

KISSSTERIOUS

EN Rider -2021 – V1

Technical & Hospitality Rider

Thank you so much for booking KISSterious! Together we are going to turn your event into a great show!

To make sure the show is as expect and to prevent any unexpected and unwanted surprises for both parties we have compiled this rider. We're not going to ask you to remove all the blue M&M's but a few things have been proven important to mention.

We strongly advise to read this rider thoroughly and in case of any question or doubts contact us or our management.

This rider is an integral part of the contract and by signing the contract you automatically acknowledge and accept the terms and conditions of both the contract and rider.

Contact

KISSterious
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1 Who or what is KISSterious

KISSterious is a KISS Tribute band, a (Glam) rock/Hard rock type band and consist of 4 band member and minimal 2 crew members.

2 Promotion Material

We kindly request to make use of the correct logo's, font and promotion pictures. A press kit can be downloaded containing high resolution pictures, font file, logo and an informational pdf. This package can be downloaded as a zipp file from our website at: www.kissterious.com/presskit

Make sure aspect ratios are not changes and pictures are used in high resolution for maximum quality.

3 Arrival, Stage preparation(s) and Sound check

3.1 Stage Preparation(s):

Because of the make-up, costumes and stage preparation KISSterious needs more time than your usual act.

A rough estimate as an example:

Arrival and Stage prep.	1.5h	4:00 - 5:30pm
Sound check	1.0h	5:30 - 6:30pm
Dinner	1.0h	6:30 - 7:30pm
Make-up/Costumes	2.5h	7:30 - 10:00pm
Front drop & Line Check	0.5h	10:00 - 10:30pm
Showtime	1.5h	10:30 - 12:00am
End		12:00 am
De-make-up/loading	1.5h	12:00 - 01:30am

3.2 The Promotor reserves two(2) free parking spaces near the stage.

Note that the route to stage needs to be paved or has steel plates in place to ensure easy access to the stage without getting stuck in the mud.

3.3 Especially festivals, where multiple acts use the same stage, will have to have stage hands available (2 or more). Because the weight of the equipment it is not possible to take stairs or other obstacles. In case the show takes place on a second floor or a basement a decent size elevator must be available to transport the equipment to stage.

3.4 The KISSterious crew must be allowed to- and have access up and around the stage to make all necessary preparations well before show-time. Again stagehands may be required and should be made available..

3.5 KISSterious will need a proper sound check of approx. 60 minutes before the show. If only a line-check is possible than a minimum of 30 minutes is required. KISSterious never plays a full song during a line-check.

3.6 The drum kit is built into- and fully fixed in a flight case which is also the drum riser. The kit is for the most part prepared backstage and with help of three(3) or four(4) stagehands lifted on stage. Please reserve enough room near or behind the stage to prep the drums. The riser is 1.5m depth by 1.45m width by 0.5m height.

3.7 In case of full (solo) show KISSterious uses a fake backline. This consist of room dividers which look like double Marshal cabinets with blinders on the front and red flash lights on top. The crew will connect this with our own cabling and controller.

3.8 Optionally KISSterious uses special FX such as flames, confetti (water soluble), (indoor approved) stage fireworks. These will also need cabling which will be brought by our crew and connected to the same controller as mentioned under point 3.7. This needs to be done well before the show and in case the stage is shared this will be done whilst the other act is playing but without any disturbance. All special FX controlling is done by our crew.

3.9 Just like KISS KISSterious uses a Front Drop, a large canvas of 10m by 4m to hide the band members from the crowd during changeover. This will need some ropes and/or pulleys to be place in the truss up front. Please make sure either a local crew can arrange this or have climbing gear available for the KISSterious crew.

3.10 A LED illuminated KISS logo will be use in the middle backside of the stage (above the drummer). This can be place either before the first band and covered with a cloth or during change over, in that case stagehands need to assist. A truss lift or similar works well for this.

4 The Stage

4.1 The minimum required **free space** is 8m width by 5m depth and a height of 1m. Note that due to the exceptional high heels the band members are well over 2m height. Therefore the minimum clearance needs to be over 3m.

4.2 The stage is professional, sturdy, reliable fully flat, well aligned if build out of several pieces and meets all safety requirements.

4.3 All cabling **must be outside the free space** to avoid trip hazard. The band member wear high heels and it does not take much to twist an ankle or worse (we've experienced it a couple of times and hurts like hell!).

4.4 Please leave the mid-front of the stage open, possible floor monitors should be removed or optionally moved sideways to allow the signature personal act such as the blood spitting of the Demon.

4.5 In case of open air stages the stage needs to have a water tight roof, sides and back to protect band and equipment against rain etc.

4.6 In case a marquee is used there needs to be a anti condensation roof above the stage to prevent leakage. We have seen it rain on stage and that damages the equipment. Promotor will be liable for any damage caused.

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5 Power Requirements

- 5.1 KISSterious optionally uses a fake backline with blinders and flash lights and the earlier mentioned special FX. This requires 230V power sockets on stage according the enclosed stage plan.
- 5.2 In case power is supplied by means of a generator this must be a professional one with a valid inspection certificate, 50Hz, balanced and proper grounded.
- 5.3 (sound) Limiters which cut off power or affect power in any way are NOT allowed.
- 5.4 If the power supply proves to be inadequate or inadequate during the show, KISSterious reserves the right to stop the show or cancel the show in advance. See also point Liability and suspension of the performance..

6 Sound, Stage Lighting and specials:

- 6.1 Unless otherwise agreed, KISSterious will bring only backline, optional Special FX and optional "Fake backline". Sound System, Stage lighting, Monitoring including professional technician to be arranged by the Promotor/Venue.
- 6.2 Optionally the band can bring, against additional cost, their own Front of house mixing console, monitoring set-up and lighting control desk incl. technicians. If this is preferred we would like to be informed well in advance. Our crew will get in touch and discuss what is needed and provide you with an estimate.
- 6.3 Both Sound system as well as the Stage lighting system must be of professional quality and adequate for the venue. Not that we will use it, but rule of thumb is 103 dB(A) on LAEQ of 15 minutes, measured at the mixing console.
- 6.4 KISSterious will bring their own in-ear and wireless systems. These will need to be connected by the sound engineer/monitoring engineer and tested during soundcheck.
- 6.5 For in-ear a general mix and balance comparable with the FOH is preferred. A slight "more me" for musicians own instrument and voice is preferred. If possible a touch of reverb and an ambient microphone to dial in the audience on the in-ear monitoring is appreciated. Please make sure there is a dedicated monitor sound engineer available.
- 6.6 During the show there might be a drum solo. Just as KISS did during their 70-ties shows a flanger effect on the drums would be great.
- 6.7 KISSterious also makes use of a sample pad, controlled by the drummer. This holds intro's, sound effects, e-drum sounds and the outro for the show. During the show this channel should be open at all times even after the show. The outro is the song "God gave rock and roll to you, this can be faded out once the band has left the stage.
- 6.8 About 10 minutes before the show starts KISSterious will start the intro tune from the sample pad. This intro will ultimately end in a low bass roar and a voice over announcing the band in the KISS fashion. Please make sure the channel(s) is unmuted!
- 6.9 Vocals should sound as if the band plays a big arena in the typical KISS fashion. Please have reverb and FX delay mixed in to give that space/surround sound feel.
- 6.10 Lights down between songs please.

- 6.11 Every character has a typical icon shaped which represents his make-up. These will show up everywhere including the set-lists to show who is singing lead. Each character also has a dedicated color on stage and it would be cool if this was used when appropriate.

	Lead guitar	Spaceman	Stage right	
	Rhythm guitar	Star child	Center stage	
	Bass	The Demon	Stage left	
	Drums	The Catman	Centre back	

6.12 Special Songs:

- Firehouse:** The Demon will breath fire, please darken the stage.
- I love it loud:** Interaction with the crowd, use of blinders.
- Shock me:** Ends in a guitar solo with smoking guitar. Blue light.
- Bass "Solo":** Minimal light, the demon will shed some blood.
- Drum Solo:** Minimal Stage light to give room to the LED illuminated Drum set. If possible a Flanger effect on drum kit
- Beth:** If played dark stage only (spot) light on the Catman.

7 Dressing Room & Hospitality

- 7.1 Full make-up and costumes takes about 2 hours. After the show the dressing room is needed to remove make-up and get the costumes off. A dedicated dressing room should be available and must be/have:
- Lockable
 - Large enough for band and crew
 - Proper lights
 - Clean running water (wash bowl/shower and a toilet)
 - Have one or more large tables and minimal six chairs.
 - Very near to the stage, doing the distance on plateau boots is not an option.
 - In case this is not possible a transfer must be arranged.
 - Have at least one large mirror
 - Have a cloth rack for the KISS costumes.
 - If a dressing room is not possible as an alternative a larger kitchen of house hold room can do. Transfer is needed back and forth.
- 7.2 Please make sure there are minimal four(4) large towels for the band
- 7.3 Hot, (healthy) meals for band and crew. No fast food, fantasy rice or such. If not possible the band can take care of this by themselves at €25/ band- and crew member
- 7.4 Enough cooled drinks such as Still Water, Cola/Pepsi, Fanta, Beer and Radler. 2x six pack small bottles of still water at the stage.
- 7.5 A snack after the show is very much appreciated and will get you a place in the bands "Most favorite Promotor" ranking list ;-)
- 7.6 KISSterious reserves the right to add a maximum of 10 guest to the guest list. Guest have free entrance but **without** being allowed back stage or make use of back stage facilities such as free drinks and meals.

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8 Liability and show stoppers

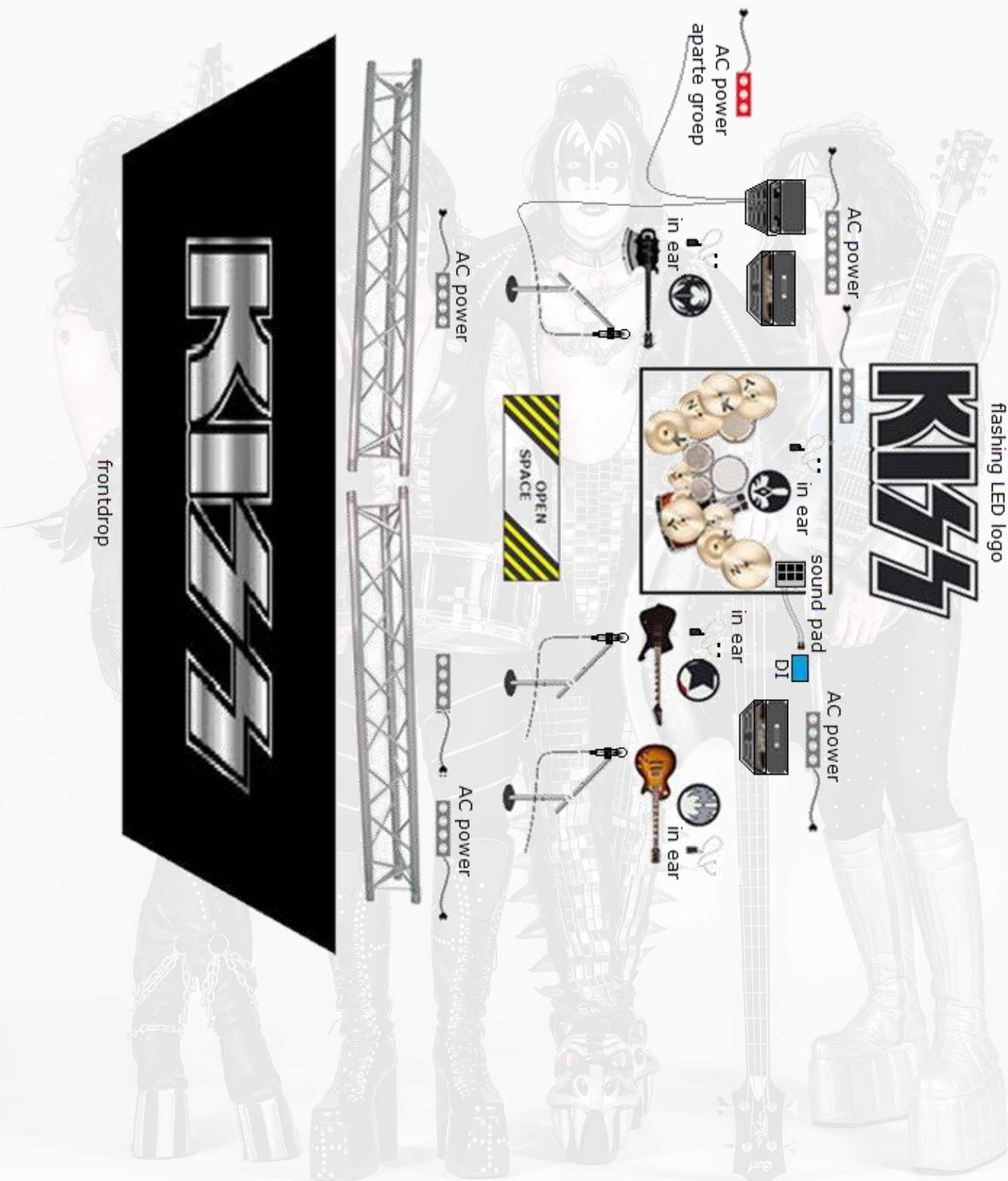
- 8.1 The promotor is at all times responsible for any damage caused by others brought on to the bands equipment, instruments, cars, personal belongings etc.
 - 8.2 KISSterious reserves the right to cancel the show, without any compensation to the promotor, if the safety of the band, crew are equipment cannot be guaranteed. The promotor will nevertheless compensate the band the full amount as per main contract.
 - 8.3 In case of rioting or other violence towards the band KISSterious has the right to (temporarily) stop the show.
 - 8.4 In case the show must stop due to circumstances as described above this does not relieve the Promotor from his financial responsibilities.
 - 8.5 The promotor is responsible for security during the event. If the situation asks for it they will actively protect band and equipment.
 - 8.6 Under no circumstances whatsoever are visitors allowed on stage.
 - 8.7 Tossing drinks is some sort of tradition in some countries but is not appreciated by the band, certainly not if aimed at the band. This can damage equipment or even end the show prematurely. Promotor is liable for any damage caused. In case this happens repeatedly the show can/will be stopped by KISSterious.
 - 8.8 The stage should be protected by stage barriers. Minimal distance between stage and public is 1 to 1.5 meter. On one hand to keep the public off stage, on the other hand for safety reasons in case of the use of special FX.
 - 8.9 KISSterious always suggest the Promotor to get insurance on the event to be protected against any of the above.
- 9 Last notes:**
- 9.1 The Promotor declares to have read and agree to the rider in full.
 - 9.2 Contact us in case there is anything unclear to discuss possibilities. Not contacting in advance is automatically agreeing to all points raised.

Only working together will make your event a success!

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STAGE PLAN



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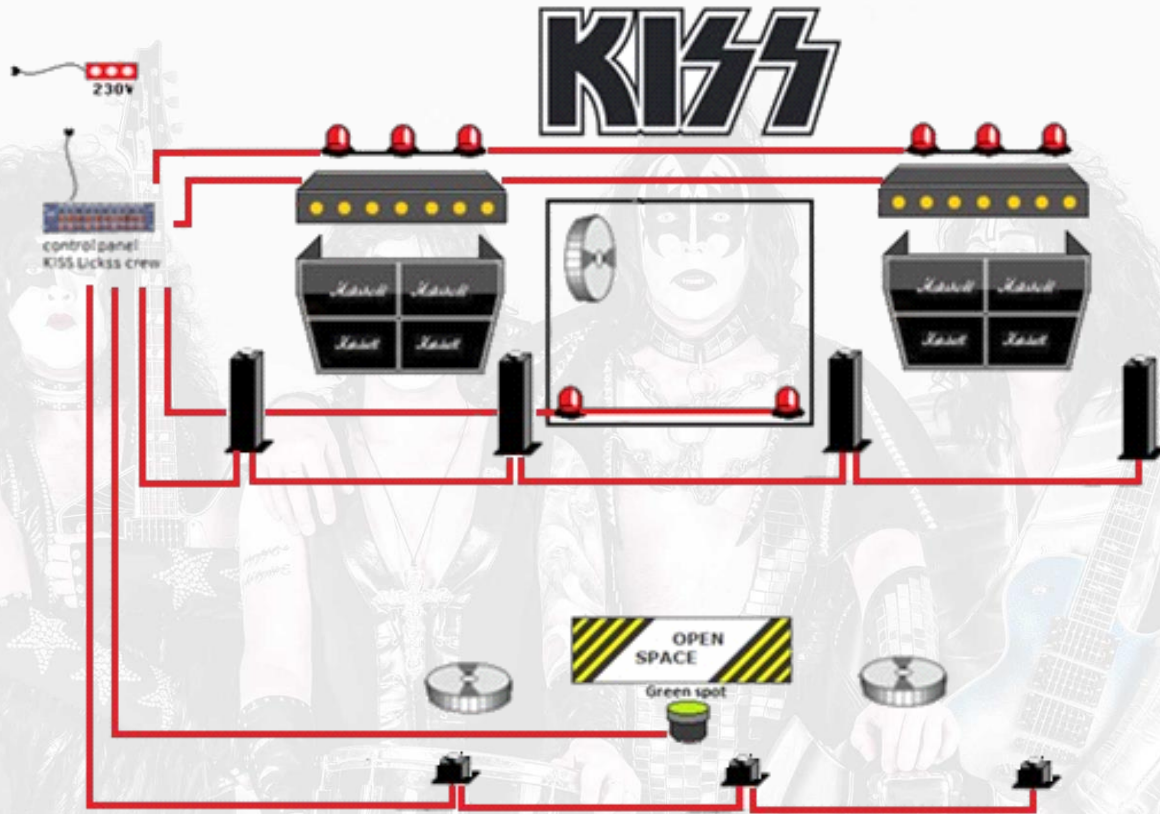
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Channel	FX	Instrument	Microphone Suggestion	IEM	IEM	IEM	IEM
							
					→	↑	→
1	Gate	Kick	Senn. E-602 / D-112	4	4	7	4
2	Comp	Snare (top)	Shure SM 57	3	3	6	3
3	Comp	Snare (bottom)	Shure SM 57	-	3	6	2
4		Hi-Hat	System K6 -ME 64	2	4	5	6
5	Gate	Rack Tom 1	Sennheiser E-604	3	3	5	5
6	Gate	Rack Tom 2 (optional)	Sennheiser E-604	3	3	5	5
7	Gate	Floor Tom 3	Sennheiser E-604	3	3	5	5
8		Rototom	Sennheiser E-604	2	3	5	5
9		Overhead left	AKG 391	-	-	2	-
10		Overhead right	AKG 391	-	-	2	-
11		Bass ← mic	Sennheiser E-602	-	4	4	4
12	Comp	Bass ←	DI integrated	6	4	4	4
13		Electric Guitar ←	Shure SM 57	3/L	5/L	5/L	7
14		Electric Guitar →	Shure SM 57	3/R	7/R	5/R	4
15	Comp	Vocal mic 1. ←	Shure SM 57 Beta	7	5	5	5
16	Comp	Vocal mic 2. →	Shure SM 58	4	5	5	8
17	Comp	Vocal mic 3. →	Shure SM 58	4	8	5	5
18	Comp	Vocal mic 4. drums ↑	Shure SM 58	4	5	8	5
19		Roland SPD L	DI box (jackplug)	3	5	6	5
20		Roland SPD R	DI box (jackplug)	3	5	6	5
Aux 01		In Ear Monitor 	Left (Stereo)				
Aux 02		In Ear Monitor 	Right (Stereo)				
Aux 03		In Ear Monitor 	Left (Stereo)				
Aux 04		In Ear Monitor 	Right (Stereo)				
Aux 05		In Ear Monitor 	Left (Stereo)				
Aux 06		In Ear Monitor 	Right (Stereo)				
Aux 07		In Ear Monitor 	Left (Stereo)				
Aux 08		In Ear Monitor 	Right (Stereo)				
Aux 09	Reverb	TC M1 or sim.	FX send/return				
Aux 10	Delay	TC D2 or sim.	FX send/return				

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(Optional) DÉCOR BACKLINE and CABLING BY BAND



Wireless Systems and Frequencies

System	Merk en type	Frequentie	Stereo/mono
In Ear Starchild	Sennheiser EW 300 IEM G3	766.900 MHz	Stereo (2x aux) if available
Wireless guitar Starchild	Sennheiser EW 100 G3	662.750 MHz	mono
Wireless bass Demon	Sennheiser EW 100 G3	637.000 MHz	mono
In Ear Demon	Shure PSM 900	691.850 MHz	Stereo (2x aux) if available
Wireless guitar Spaceman	Line6 type Relay G55	2,4 GHz (digital)	mono
In Ear Wireless Spaceman	AKG IVM4500	600.1-605.9 MHz	Stereo (2x aux) at all times
Wireless mic. Catman	Sennheiser EW 100 G3	650.200 MHz	Only with the song Beth**
Wired in-Ear Catman	Samson Ear Amp	n.v.t.	Stereo (2x aux) if available

*Please check if any of these frequencies possibly conflict with other wireless equipment present.

** Well in advance of the show it is decided if this song will be played. If it is not on the setlist this microphone will not be used.