

Mandrake's Monster travels with:
Joost Muller FOH/Tourmanager
George Grein Backliner
Zis Ankoné Light operator



FOH:

A minimum of 32 mono channels, 4 stereo channel and 8 sub groups is required, this includes all FX returns and free channels for optional extra instruments. If extra musicians and/or instruments or FX send/returns are part of the show, this will be communicated with the venue when sending the rider.

If there's is a possibility to choose between an analog or a digital desk we strongly prefer analog. Please make sure that there's a possibility to insert our own outboard gear (at least 8 inserts). Digital desks like Yamaha M7, LS9, A&H QU series, Soundcraft Si series or any iPad controlled rack set up are not acceptable cause of this.

Monitor System:

There should be a minimum of 5 independent monitor mixes on stage (see the stage plot). Each monitor mix should have it's own 1/3-octave graphic EQ. If a separate monitor console and operator is provided, the monitor mix position should have clear view of the stage and band members.

We might bring a single IE system. Shure PSM900 - L6. We will let you know in advance.

PA System:

A professional system, capable to produce a sound pressure from 115 dB without any distortion, ready for use on arrival. The system processing must be accessible by the sound engineer, or by the in house engineer at all times.

Please do not place the FOH under a balcony or on a riser.
A talkback from FOH to stage is a must!

Stage:

A minimum space of 8m x 4m x 0,4m is required for the band indoor.
On large stages we require a drum riser: 3m x 2m x 0,6m.
In case of open air shows, Mandrake's Monster backline should be free from rain or dust at any time.

Mandrakes Monster has a banner 3,10m x 2m

In case of festival shows:

Please provide 2 extra rolling risers (2x1m) for backline.
Set up off stage at least 1 hour prior showtime on the same level as the stage.

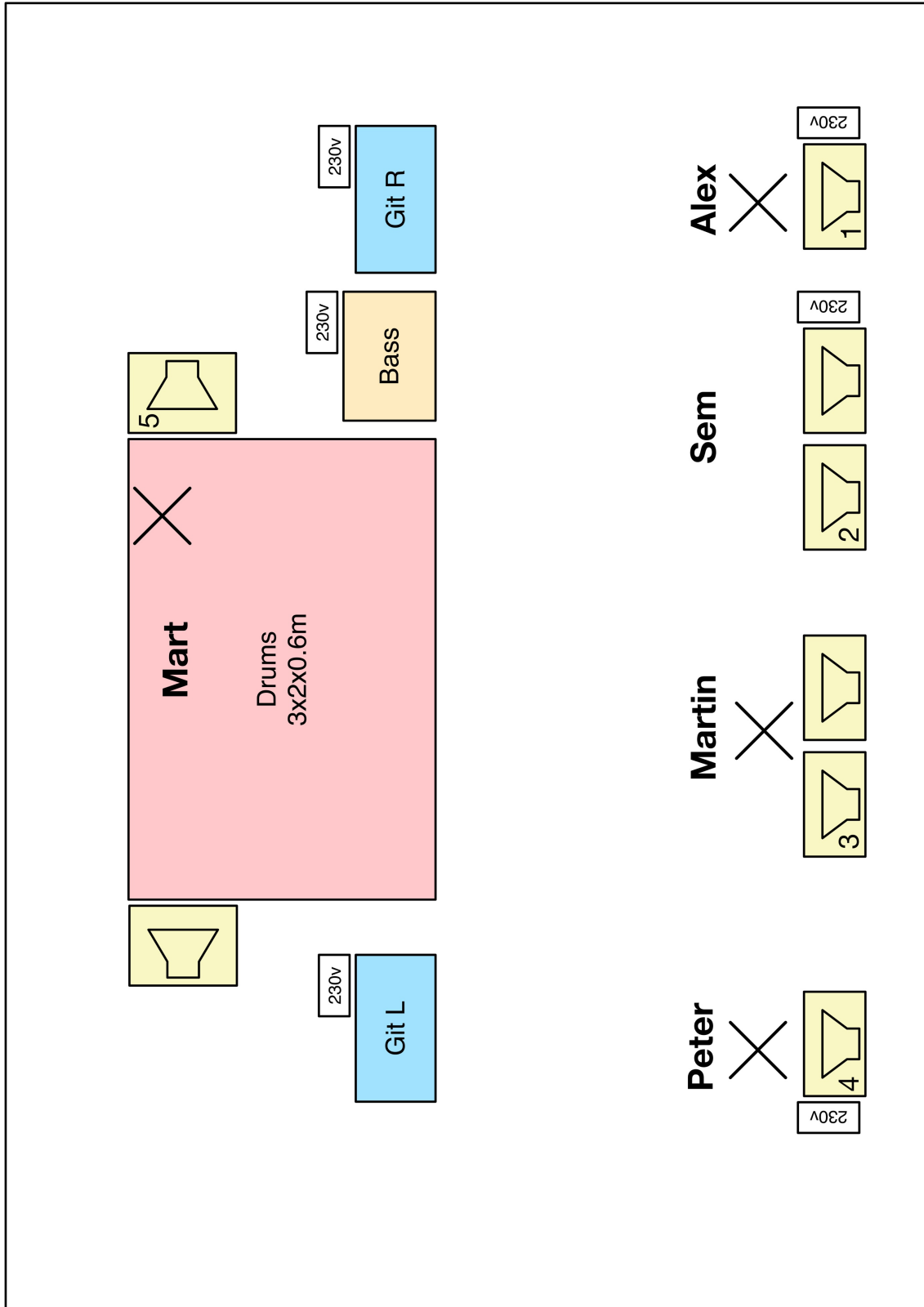
!!Please note that these are all guidelines. Do not hesitate to contact us if you can not deliver what's in the rider!!

Tech info:

Joost Muller
joostmuller@live.nl
0031654786871

Booking info:

Rock 'n Roelvink
ralph@rocknroelvink.nl
0031642108433



Input list Mandrake's Monster

CH	Instrument	Microphne	48v	Stand	Insert	Remark
1	Kick in	Beta 91	48v		Gate	To Sub gr. 1
2	Kick	Audix D6 (own)		Own	Gate	To Sub gr. 1
3	Snare Top	Bayer M201 (own)		Own	Comp	To Sub gr. 2
4	Snare Bottom	Shure sm57		Small	Comp	To Sub gr. 2
5	HiHat	C414/KM184	48v	Small		
6	Racktom	Audix D2 (own)		Own	Gate	To Sub gr. 3 & 4
7	Floortom	Audix D2 (own)		Own	Gate	To Sub gr. 3 & 4
8	FloorTom 2	Audix D4 (own)		Small	Gate	To Sub gr. 3 & 4
9	Roto Tom	Shure sm57			Gate	To Sub gr. 3 & 4
10	Side Snare	Shure b57*		Small	Gate	To Sub gr. 2
11	OH	C414/KM184	48v	Large		
12	OH	C414/KM184	48v	Large		
13	Bass Di	Sansamp (own)			Comp	
14	Bass Mic	MD421		Small	Comp	
15	Guitar L	1 Heil PR30B (own)		Own		To Sub gr. 5 & 6
16		2 Shure sm57		Own		To Sub gr. 5 & 6
17		3 Split from Ch.15*				To Sub gr. 5 & 6
18	Guitar R	1 Heil PR30B (own)		Own		To Sub gr. 5 & 6
19		2 Shure sm57		Own		To Sub gr. 5 & 6
20		3 Split from Ch.18*				To Sub gr. 5 & 6
21	VOX SR Peter	TFK M80 (own)		Own	Comp	To Sub gr. 7 & 8
22	VOX C Martin	Audix OM7 (own)		Own	Comp	To Sub gr. 7 & 8
23	VOX SL Alex	Shure b58			Comp	To Sub gr. 7 & 8
24	VOX Drum Mart	Audix OM7 (own)		Own		To Sub gr. 7 & 8
25	VOX Spare	Shure b58				To Sub gr. 7 & 8
27/28	Intro (stereo)	Ipod		Own		
St 1	FX Rtn Hall					
St 2	FX Rtn Plate					
St 3	FX Rtn Delay					
St 4	FX Rtn Spc Echo	Own				
sb gr.	Insert					
1	SPL TD	Own				
2	SPL TD	Own				
3	SPL TD	Own				
4	SPL TD	Own				
5	Compressor	Own*				
6	Compressor	Own*				
7	Compressor	Own*				
8	Compressor	Own*				
L	Avalon 747	Own				Hard patch or inser
R	Avalon 747	Own				Hard patch or inser

* = Optional. Will be skipped at small shows and/or short change over/line check time.

MANDRAKE'S MONSTER STAGE PLOT

Mandrake's Monster Lighting Rider

Required lighting hardware:

Front lighting with:

- * 8X 1Kw Pc Lee 201
- * 4X 2Kw Pc Lee 152

Floor lighting with:

- * 2X Floorpar MFL 1000W Stage Left Side light on entire band Lee 026
- * 2X Floorpar MFL 1000W Stage Right Side light on entire band Lee 026
- * 1X Floorpar MFL 1000W Stage Right Lead guitar under light LEE 711 (Alternative Lee 174)
- * 1X Floorpar MFL 1000W Center Vocal under light LEE 711 (Alternative Lee 174)
- * 1X Floorpar MFL 1000W Stage Left under light Bass + Guitar Lee 711 (Alternative 174)

Back lighting with:

- * 8X (or more) moving head spots
- * 8X (or more) moving head washes
- * 4X (or much more) Martin Atomic strobes (preferred in combination on floor)
- * 4X (or more) DWE Conventional Blinders!
- * At least 2X ACL Set (no colour)
- * Fixtures like Robe Pointes/Clay paky Sharpy are very welcome in good amount.

All lighting fixtures are manufactured from professional companies like: Martin/VL/ClayPaky etc.

In case of using pars the following Lee filters will be used:

- * Open White (No alternative)
- * Lee 713 (Alternative Lee 071)
- * Lee 027 (Alternative Lee 106)
- * Lee 116

The available fog machines/hazers should provide enough smoke to fill the stage with smoke, even with the airconditioning is on level 10! This is a must!

In case of a fog machine there should be a fan placed in front of the smoke machine to spread the smoke frequently.

Preferred haze machines: Swefog (all types), MDG (all types), Martin hazer pro.

The lighting console is preferred to be a GrandMA 1 or 2.

The lighting operator from Mandrake's Monster is experienced in the next consoles:!

- * GrandMa 1 (All series)
- * GrandMa 2 (All series)
- * Avolites Pearl
- * Avolites Expert Pro
- * Tiger Touch.

In case there is an other lighting console, there should be an experienced operator at the FOH that has knowledge of the console and can assist him with programming or show him how the console is programmed (no ignorance allowed at FOH!).

When the lighting operator from Mandrake's Monster arrives at the FOH of the venue, the house operator must be present at the FOH or have informed someone that has knowledge of the system.

Mandrake's Monster light operator will not start programming without permission of the house operator.

The console should have the availability of at least 2 free memory banks on Avolites, or 2 Fader pages and 2 Executor button pages on GrandMa 1/2.

Tech info:

Joost Muller
joostmuller@live.nl
0031654786871

Booking info:

Rock 'n Roelvink
ralph@rocknroelvink.nl
0031642108433