



01 STAGE PLOT

Audience view. Stage right is on the left. Numbers are input references. Drawing is not to scale.

VENUE

DATE

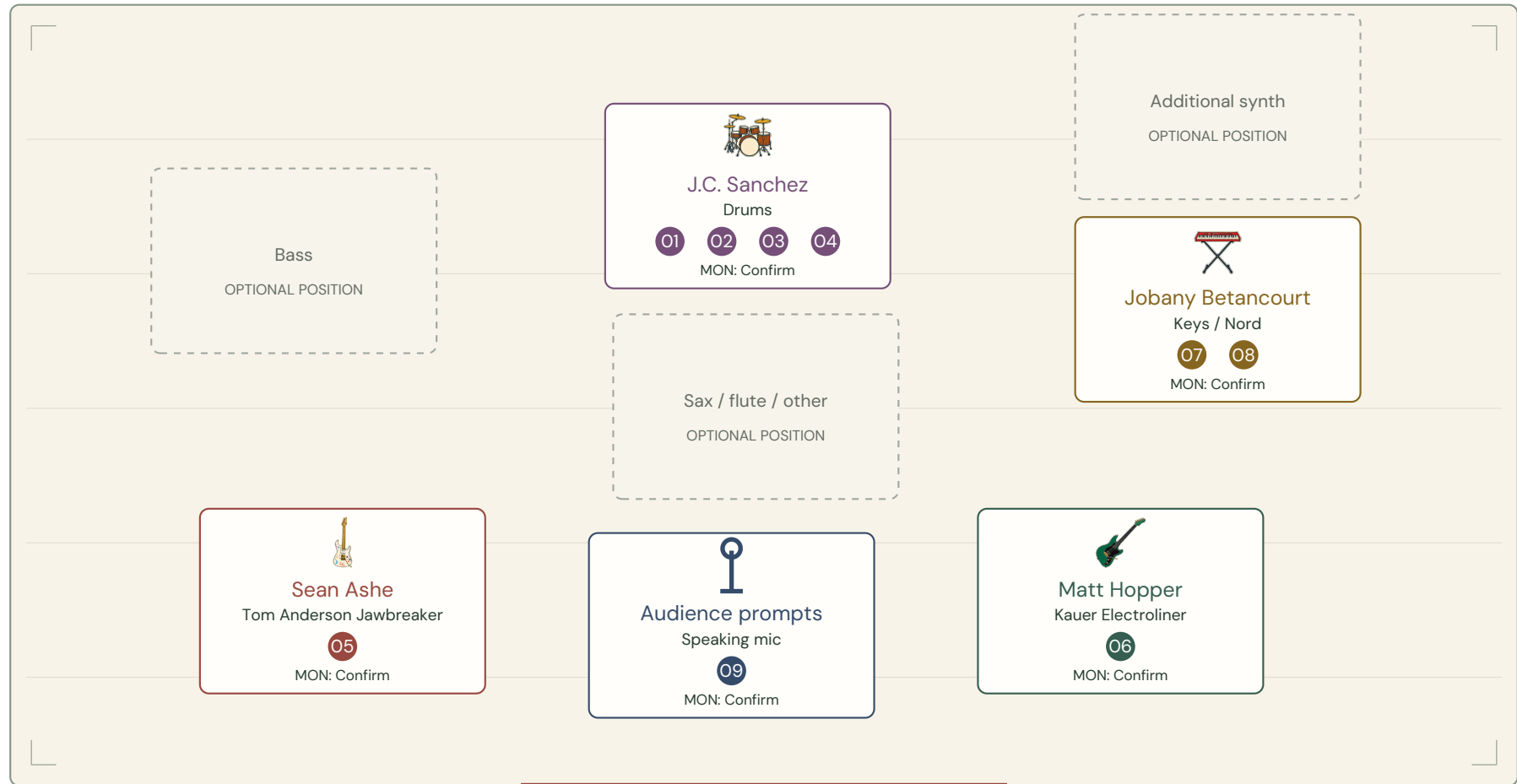
REVISION

CONTACT

STAGE RIGHT

UPSTAGE / BACK WALL

STAGE LEFT



AUDIENCE / FRONT OF STAGE

Players swap instruments. Patches stay at the positions. Optional sources: page 2. Reposition instruments in the online kit.



02

INPUT LIST

VENUE / DATE / REVISION

Suggested starting patch: 9 FOH inputs. Optional rows expand it to 13 FOH + 2 recorder-only inputs.

Refs stay with instrument positions. Fill the actual console patch, equipment and supplier. 48V: agree per connected device.

REF	PATCH	SOURCE / POSITION	MIC / DI / CONNECTION	STAND	48V	SUPPLIED BY
01		Kick DRUMS				
02		Snare DRUMS				
03		Overhead L DRUMS				
04		Overhead R DRUMS				
05		Guitar A / Sean position SEAN				
06		Guitar B / Matt position MATT				
07		Keys L / mono KEYS				
08		Keys R KEYS				
09		Audience / speaking mic TALK				
10		Bass OPTIONAL / BASS				
11		Guest wind / other OPTIONAL / GUEST				
12		Additional synth L OPTIONAL / SYNTH				
13		Additional synth R OPTIONAL / SYNTH				
14		Room / audience L RECORDER ONLY				
15		Room / audience R RECORDER ONLY				

01-04 = proposed compact drum mic setup; add toms or change the approach with the engineer. 07/08 = keyboard L/R.

10 bass / 11 guest wind or other / 12-13 extra synth are optional. 14-15 audience microphones never feed the PA.

Band / venue supply, microphones, DIs and stands are not yet specified. Add extra inputs in the editable web version.



03

TECHNICAL RIDER

Complete together. PA is available from the band; the final system and production plan depend on the room.

VENUE

SHOW DATE

BAND CONTACT

VENUE CONTACT

01 STAGE / ACCESS / POWER

Usable width x depth, outlets / circuits, access and load-in route.

02 PA / MONITORS / ENGINEER

Who brings and operates the PA? Monitor type, mixes and routing.

03 BACKLINE / MICROPHONES / STANDS

Confirm who brings each instrument, amp, mic, DI, stand and stool.

04 SCHEDULE / CREW

Arrival, load-in, soundcheck, doors, set times, changeover, load-out.

05 RECORDING / AUDIO + VIDEO

Agree the recording feed / split, engineer, camera positions and venue requirements.

06 SWAPS / GUESTS / OTHER NOTES

Players swap instruments. Keep input labels at the instrument positions.

FINAL ADVANCE

Confirm lineup, patch, monitors, equipment supply and timing before sharing. This is a show-by-show technical template.

