

Stage rider

ARTEMIS

Welcome to the stage rider for Artemis! All the contents of this rider are based on the assumption of a best-case scenario regarding the technical and structural possibilities of the venue at hand. In the case of material conditions being sub-optimal, Artemis will be able and willing to compromise within reason, for instance by playing without a drum riser. There are however several pieces of backline - and therefore the corresponding stage requirements - that the band depends on for their set, such as the specific guitar amplifier heads, that the band will always bring themselves. Also, the monitor wishes in this rider will represent the standard scenario. Depending on the venue modifications may be in order.

For questions and negotiations about modified applications of this rider to the particular venue, contact Julius Kortekaas by phone at +31 6 5330 3219 or email Red Fir Records at Redfirrecords@gmail.com. We are looking forward to a great show!

Requirements from Venue:

P.A.

The venue needs to have a complete P.A. Being able to deliver a sound level of around 103 DBa (measured from FOH). Preferred systems are L'acoustic, Martin Audio, Myer Sound or D&B.

FOH.

Preferred mixing tables are Digico (pref Quantum or SD series) and Allen heath (pref SQ series). Other mixing tables will suffice if operated by an experienced technician or is communicated beforehand in case Artemis bring their own sound-tech.

Lights:

Preferred light table MA LightingGrandMA3. Other lighting tables will suffice if operated by an experienced technician or is communicated in case Artemis bring their own light-tech.

Monitors.

Artemis plays over in ears all only 1 channel. Generally only Vocals, clicktrack, backing track and extras (flute for example) need to be on the in-ears. Bass, Guitars, and Drums are usually loud enough coming from the amp, or monitor wedges.

Backline

- 2 Guitar Speaker Cabinets with 12" speakers, preferably by Celestion.
- DI Box for Bass Guitar.
- DI Box for Flute
- 1 DI for Clicktrack and Stereo DI for the Backing Tracks. The drummer will use a laptop connected to an audio interface to play the Tracks. The audio interfaces will go to DI.
- 3-4 vocal mics and corresponding stands (Shure SM 58 or something similar)
- A 5 piece drum kit consistent of:
 - Kick drum
 - snare stand
 - HH stand
 - tom 1
 - tom 2
 - Floor tom
 - at least 3 extra cymbal stands

Line up:

Julius Kortekaas	Guitar 1 + lead voc
Koen Oosterhuis	Guitar 2
Willem van Overbeeke	Bass + backing voc + (Flute)
Philip Peterse	Drums + backing voc

Artemis will always be bringing:**Drums**

- Snare Drum
- Cymbals
- Drum pedals
- Accessoires

Bass:

- Bass Guitar(s)
- Pedalboard
- Cables
- Accessoires

Guitar 1:

- Guitar(s)
- Pedalboard
- Guitar Amp Head (Hughes & Kettner Grandmeister Deluxe 40)
- Cables
- Accessoires

Guitar 2:

- Guitar(s)
- Pedalboard
- Guitar Amp Head (Boss Katana 100)
- Cables
- Accessoires

Tracks:

- Laptop (with click tracks and backing tracks loaded in QLAB)
- 2 Audio interfaces
- Cables

Monitoring:

- Xvive wireless monitor system (1 transmitter and 5 receivers)
- In-ear monitors

Artemis is also in possession of the following pieces of backline - which are of guaranteed high quality - and capable of transporting it to the venue if needed. If, however, there are equivalent pieces of backline available that are of high quality, the band prefers to use those present at the venue for the sake of logistic convenience.

Drums:

- Shells (Kick, 2 rack toms, 1 floor tom)
- Cymbal stands

Guitars:

- Speaker Cabinet 1 (Hughes & Kettner Tubemeister 112)
- Speaker Cabinet 2: (Harley Benton G212)
- Guitar Stands

Vocals:

- Vocal Microphones

Set:

- Stage Fans

Monitors:

Artemis plays with a wireless in-ear monitor system by Xvive Audio. All receivers are connected to the same sender, and so all players will have the same monitor channel. On this channel, at least the following parts will need to be heard:

On in-ears:

- Click track
- Backing tracks (stereo)
- Vocals
- Extras (flute)

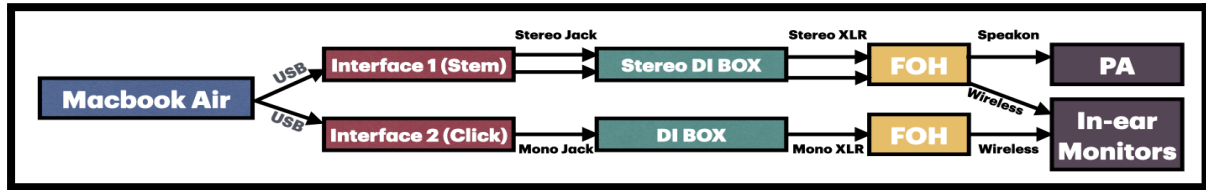
Usually, drums will be loud enough to bleed through the in-ears at a sufficiently audible level.

Personalised monitor wishes will be played over the stage monitors. This is where bass and guitars will be monitored as needed.

Full Signal Chains per instrument:

! Vocal Mics are not included since they do not use on-stage processing and go straight to FOH !

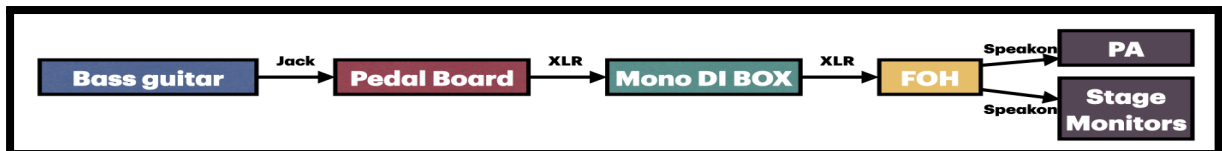
Stem tracks and click tracks:



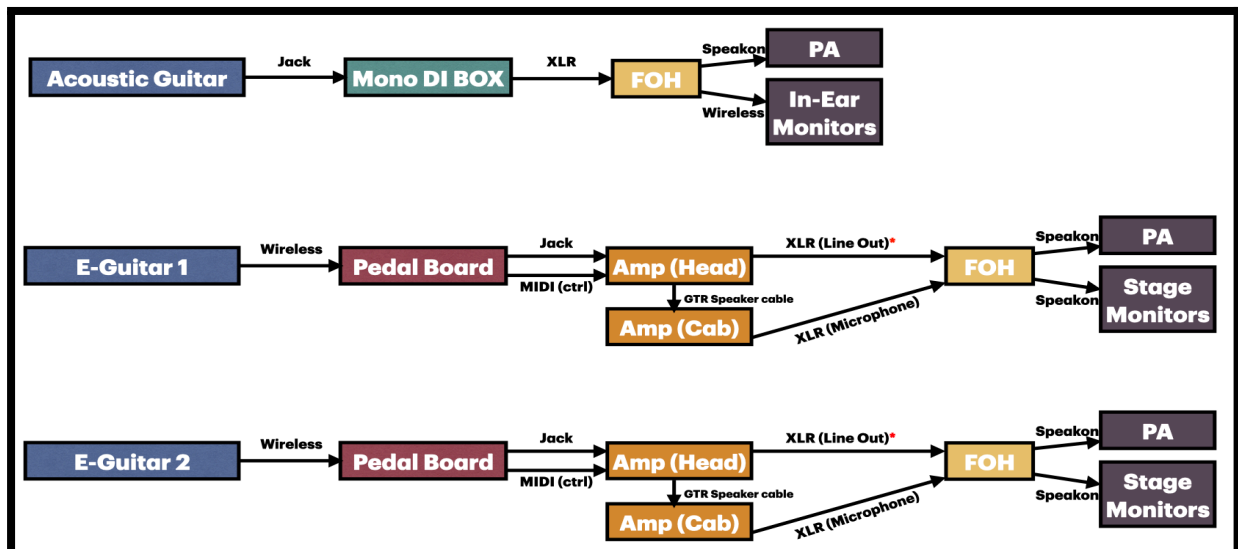
Drums:



Bass Guitar:



Guitars:



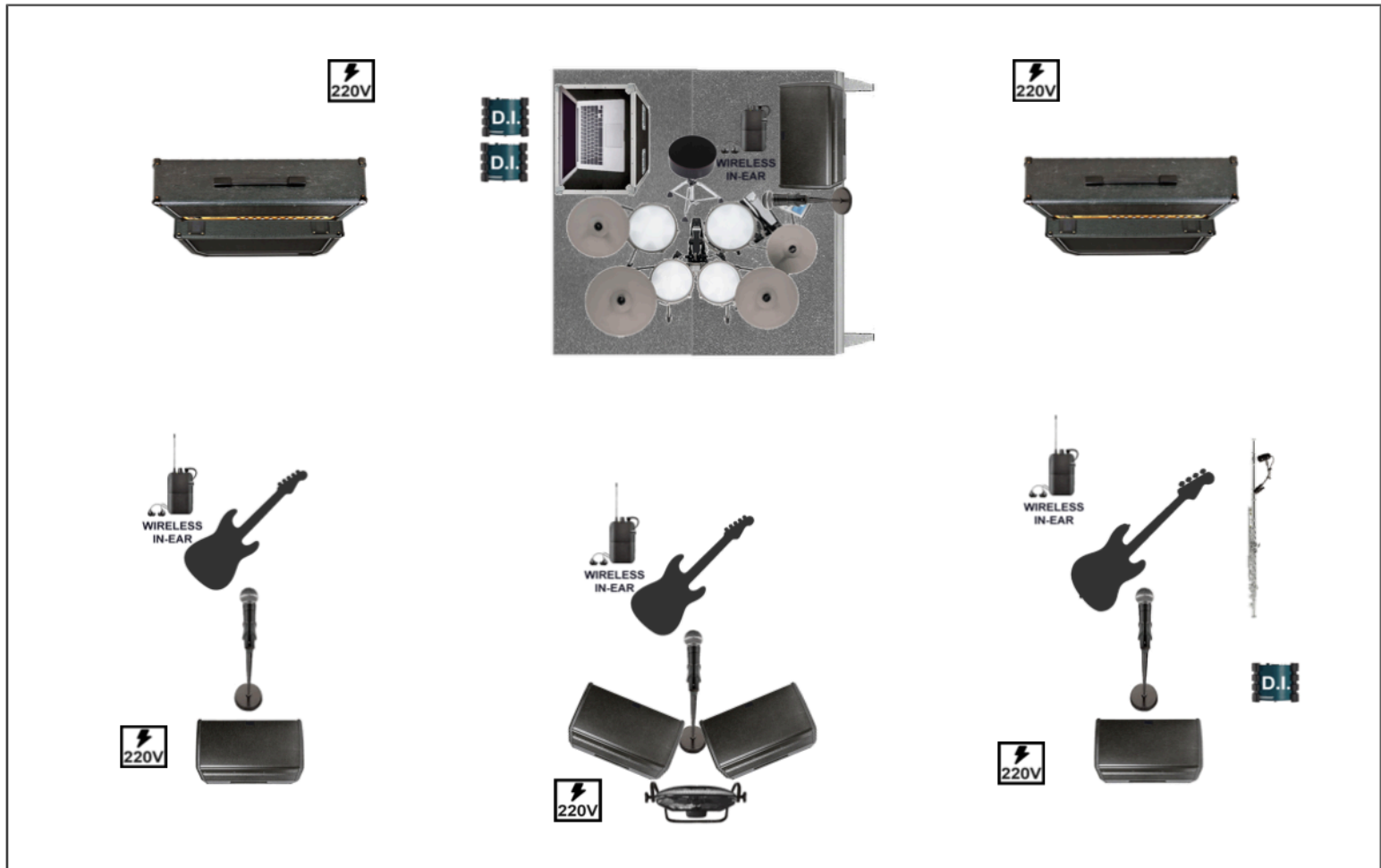
Flute:



* = Optional

Stage Plot:

Upstage



Downstage

This is the standard stage plot for Artemis. In some cases - regarding convenient entrances and exits of one or more the players during the show - they may however elect to have the guitar player on stage right (Koen Oosterhuis) and the bass player on stage left (Willem van Overbeeke) switch places. Correspondingly, the respective guitar amps and DI Boxes will also switch positions. Other than that, the set up will remain the exact same.

The drum riser is a strong preference, and should be at least 2x2 meters on legs of 40 centimeters.

Patch List:

1	Kick in
2	Kick out
3	SN top
4	SN bottom
5	HH
6	Tom 1
7	tom 2
8	FL
9	OH L
10	OH R
11	Backing Track (left)
12	Backing Track (right)
13	Click Track
14	Bass DI
15	E-GTR 1 Mic
16	E-GTR 1 Line
17	E-GTR 2 Mic
18	E-GTR 2 Line
19	Acoustic Guitar
20	voc 1
21	voc 2
22	voc 3
23	voc 4
24	Flute