

TECHNICAL RIDER

Four performance configurations. Please confirm which applies to your booking during advance.

This rider covers four possible performance configurations. Input counts, monitor needs, and backline requirements differ by setup — please confirm which configuration applies to your booking during advance.

CONFIGURATIONS

- 1. Solo — Artist + laptop tracks
- 2. Duo — Artist + one instrumentalist
- 3. Full Band — Artist, bass, drums, keys, guitar
- 4. Production Band — Full band + DJ/ playback + 2 BGVs

Advance contact: booking@stephcynie.com

SOLO SETUP

Artist performing with pre-recorded/programmed tracks run live from a laptop.

INPUT LIST

CH	SOURCE	MIC / DI	STAND	NOTES
1	Lead Vocal	SM58 (artist's own, or house equiv.)	Tall boom	<i>Wireless or wired — artist preference</i>
2	Laptop Playback L	Stereo DI box (Radial ProAV2 / Countryman DT85)	—	<i>From laptop headphone / interface out</i>
3	Laptop Playback R	(paired with Ch 2)	—	—

MONITORS

- 1x monitor mix (wedge or IEM). Artist will advise if traveling with own IEM pack.

BACKLINE REQUESTED FROM VENUE

- 1x tall mic boom stand
- 1x small table or stand for laptop/interface, stage left or right of vocal mic
- House DI box (stereo) if artist is not traveling with own interface/DI
- Powered outlet at laptop position (clean/isolated circuit preferred)

STAGE PLOT NOTES

- Minimal footprint — vocal mic center stage, laptop table immediately adjacent
- No backline required beyond mic stand and laptop table

DUO SETUP

Artist plus one additional instrumentalist (keys or guitar). Confirm which instrument during advance — input list adjusts accordingly.

INPUT LIST — BASE (SOLO CHANNELS 1-3) PLUS:

CH	SOURCE	MIC / DI	STAND	NOTES
1	Lead Vocal	SM58 (artist's own, or house equiv.)	Tall boom	<i>Wireless or wired — artist preference</i>
2	Laptop Playback L	Stereo DI box	—	<i>From laptop headphone / interface out</i>
3	Laptop Playback R	(paired with Ch 2)	—	—
— IF KEYS —				
4	Keys L	Stereo DI box	—	<i>From keyboard stereo out</i>
5	Keys R	(paired with Ch 4)	—	—
— IF GUITAR (INSTEAD OF KEYS) —				
4	Guitar Amp	SM57	Short boom	<i>Mic'd combo amp</i>
5	Guitar DI (acoustic)	DI box	—	<i>If acoustic / acoustic-electric</i>
6	BGV (2nd vocal)	SM58	Boom stand	<i>If instrumentalist also sings</i>

MONITORS

- 2x monitor mixes (artist + instrumentalist) — wedges or IEM

BACKLINE REQUESTED FROM VENUE

- 1x additional mic stand (boom, for BGV if applicable)
- Keyboard stand + bench (if keys) OR backline guitar amp (if guitarist is not bringing own)
- 2x DI boxes (if not house-provided already)
- Powered outlets at laptop position and instrumentalist position

STAGE PLOT NOTES

- Vocal mic + laptop table center / stage right
- Keys or guitar amp positioned stage left, angled toward artist for sightlines

FULL BAND SETUP

Artist, bass, drums, keys, guitar. Approximately 17 input channels.

INPUT LIST

CH	SOURCE	MIC / DI	STAND	NOTES
1	Kick In	Shure Beta 52 / equiv.	Short boom	—
2	Kick Out	Kick-specific dynamic (e.g. D112)	Short boom	—
3	Snare Top	SM57	Clamp / short boom	—
4	Snare Bottom	SM57	Clamp	<i>Optional — engage if channels allow</i>
5	Hi-Hat	Small diaphragm condenser	Clamp	—
6	Rack Tom	Clip-on dynamic (e.g. e604)	Clip	—
7	Floor Tom	Clip-on dynamic (e.g. e604)	Clip	—
8	Overhead L	SDC pair	Tall boom	—
9	Overhead R	SDC pair	Tall boom	—
10	Bass DI	Active DI box	—	<i>Direct + optional amp mic if requested</i>
11	Guitar Amp	SM57	Short boom	—
12	Keys L	Stereo DI box	—	—
13	Keys R	(paired with Ch 12)	—	—
14	Lead Vocal	SM58 / Beta 58	Tall boom	<i>Wireless or wired</i>
15	BGV 1 (guitar/bass)	SM58	Boom stand	<i>Optional — confirm on advance</i>
16	Click / Track L	Stereo DI box	—	<i>Click to drummer IEM, tracks to FOH</i>
17	Click / Track R	(paired with Ch 16)	—	—

MONITORS

- Minimum 4 mixes: drums (click/cues, IEM strongly preferred), bass, guitar, keys — vocal(s) can share a mix or run separately, TBD on advance
- Dedicated monitor engineer preferred for load-in of this size

BACKLINE REQUESTED FROM VENUE (IF NOT TOURING WITH OWN)

- Full drum kit — specs to be confirmed on advance (kit size, hardware, cymbal stands)
- Bass amp and guitar amp — make/model to be confirmed on advance
- Keyboard stand(s) + bench
- All mic stands (approx. 10) and DI boxes (minimum 4)
- Minimum 4× 20A power drops distributed across the stage (drums, amps, keys)

FOH REQUIREMENTS

- Minimum 24-channel snake / console capacity
- Full monitor console or adequate aux sends for 4+ mixes

STAGE PLOT NOTES

- Drums center-back on riser if available; bass stage right; guitar stage left; keys behind guitar or stage right of drums; vocal center front

PRODUCTION BAND SETUP

Full band configuration plus DJ/playback and two background vocalists. Approximately 21 input channels.

INPUT LIST — FULL BAND (CHANNELS 1-17) PLUS:

CH	SOURCE	MIC / DI	STAND	NOTES
18	DJ / Playback L	Stereo DI or direct (XLR/TRS from DJ mixer)	—	<i>From DJ controller / mixer main out</i>
19	DJ / Playback R	(paired with Ch 18)	—	—
20	BGV 2	SM58	Boom stand	—
21	BGV 3	SM58	Boom stand	—

MONITORS

- Minimum 6–7 mixes: drums, bass, guitar, keys, DJ, lead vocal, BGVs (BGVs may share a mix)
- Dedicated monitor engineer required

BACKLINE REQUESTED FROM VENUE (IF NOT TOURING WITH OWN)

- Everything listed under Full Band, plus:
- DJ table/riser (approx. 4' wide) with power at DJ position — isolated / clean circuit recommended for digital gear
- 2× additional mic stands (boom) for BGVs
- 2× additional monitor wedges or IEM packs for BGVs, 1 for DJ if cueing
- Minimum 6× 20A power drops distributed across the stage

FOH REQUIREMENTS

- Minimum 32-channel snake / console capacity
- Full monitor console with 6+ aux/matrix sends

STAGE PLOT NOTES

- Same as Full Band layout with DJ positioned upstage center or stage right, BGVs flanking artist at center front

Thank you for having me.

STEPHCYNIE