

## Technical Rider for Hall Of The Elders – International Touring

Band Name: Hall Of The Elders

Contact: Mark Jackson, +1-770-820-4521, halloftheelders@gmail.com

Date: [To be specified per show]

Tour: Southeast Asia Tour

This technical rider outlines the technical and hospitality requirements for Hall Of The Elders, a 5-member metalcore/crabcore band, for performances during their Southeast Asia tour.

Please direct all questions and advance communication to Mark Jackson via email (halloftheelders@gmail.com). The band is traveling light, bringing only guitars, bass, cymbals, kick pedals, laptop, and merchandise, and relies on the venue to provide backline and other equipment as specified below.

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### 1. Performance Overview

- Set Duration: 30–45 minutes, with a 3-minute encore when requested.
  - Band Members: 5 (2 guitarists, 1 bassist, 1 drummer, 1 main vocalist; one guitarist also sings).
  - Genre: Metalcore/Crabcore, featuring high-energy performance with jumping and crowd interaction (potential crowd surfing).
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### 2. Stage Setup

- Stage Plot:
    - Drummer: Center rear, with 4-piece drum kit (3 cymbal stands, 1 hi-hat stand, 1 additional stand), DI box for backing tracks, and power strip.
    - Main Vocalist: Center front, with vocal wedge monitor.
    - Guitarist/Vocalist: Stage left, with guitar amp/half-stack (miced), vocal wedge monitor, microphone stand, and power outlet (120V preferred for vocal fx pedal).
    - Guitarist: Stage right, with guitar amp/half-stack (miced) and power outlet (100–240V for pedalboard).
    - Bassist: Stage right, with bass amp (miced or DI'd) and power outlet (100–240V for pedalboard).
  - Minimum Stage Size: 20' x 30' preferred, with at least 8' height clearance above the stage to accommodate jumping and guitar movements.
  - Additional: 8' x 10' backdrop/stage banner to be hung behind the drummer if allowed.
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### 3. Backline Requirements

The band will provide:

- 2 electric guitars, 1 electric bass, cymbals, kick pedals, and laptop for backing tracks.

The venue is expected to provide:

- Drum Kit: 4-piece drum kit (kick, snare, 2 toms) with hardware (3 cymbal stands, hi-hat

stand, additional stand).

- Guitar Amps: 2 guitar half-stacks (Marshall DSL100HR preferred, or equivalent with distortion settings).
  - Bass Amp: 1 bass amp (Ampeg preferred, or equivalent) with option for DI to FOH.
  - Cables: All necessary instrument, speaker and microphone cables.
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#### 4. Audio Requirements

- Microphones:
    - Vocals: 2 Shure SM58 microphones (1 for main vocalist, 1 for guitarist/vocalist).
    - Guitars: 2 guitar cabs miced (Shure SM57 or Sennheiser preferred, venue's choice acceptable).
    - Drums: Full drum kit micing (Shure Beta series preferred, venue's standard kit acceptable), including kick, snare, toms, and overheads.
  - DI Boxes:
    - 1 passive DI box for backing tracks, positioned near drummer, accepting mono 1/4" input from laptop (via band's stereo splitter).
    - Bass may be DI'd to FOH in lieu of or in addition to micing the bass amp.
  - Monitors:
    - Type: Floor wedge monitors (no IEMs).
    - Minimum: 2 wedges (1 for main vocalist, center; 1 for guitarist/vocalist, stage left).
    - Preferred: 4 wedges (1 additional for drummer, 1 for stage right guitarist/bassist).
    - Mix Preferences:
      - Guitarist/Vocalist (Stage Left): Kick, snare, own guitar, own vocals, light backing tracks.
      - Main Vocalist (Center): Kick, snare, light guitar mix, own vocals, light backing tracks.
      - Drummer, Guitarist, Bassist: Standard mix with kick, snare, guitars, bass, and backing tracks.
  - FOH Mix Preferences:
    - Heavy reverb on vocals.
    - Backing tracks (synth melodies, bass drops, dance beats) balanced with guitars but not overpowering.
    - Emphasis on kick and snare for metalcore sound.
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#### 5. Backing Tracks

- Delivery: Backing tracks provided via laptop (mono 1/4" output to DI box, other channel to drummer's headphones for click track).

- Output: Mono signal via passive DI box near drummer.
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## 6. Power Requirements

- Outlets:
    - 1 outlet near drummer (100–240V) for laptop.
    - 1 outlet stage left (120V preferred) for guitarist/vocalist's pedalboard and vocal pedal (band may provide power converter if 120V unavailable).
    - 1 outlet stage right (100–240V) for guitarist and bassist pedalboards.
  - Note: All band gear (except stage left vocal pedal) is rated for 100–240V.
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## 7. Lighting Requirements

- Preferences: High-energy lighting to match metalcore/crabcore intensity, including:
    - Intense strobes during heavy breakdowns.
    - Fog/haze for atmosphere.
    - Dynamic color washes
  - Note: The band does not provide a programmed light show but can advance specific cues with the venue's lighting designer if needed.
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## 8. Hospitality Requirements

- Drinks: 10 room-temperature water bottles.
  - Food: No specific requirements; meals appreciated but not expected.
  - Green Room: Private space for vocal warm-ups and relaxation, away from guests.
  - Towels: 5 clean towels for band use if available
  - Wi-Fi is appreciated if available
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## 9. Merchandise Setup

- Requirements:
    - 6' table for merchandise, located in a well-lit, high-traffic area.
    - Minimal lighting to highlight table and 4 t-shirts hung on the wall behind (if possible).
    - 1 power outlet for lighting or small electronics.
    - Venue or promoter to provide 1 staff member to handle merchandise sales, as the band is not bringing additional crew.
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## 10. Load-In/Load-Out

- Time: Approximately 20 minutes for load-in and 20 minutes for load-out.
  - Assistance: 1 venue loader/greeter to assist with carrying guitars, cymbals, laptop, and merchandise.
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## 11. Soundcheck

- Time: 20 minutes (full band soundcheck).
  - Requirements: Standard soundcheck with focus on vocal monitoring, backing track levels, and drum mix.
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## 12. Special Requests

- Crowd Interaction: The band's performance may encourage crowd surfing. Venue security should be prepared to manage crowd surfers near the stage to prevent falls or stage access.
  - Safety: Ensure 8' stage height clearance for jumping and guitar movements.
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## 13. Venue Communication

- Preferred Method: Email ([halloftheelders@gmail.com](mailto:halloftheelders@gmail.com)).
  - Advance: Please contact Mark Jackson to confirm technical and logistical details as needed.
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Note: The band is flexible with equipment substitutions and will work with the venue to ensure a smooth performance. Any deviations from this rider should be communicated in advance to Mark Jackson. Thank you for your cooperation in making Hall Of The Elders' performance a success!