



theperfectstrangers.band

Rider Updated: 2024.09.29

Rider

These are the requirements each venue that hosts the band must provide.

- Personnel
 - Entourage
 - Personnel for collecting entry fee
- Equipment
 - Stage area
 - Electrical
- Parking
 - Band Member Vehicles
 - Equipment Trailer
- Refusal to Perform

Personnel

Entourage

Each band member may have an additional person in their entourage (typically a significant other). In addition, the band may also employ up to 2 sound engineers/stagehands. These people should be allowed the same access as the band members and be exempt from being charged any admission or access fee to a venue.

Personnel for collecting entry fee

If an entry fee/cover charge is required, where the band gets 100% of the cover, the band will provide someone to take up the money. If the cover charge is being split with the venue, then the venue must also provide someone to observe the handling of the money. This helps to ensure everyone is satisfied that the money was handled properly at the end of the night. If the venue fails to provide someone, then they forfeit their rights to dispute anything regarding the handling of entry fee money.

If the venue is 21+ or has house rules to enforce (such as rules related to a liquor license), the venue must provide someone to ID individuals and enforce the house rules. Personnel provided by the band are only responsible for band related activities, such as taking up money at the door.

Equipment

Stage area

The band requires a dedicated stage area of at least 20' wide by 20' deep. This should be a dedicated area where through traffic is restricted. This is for the safety of the public, band member, and their equipment.

If a drum riser is to be used, it needs to be at least 10' wide by 10' deep. If the elevation of the rider is greater than 4 feet from the ground, a railing should be installed in the rear of the riser for safety.

Electrical

The band will provide power conditioners and surge protectors for their equipment. We require the venue to provide enough dedicated breakers for our equipment to operate without issue.

- PA Speakers
 - 2 x 15 amp breakers
 - One near Downstage Left.
 - One near Downstage Right.
 - If the venue is providing PA sound, then these are not required.
- IEM box & Amps
 - 2 x 15 amp breakers
 - One new Upstage Right.
 - One new Upstage Left.
 - These are always required.

Parking

Band Member Vehicles

The band may need as many as 3 parking spots for members and one extended space for the equipment truck and trailer, totaling 4 spaces.

Equipment Trailer

For a full band setup, the band uses a covered trailer to transport equipment. The trailer is approximately 9 feet tall (2.75 meters) and 6 feet wide (1.85 meters). This typically exceeds the height of most parking garages. Special parking accommodations close to the loading/unloading area must be made for the trailer if the venue/event utilizes a parking structure where the trailer will not meet the clearance requirements.

The trailer will need to have access close to the area designated for the band to load/unload equipment. This may require the use of parking cones to reserve the space until the band arrives. Please notify the band beforehand if any procedures need to be followed before the band's arrival.

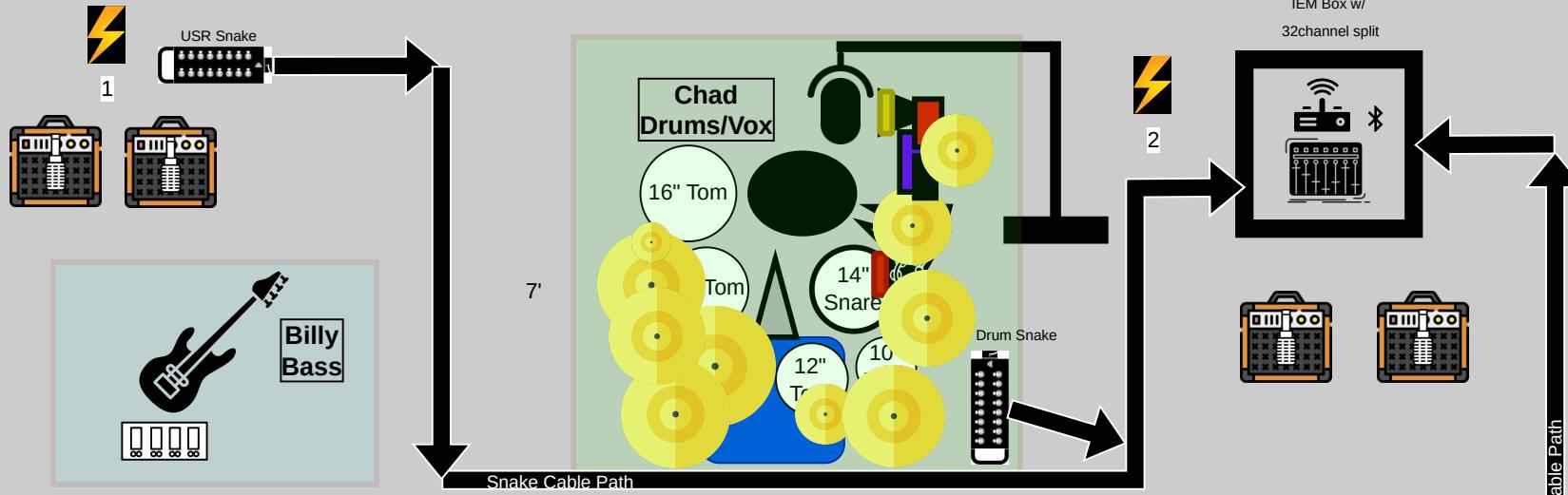
Refusal to Perform

The band reserves the right to refuse to perform for any reason regarding band member or equipment safety. Such reasons are, but not limited to:

- Unstable or unsafe building or performance area
- Volatile or threatening crowd
- Excessive moisture in the air
- Threat of severe rain or lightning
- etc.

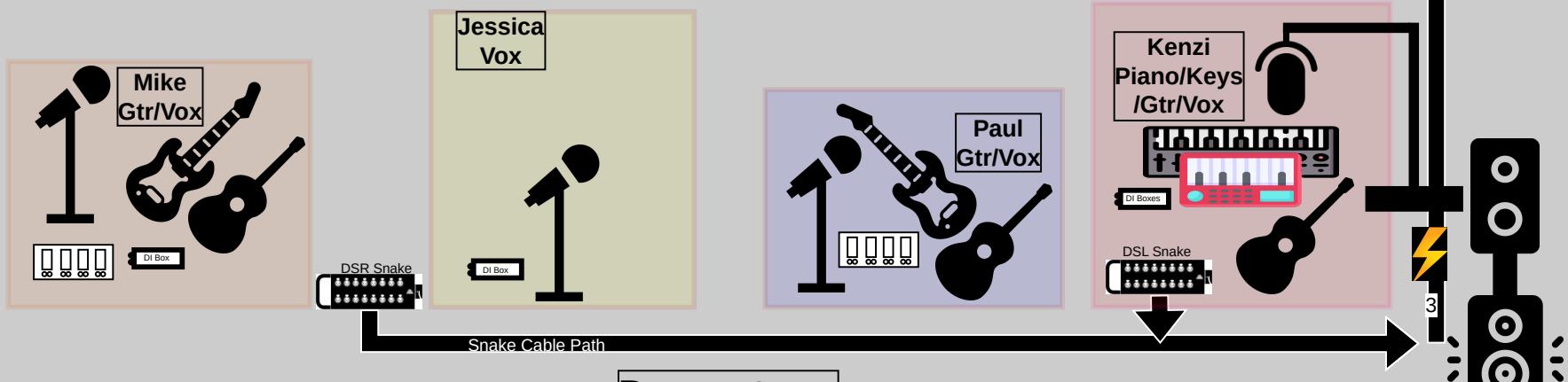
We hope never to refuse to perform, but the safety of our band members is our number one priority, followed by the safety of our equipment.

Upstage



Stage Right

Stage Left



Downstage

⚡ POWER ⚡

All power drops are 120V/15A.

1. 2 Guitar Amps
2. IEM Box, 2 Guitar Amps
3. 1 Piano, 1 Keyboard,
- 3*. 1 QSC Speaker, 1 QSC Sub
- 4*. 1 QSC Speaker, 1 QSC Sub

* Only needed if band is providing FOH sound system



Band: The Perfect Strangers

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Diagrams/Input List: github.com/ThePerfectStrangers

Website: ThePerfectStrangers.band



Drums

1. Kick
 2. Snare,
 3. 4 Toms
 4. Hi-Hat
 5. 2 Overheads
 6. Vocals
- * All 10 inputs running into Drum Snake



Date Updated: 2026-02-15



Full Band Setup

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Musician	Position	Channel	Input	Sub Snake	Input Name	Mic/DI	Stand	Notes
Chad	Drums	1	D1	Drum 1	Chad Vocals	Shure Beta 56A	Overhead Stand	Light reverb. Light Delay
		2	D2	Drum 2	Kick	Shure Beta 52A	Internal	Suspended inside bass drum
		3	D3	Drum 3	Snare	Shure Beta 56A	Drum Clamp	
		4	D4	Drum 4	Hi-Hat	Shure SM137	Drum Clamp	48V provided by IEM Box
		5	D5	Drum 5	Tom 1	Shure Beta 98AMP/C	Drum Clamp	48V provided by IEM Box
		6	D6	Drum 6	Tom 2	Shure Beta 98AMP/C	Drum Clamp	48V provided by IEM Box
		7	D7	Drum 7	Tom 3	Shure Beta 98AMP/C	Drum Clamp	48V provided by IEM Box
		8	D8	Drum 8	Tom 4	Shure Beta 98AMP/C	Drum Clamp	48V provided by IEM Box
		9	D9	Drum 9	Overhead Ride	Shure SM137	Boom Stand	48V provided by IEM Box
		10	D10	Drum 10	Overhead Hat	Shure SM137	Boom Stand	48V provided by IEM Box
		11					Unused	
		12					Unused	
		13					Unused	
Billy Bass	Upstage Left	14	A1		Billy Vocals	Shure Beta 58	Boom Stand	Not for live shows, only practice space.
		15	A2	USR 1	Billy Bass	Behringer BDI 21	Direct	
		16					Unused	
Jessica Guitar	Downstage Center	17	A3	DSR 1	Jessica Vocals	Shure Beta 58A	Boom Stand	Increase EQ on lows & mids, heavy reverb
Paul Guitar	Downstage Right	18	A4	DSL 1	Paul Vocals	Shure 55SH	Boom Stand	Light reverb. Light Delay
		19	A5	Direct	Paul Vox	Sennheiser E609	Amp Hang	
		20	A6	Direct	Paul Fender	Sennheiser E609	Amp Hang	
		21	A7	DSL 2	Paul Acoustic	Behringer DI4800A	Floor Stand	
		22					Unused	
Mike Guitar	Upstage Right	23	A8	DSR 2	Mike Vocals	Shure SM57	Boom Stand	Light reverb. Light Delay
		24	A9	USR 2	Mike Amp 1	Shure SM57	Floor Stand	
		25	A10	USR 3	Mike Amp 2	Shure SM57	Floor Stand	
		26	A11	DSR 3	Mike Acoustic	DI Box	Direct	
Kenzi Keys	Downstage Left	27	A12	DSL 3	Kenzi Vocals	Telefunken M80	Overhead Stand	Light reverb. Light Delay
		28	A13	DSL 4	Kenzi Piano	Behringer DI4800A	Piano Stand	
		29	A14	DSL 5	Kenzi Keyboard	Behringer DI4800A	Piano Stand	
		30	A15	DSL 6	Kenzi Acoustic	Behringer DI4800A	Floor Stand	
		31						
Guest	Unknown	32	A16	DSR 4/DSL 7	Guest Vocals	Shure SM57	Boom Stand	Light reverb. Light Delay. May not need.
Utility	Crowd	33	Direct		Crowd Left	House	House	Stage left house crowd mic
		34					Unused	
		35					Unused	
		36					Unused	
		37					Unused	
Bluetooth		38	Direct		Bluetooth Left	Direct	N/A	
		39					Unused	
Talkback		40	Direct		Bluetooth Left	Direct	N/A	



Full Band Setup

WING Rack Rear Input (Local)							
Input							
1	2	3	4	5	6	7	8
Chad Vocals	Kick	Snare	Hi-Hat	Tom 1	Tom 2	Tom 3	Tom 4
9	10	11	12	13	14	15	16
Overhd Ride	Overhd Hat						

17	18	19	20	21	22	23	24
Crowd Left	Crowd Right			BT Left	BT Right		Talkback

Output							
1	2	3	4	5	6	7	8
Billy IEM Left	Billy IEM Right	Jessica IEM Left	Jessica IEM Right	Paul IEM Left	Paul IEM Right	Kenzi IEM Left	Kenzi IEM Right

Midas DL16 Front Input (AES50A)							
Input							
1	2	3	4	5	6	7	8
Billy Vocals	Billy Bass	Jessica Vocals	Paul Vocals	Paul Vox	Paul Fender	Paul Acoustic	Mike Vocals
9	10	11	12	13	14	15	16
Mike Amp 1	Mike Amp 2	Mike Acstc	Kenzi Vocals	Kenzi Piano	Kenzi Keys	Kenzi Acstc	Guest Vocals

Output							
1	2	3	4	5	6	7	8
Chad IEM Left	Chad IEM Right	Mike IEM Left	Mike IEM Right	Subs Left	Subs Right	Main Left	Main Right

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Notes	
1	Paul's IEM transmitter Port 1 does not work (capped)
2	Black patch cables in IEM box are not to be unplugged
3	Colored cables = band vocals & instruments
4	All WING Rack Local Inputs/Outputs are mapped to the rear patch panel
5	Talkback is set to Auto. Can be activated by using Wing Edit app.
6	

IEM Operating Frequencies		
Device	Model	Frequencies
Chad's IEM	Shure PSM 200	518 - 554 MHz
Paul's IEM	Shure PSM 200	518 - 554 MHz
Jessica's IEM	Shure PSM 200	518 - 554 MHz
Kenzi's IEM	Shure PSM 300	488-937.5 MHz
Billy's IEM	Shure PSM 200	518 - 554 MHz
Mike's IEM	???	???