

# BIPUL CHETTRI & THE TRAVELING BAND

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Please take the time to thoroughly read it and understand all aspects of it to ensure a smooth day. We ask that all reasonable effort be made to satisfy this Rider and **any conditions that cannot be met must be discussed with the artist's Tour/Production Manager and Audio Engineer with as much notice as possible.**

*We look forward to a great show!*

This rider is not intended to cause annoyance, or anything synonymous with "pain in the ass". We do our best to make everyone's day as easy as possible. However, that is not to be mis-constructed with the thought that this is a day where you can sit back and do nothing. We are here to provide you, the purchaser, and yours' and our audience the best show possible and to contribute to the overall success of your promotion. In order to do so, it is necessary that all the following points be met. We are aware that some venues may be limited in size and capabilities, thus making it impossible to accommodate some of our needs and/or requirements. We are happy to work with you on any of these points, but ask that you make us aware **well in advance** if anything below is not possible. Please understand that there are a few things that we are not able to do without.

**Audio Engineer**

Binaya Man Amatya

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**Stage Manager**

Reetish Banepali

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## FACILITY ACCESS

The ARTIST's show will require venue access as of 11 AM day of show. This must include all of the venue facilities relevant to production; specially power, floor access, parking, dressing rooms, and offices.

## PROMOTER REPRESENTATION

A representative of PURCHASER with the power to make decisions must be on site for all working hours, beginning with the show load-in and staying all the way through the show load-out.

## RUNNER and GROUND TRANSPORTATION

Three (3) runners with a valid driver's license, working knowledge of the area and most importantly common sense will report to ARTIST's Tour Manager at the load in call. The runner should have a Van/Car/SUV and a cell phone. The runner reports to the ARTIST's Tour Manager. The runner should also have \$200 USD, or equivalent, on hand for float.

## SECURITY

The PURCHASER shall protect and secure all of ARTIST's personnel and their belonging, both owned and leased for the tour, in all areas, including but not limited to, the following:

- Dressing, Crew and Production Rooms
- Catering and Hospitality Areas
- Stage, Band and Equipment Areas
- Sound, Light and Video Console Risers
- Equipment Access and Storage Areas
- Trucks, Buses, and any other show vehicle utilized

Quantities, qualities and roles of all Security personnel to be discussed with and determined by the Tour Manager in advance. These calls are subject to change day of show if need arises.

*Listed below are basic guidelines for backstage and stage:*

### ALL DAY:

- (1) Security Personnel at load-in area outside or near dock.
- (1) Security Personnel inside catering hall.
- (1) Security Personnel outside of ARTIST dressing rooms.

### AFTER DOORS OPEN:

- (1) Security Personnel at each stage access point.
- (4) Security Personnel between stage and the barricade.
- (1) Security Personnel at the Front of House mix location.
- (1) Security Personnel at Spot Locations, *if in a public area*.

Immediately after the performance, no one other than production/tour personnel should have access to any backstage rooms for 60 minutes after the show or until notified by a production/tour representative.

## ABUSE OF AUTHORITY

We reserve the right to have removed from the premises and have relieved of his/or her duties of any person(s), security or house staff(s) who have been abusing their authority or deemed to be using excessive violence to members of the general public. We will also reserve the right to have anyone removed due to intoxication of alcohol or other substances.

## BACKSTAGE ACCOMMODATIONS

Dressing rooms must be available for entry from a pre-assigned time set by Bipul Chettri's Tour Manager. All rooms must be clean and lockable with appropriate heating/air conditioning available. Please use your best judgment in supplying a clean, comfortable dressing room area.

## PRODUCTION CONTROL

The production manager and/or FOH engineer or Band Representative shall maintain complete and total control over all aspects of the audio and lighting systems and their usage.

## SOUND CHECK

Only working personal will be allowed in the venue during sound check unless authorized by band's representative. The stage will not be struck or moved after sound check except under the direction of the production or stage manager.

# AUDIO SPECS

Item	Quantity	Model Required	Notes
A			
FOH SYSTEM			
		<ul style="list-style-type: none"><li>High Quality industry PA system which is adequate to the venue, flown to proper height and supplied with all 'fills' for any coverage gaps within the audience area.</li><li>It should be possible to produce a clean 116 dB 'C' weighted and minimum 102 dB LAeq, 15 mins at FOH.</li><li>It should have ample 'subs' and generous headroom.</li><li>Ensure the system is entirely installed, tested and tuned/aligned prior to BIPUL CHETTRI crew's arrival.</li></ul>	
1		L'Acoustics K1 or K2	Loudspeaker systems and design must be approved by BIPUL CHETTRI's audio engineer 2 weeks in advance of the event date.
	OR	D&B KSL/GSL or J Series	
	OR	Adamson E12/E15 or CS10 with E219/E119 Subs	
B			
FOH CONSOLE			
		<ul style="list-style-type: none"><li>Must be located center of PA/Audience area, about 60 feet from the stage, and, where applicable, neither on, nor under a balcony.</li><li>Console and it's systems must be powered via a UPS.</li></ul>	
1	1	AVID S6L-24D	Waves Soundgrid Rack, Pro Show bundle and TRACT System Calibration installed. Band's engineer will carry plugin license(s)
		E6L-144 Mix Engine with Waves WSG-HD Stage 64	
		Waves 'Extreme SoundGrid Server' or better	provide SoundGrid license.
	'OR' 1	Allen and Heath dLive	Flight Case(s) to place the Console and (2) two Laptops.
		CTi1500 or bigger with Waves v3 Card	
DM48 or DM64 Mix Rack			
	Waves 'Extreme SoundGrid Server' or better		
	Host Laptop with SuperRack SoundGrid installed	provide SoundGrid license.	
C			
FOH OTHER			
1	1	Laptop for multi-track recording and playback	Bipul Chettri's crew to supply
2	4	Tall Boom Mic Stands for Bipul Chettri's RTA mics.	
3	1	Small Powered Speaker - Behringer Eurolive B207MP3 'OR' RCF LiveSYS 5S	on rack for engineer 'shout' system.
4	2	SM58s - 'Talk to Stage' and 'Talk to Tech' Mics	
D			
MONITOR SYSTEM			
1	3	Sennheiser SR 2050 IEM Dual TX	(6) Stereo Mix Sends
2	8	Sennheiser EK 2000 IEM RX	
3	1	Powered Loudspeaker	'shout' system' needs to take mic level or have a pre-amp before it
4	2	Wedges - L'Acoustics X15 HiQ 'OR' d&b M4	(1) Stereo Mix Send
5	1	SM58s or e835s	'Talk to FOH' Mic
We do not require a monitor console and/or engineer.			

E	CREW		
1	1	Dedicated FOH Assistant Engineer to setup the console and it's systems	
2	1	Dedicated FOH Tech to oversee the PA system	
3	1	Dedicated Stage Tech to oversee stage	
4	1	Backline Tech to setup the backline	
5	2	Crew to assist load-in and load-out of audio equipment supplied by Bipul Chettri's crew.	

F	OTHER		
		<ul style="list-style-type: none"> <li>The sound, stage and lighting systems must be fully operational prior to band's load-in time. All backline, audio equipment, and AC Circuits must also be in place.</li> <li>Ensure Bipul Chettri's production crew have access to the venue and stage a minimum of 2 hours prior to the scheduled soundcheck.</li> <li>The time scale may not be less than 2 Hour (including setup, system tuning, alignment and soundcheck) provided that everything is in working condition.</li> </ul>	
1	24	AA Alkaline only batteries for Wireless IEM pack and microphones. Duracell recommended. Professional quality only please.	
2	4	9 volt Alkaline batteries for Guitars and Pedal Boards. Duracell recommended. Professional quality only please.	

## INPUT PATCH LIST

In	Label	Mic/DI	Stand	Notes
STAGE PATCH				
1	Kick In	e901		
2	Kick Out	e902	Short Boom	
3	Snare Top	M201TG	Short Boom	
4	Snare Bottom	SM81	Short Boom	
5	Hi-Hat	M201TG	Medium Boom	
6	Rack Tom	e904		
7	Floor Tom 1	e904		
8	Floor Tom 2	e904		
9	Overhead L (Stage Right)	SM81	Tall Boom	
10	Overhead R (Stage Left)	SM81	Tall Boom	
11	Drum Module	TRS to XLR-M Patch	Snare Stand	
12	Bass	JDI		
13	Acoustic Guitar	Stereo JDI	Left	
14	Fender Acoustasonic		Right	
15	Electric Guitar	JDI		
16	Sarangi	PZDI		
17	Tungna	JDI		
18	Prophet	JDI		
19	Nord	JDI Stereo		
20				
21	Melodica	SM57	Tall Boom	
22	Back Vocal 1 /Keys	SM58	Tall Boom	
23	Back Vocal 2 /Sarangi	SM58	Tall Boom	
24	Back Vocal 3 /E. Guitar	SM58	Tall Boom	
25	LEAD Vocal /Acoustic Gtr	KMS105	Tall Boom	will supply
26	~ Leave Blank ~			
27	Ambience SR	SM89 or similar	Straight	
28	Ambience SL	SM89 or similar	Straight	
29	Talk Mic 1 /Prince	SM58	Straight	Talk mics go through “Rolls MM1 Pro” Talk Switch – Bipul Chettri’s crew will supply. Please note that each of the talk mics require an extra short XLR cable.
30	Talk Mic 2 /Bipul	SM58	Straight	
31	Talk Mic 3 /Pranai	SM58	Straight	
32	Talk Mic 4 /Shivam	SM58	Straight	
33	Talk Mic 5 /Rahul	SM58	Straight	
34	Talk Mic 6 /Aman	SM58	Medium Boom	
(3) Short Booms, (2) Medium Boom, (7) Tall Boom and (7) Straight Stands. Ensure enough microphone stands and cables to mic the stage AND the support act, WITHOUT removing any cables and stands from the stage.				

<b>FOH PATCH</b>				
01	Sound Wire L			will supply
02	Sound Wire R			
03	Talk to Stage	SM58s	Tall Boom	
04	Talk to Tech	SM58s		
05	~ Leave Blank ~			
06	Evo 8 – Out 1	TRS to XLR-M Patch		will supply

## OUTPUT PATCH LIST

Mix	Output	Device	Note
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STAGE PATCH			
1	Drums IEM L	Sennheiser SR 2050	Sensitivity: -18 dB Mode: Stereo
2	Drums IEM R		
3	Bass IEM L		
4	Bass IEM R		
5	Keys IEM L		
6	Keys IEM R		
7	Sarangi IEM L		
8	Sarangi IEM R		
9	Lead Vox IEM L		
10	Lead Vox IEM R		
11	Spare IEM L		
12	Spare IEM R		
13	Guitar Wedge L	Wedge	
14	Guitar Wedge R	Wedge	
15	'Shout System'	Powered Loudspeaker	
16	<b>SUBS</b>		
17	<b>MAINS</b>		
18			

FOH PATCH			
1	SMAART Reference	TRS to XLR-M Patch	
2	Shout System		

## BACKLINE REQUIREMENTS

Item	Quantity	Model Required	Notes
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<b>A</b>	<b>DRUM KIT</b>		
	Pearl MCX or Yamaha Absolute Hybrid Maple		
<b>1</b>	1	20" Kick Drum	Remo Emperor SMT Clear
	1	14 x 5.5" Snare Drum	Remo Coated Ambassador
	1	10" Rack Tom	Remo Powerstroke P4 Clear
	1	14" Floor Tom	
	1	16" Floor Tom	
<b>2</b>	1	Kick Drum Pedal	Power Shifter Eliminator or FP9
	2	Snare Stand	
	1	Hi-Hat Stand	
	4	Boom Cymbal Stands	
	1	Drum Throne	
<b>3</b>	1	Cymbals all Zildjian K Custom	
	1	14" Dry Hi-hats	
	1	16" Dark Crash	
	1	18" Dark Crash	
	1	20" Dry Ride	

<b>B</b>	<b>GUITARS</b>		
<b>1</b>	1	Vox AC30	
<b>2</b>	4	Guitar Stands	Any Make - needs to be Sturdy

<b>C</b>	<b>KEYBOARD</b>		
<b>1</b>	1	X-Type 2-Tier keyboard stand	

<b>D</b>	<b>STAGE RISERS</b>		
	L x W x H (in feet)		
<b>1</b>	1	8' X 8' X 2' or 3' Riser for Keyboard Player	NOT REQUIRED IF the Stage is 24' x 16' or smaller
<b>2</b>	1	8' X 8' X 2' or 3' Riser for Bass Player	
<b>3</b>	1	8' X 8' X 2' or 3' Riser with Carpet for Drummer	

Please note that the backline and IEM systems will not be shared with any other artists or opening acts.



# LIGHTS AND LED SCREENS

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Bipul Chettri will NOT be traveling with a Lighting Director or Engineer for the event(s). Please ensure that there is a Systems Engineer, who is familiar with your lighting rig, present at the venue at all times. A nice controller and one skilled light technician who is good with programming will be required from load in.

House light control must be from the lighting desk, with the house light system able to be manually dimmed to a full blackout. The vendor shall provide enough lights to make for a good show, appropriate to the venue. Lighting control should be located in close proximity to the FOH Audio Mix position, with a clear view to the stage. A single lighting desk should be used for both moving lights and conventional fixtures.

Individually-circuited profile spots should be focused on each instrument/vocal position. We will not require colored front light.

# VIDEO

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Bipul Chettri will not be traveling with a video production team for your event. Therefore, if necessary, please make sure that you supply a full crew for the event including Director, Vision Switcher, Engineers, Camera Operators, and Camera Assistants where needed.

Due to copyright laws, no portion of the night may be photographed or video/audio recorded by those in attendance and it cannot be reproduced in any form. All camera tapes, masters and program mixes recorded by your department must be given to Bipul Chettri's Tour Manager at the end of the event.

If required, detailed information about the show including the pre-concert playback videos, on stage announcements, set up of projector/screens, recommended camera positions and directing style for the concert may be discussed with the band's production manager closer to the event date.

# VENUE SPECS

Item	Quantity	Model Required	Notes
<b>A</b>	<b>SHOW TIME</b>		
	Please make sure that we do not start the concert later than 20:00 and the curfew must be no earlier than 22:30.		
<b>B</b>	<b>AUDIENCE</b>		
	We would prefer to have the floor as general admission with no seating.		
<b>C</b>	<b>END STAGE CURTAIN / BLACK OUT CURTAIN</b>		
	If the venue is an arena, please make sure you provide an end stage curtain.		
<b>D</b>	<b>RESOURCE</b>		
<b>1</b>	Areas to setup stands to sell resource		
<b>2</b>	Sufficient	Lighting for the sales areas	
<b>E</b>	<b>STAGING</b>		
<b>1</b>	Venues larger than 1,000	Minimum size is 40' wide x 30' deep and 24' Trim Height	Height will vary depending on venue, no lower than 3' and no higher than 6' please.
<b>2</b>	Venues larger than 3,000	Minimum size is 60' wide x 40' deep	
<b>3</b>	If a festival	Please provide rolling risers for the keyboard player, bass player and drummer.	
<b>F</b>	<b>SECURITY</b>		
<b>1</b>	Sufficient	Venue staff to make sure all the attendees are safe at all times.	
<b>2</b>	Venues larger than 1,000	A crowd barrier in front of stage with a 4' walkway in front of stage.	Also required for ALL outdoor events

\*Stage Plot will be provided close to the show date.