



HOSPITALITY AND TECHNICAL RIDER

V1.5

GENERAL INFO

(Tour)management and bookings	Technical contact			
Pieter Kleinhout	Colin Pool			
pieter@muzink.nl	mail@colinpool.nl			
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TRAVEL PARTY (9)

Vincent Bergsma - Vocals Vadim Neef - Guitar Sander Moorlag - Keys Ilse de Vries - Bass Thies Bouwhuis - Drums

Pieter Kleinhout - (Tour)manager Colin Pool - FOH engineer Peter Zwart - Lighting operator Marte de Vries - Merch/photography

GUESTS

A minimum of 8 guestlist reservations. Our (tour)manager will hand you the guestlist prior to doors.

HOSPITALITY RIDER

The Cool Quest likes to have:

A clean lockable dressingroom with running water, electricity, well ventilated and heated if necessary, with chairs and sofa's for at least 9 persons. In the dressingroom we'd also like a fridge and a mirror.

10 clean towels, preferably black.

9 healthy dinners (no fastfood) depending on arrival time (if the band arrives between 16:00 and 20:30).

If not available, band and crew will accept a buy-out of €20,00 p.p.

Non sparkling water on room temperature (minimum of 10 bottles of 0,5L). Non sparkling cooled water (minimum of 24 bottles of 0,5L).

Unlimited coffee and tea with fresh mint, fresh lemon, fresh ginger and honey.

Mixed non-alcoholic soda's and juices (minimum of 24 cans).

Beer (minimum of 24 bottles of 0,5L).

10 Desperados (beer) and 10 Corona's with fresh lime and a knife.

You can make us very happy with a local delicacy.

20 sandwiches or a brown bread with various spreads (ham/cheese/etc., with and without butter please).

Fruits (mix with apples/tangarines/banana's/season fruits).

Some snacks (chocolate mini's etc.).

Potato chips and nuts.

VENUE

The area in front of the stage needs to be completely free of objects like chairs, sofa's, tables or whatsoever.

Houselights needs to be off and barlights needs to be dimmed during the set.

MERCHANDISE

We need a clean plot for merchandise with a table, hangings and light facilities.

INTERVIEWS/PHOTO'S/RECORDINGS

Please contact the (tour)manager for authorization.

TECHNICAL RIDER

SOUNDCHECK

We need about 1 hour for setup backstage on rolling risers. Minimum change-over time is 30 minutes. If we cannot use rolling risers, 30 minutes is not sufficient for change-over and linecheck. Please contact our (tour)manager if no rolling risers are available.

CREW

A capable and sober FOH-engineer, monitor engineer and light engineer to support our crew and 2 sober stagehands to help loading in and out.

In case of stairs we need 4 sober stagehands to get all our gear on stage.

STAGE

The stage needs to be stable and firm and will not move during an active show. Minimum stage size will be 8 meters wide and 6 meters deep at a minimum of 1 meter in height.

Backline power (European standard 230V-50Hz) provided on marked locations.

We need one rolling riser for drums of 2x2x0,4m and one rolling riser voor keys of 2x2x0,2m.

FOH

FOH position at 2/3 of the venue, not further away then 30 meter of the stage. Aligned in center with the stage, protected to weather influences, protected by barriers, easy accessible and never on a riser or on or under a balcony. Please provide space to position our own FOH outboard rack on a small case.

BACKLINE INFO

The Cool Quest uses their own backline. They've made specific sound choices and settings on their instruments to play their songs. Also some of the players have endorsement deals so they can only use their endorsed gear. Our drummer is left-handed.

AUDIO

A full range PA-system (top cabinets with at least 12 inch speakers) with sufficient output and coverage for the entire venue. Phase and time aligned and in good shape (L-Acoustics, Synco, D&B, Martin, Adamson or equivalent).

We respect the 103dB LAeq over 15 minutes regulation. In case of other dB limits, please contact our (tour)manager in advance.

Midas H2000/H3000 or XL4 (no budget mixers like A&H or Mackie. Also no Midas Venice, Verona or Legend please!!).

40 mono + 4 stereo channels, 10 VCA's, 8 aux sends, line-in, insert, polarity reverse, phantompower and 4x parametric eq per channel.

If digital, Digico is our preference. 24 faders minimum and please no S21/31. No digital Yamaha/X32/M32's please. Also consider our own outboard on FOH. We need 8 outputs, 8 inputs and 3 AES-EBU in- and outs.

1 31 band graphic equalizer inserted on the main output (DN370 or equivalent). 12 compressors (BSS, Drawmer or equivalent. No Opal or Square One series). 6 gates (BSS, Drawmer or equivalent. No Opal or Square One series).

3 good quality reverbs (SPX990 + TC M2000 + TC R4000 or equivalent). 1 digital delay (D-Two or 2290).

MONITORS

11 bi-amped (15 inch) coaxial wedges, divided over 7 groups, including PFL (L-Acoustics X15, Synco CW152, D&B M2 or similar).

Stereo in-ear line to our drummer (1x XLR, stereo summed on 1 line via our headphone amp on monitorposition).

Midas H3000 or XL4 (no budget mixers like A&H or Mackie. Also no Midas Venice, Verona or Legend please!!).

40 mono channels, 16 aux sends, line-in, insert, polarity reverse, phantompower and 4x parametric eq per channel.

6 31 band graphic equalizers, inserted on the auxes (DN370 or equivalent).

- 4 compressors
- 4 gates
- 2 good quality reverbs (TC M3000 + SPX2000 or equivalent).

COMMS

In festival situations we need a shout system between FOH and monitors with two switch mics and two active speakers.

In clubs an ASL system is sufficient.

LIGHTS

We'd like to receive some information about the set-up in advance. 2D/3D sketches are also very helpful.

You can make our lighting operator happy with:

GrandMA 1/GrandMA 2 (All types. A wing is no problem, but please provide a touchscreen).

Avolites classic/Avolites Titan consoles.

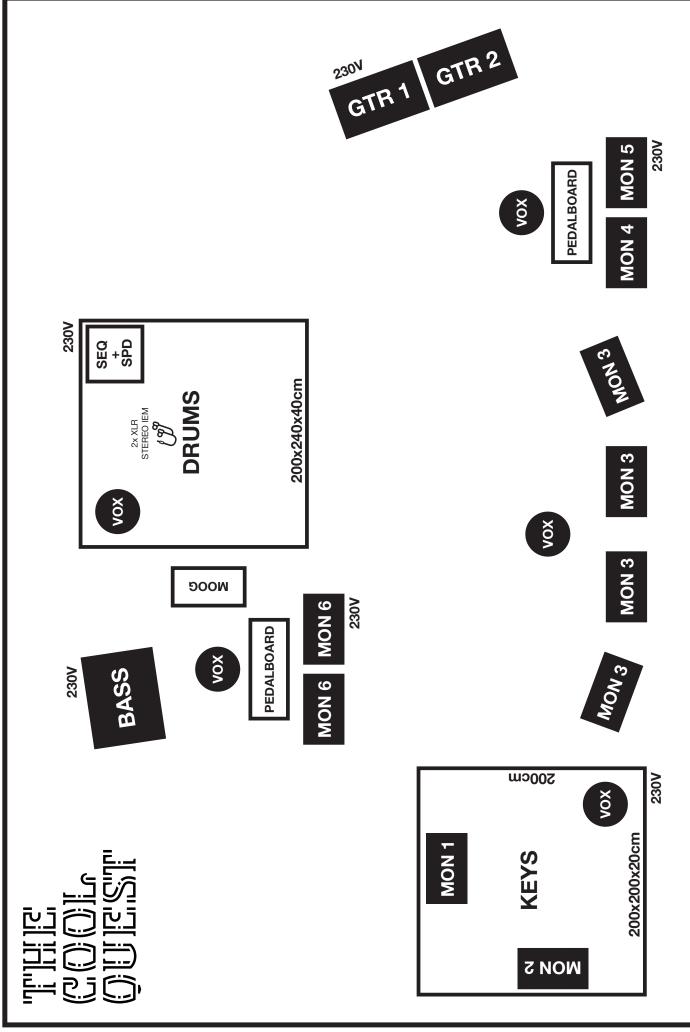
HOG 3/HOG 4 (with an assistive operator at location).

Chamsys (with an assistive operator at location).

Absolutely no Martin M-series.

Lots of washes and LED washes (not a must, but very nice). Lots of spots with CMY. Atomic's & Blinders

Lighting operator Indunil Peter Zwart indunilzwart@gmail.com +31 (0)6 23 03 82 53



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CH.	INPUT	MIC/DI	+48 V	INSERT	GROUP	VCA	STAND	NOTES
1	KICK IN	OWN MIC		GATE	1	1,7		
2	KICK OUT	OWN MIC		GATE	1	1,7	OWN	
3	SNARE T	OWN MIC			2	1,7	OWN	
4	SNARE B	OWN MIC			2	1,7	OWN	
5	SNARE 2 (PICCOLO)	OWN MIC		COMP		1,7	OWN	
6	HI-HAT	KSM137	YES			1,7	OWN	
7	TOM 1	OWN MIC		GATE		2,7	OWN	
8	TOM 2	OWN MIC		GATE		2,7	OWN	
9	TOM 3	OWN MIC		GATE		2,7	OWN	
10	OH L	OWN MIC	YES			1,7	ТВ	
11	OH R	OWN MIC	YES			1,7	ТВ	
12	SPD KICK	OWN DI				1,7		
13	SPD L	OWN DI		COMP		1,7		
14	SPD R	OWN DI		COMP		1,7		
15	BASS DI	OWN DI	YES			3,7		
16	MOOG	OWN DI		COMP		3,7		
17	GTR 1	OWN MIC			5/6	4,7	OWN	
18	GTR 2	OWN MIC	YES		5/6	4,7	OWN	
19	GTR 3	OWN MIC			5/6	4,7	OWN	
20	GTR 4	OWN MIC	YES		5/6	4,7	OWN	
21	NORD L	DI	YES		7/8	5,7		
22	NORD R	DI	YES		7/8	5,7		
23	SYNTH L	DI	YES		7/8	5,7		
24	SYNTH R	DI	YES		7/8	5,7		
25	TRACKS DRUMS	OWN DI				6,7		
26	TRACKS DRUMS	OWN DI				6,7		
27	TRACKS SOUNDS	OWN DI				6,7		
28	TRACKS SOUNDS	OWN DI				6,7		
29	TRACKS VOCALS	OWN DI				6,7		
30	TRACKS VOCALS	OWN DI				6,7		
31	VOX KEYS	OWN MIC		COMP		8	ТВ	
32	VOX LEAD	OWN MIC			4	9	RB	ROUNDBASE STAND!!
33	VOX GTR	OWN MIC	YES	COMP		8	ТВ	
34	VOX BASS	OWN MIC	YES	COMP		8	ТВ	
35	VOX DRUMS	OWN MIC	YES	COMP		8	ТВ	
36	VOX SPARE	OWN MIC			4	9		
37	CLICK	OWN DI						NOT IN MIX!!!
	SPACE ECHO							OWN @ FOH
ST1	D-TWO							
	OWN FX					10		
	OWN FX							
	M2000							

SUBGROUP 1: OWN INSERT - SUBGROUP 2: OWN INSERT - SUBGROUP 4: OWN INSERT - SUBGROUP 5/6: **COMP** - SUBGROUP 7/8: **COMP** VCA: DRUMS - TOMS - BASS - GTR - KEYS - TRACKS - BAND - BV - LEAD - FX

MONITORMIXES

The mixes will probably vary at different venues, but this will be a good starting point. Please be aware of our signals and questions about monitoring during the show.

Group 1/2	Keys	Sander	Own keys, stereo panned en not eq'd. Own vocal. Guitar. Mix of the drums. Mix of the backingtracks.
Group 3	Lead	Vincen t	Own vocal. Mix of the keys. Mix of the drums. Mix of the backingtracks. A bit of all backingvocals.
Group 4/5	Guitar	Vadim	Own guitar. Own vocal. Bass. Mix of all keys, stereo panned. Kick, snare, hi-hat and SPD. Mix of the backingtracks.
Group 6	Bass	llse	Own vocal. Mix of all keys. Kickdrum. SPD. Mix of the backingtracks.
Group 7/8	Drums IEM	Thies	Mix of all inputs, own vocal and drums leading. Clicktrack on top of that.