2 effects processors, one for reverb, the other for delay.
  - g. 2 3-band parametric EQs wired as channel inserts, or a mixing console with 2 parametric EQs plus high and low shelf.
3. 4 boom microphone stands.
4. 1 straight mic stand with heavy duty tripod base.
5. Wireless vocal mic for lead singer, and 4 wired vocal mics for the other vocalists.
6. Wired instrument mic for guitar.
7. Drum mics: minimum configuration is to Mic the kick, and 3 overheads.
8. Floor monitors across front and one by drummer.
9. Ability to feed monitor out(s) to in-ear monitors.