BIG YOUTH

TECHNICAL & ARTIST RIDER

Incorporated into, and part of, the Big Youth Booking Agreement. All items are the Purchaser/Promoter's responsibility and cost unless agreed in writing. Big Youth's Production/Tour Manager has sole authority over placement and operation of production as it relates to load-in, soundcheck and performance.

SELECT ENGAGEMENT TIER

Promoter/booking agent: tick the tier for this engagement. Requirements scale to the selection.

- ☐ Tier A — Calendar / Private Engagement (symposium, speaking, cultural event, meet & greet). No performance. Party 3-5.
- ☐ Tier B — Club / Selector Set (200-700 cap). 30-45 min to instrumentals with accompanying DJ. Party 3-7.
- ☐ Tier C — Concert / Festival (1,000-30,000). Live band. Party 9-21:
  - ☐ 5-piece band
  - ☐ 17-piece band (full horns + percussion + BGVs)
  - ☐ Add touring DJ
- ☐ Full Tour (3-9 weeks; mixed tiers — see Booking Agreement)

PRODUCTION ADVANCE

- Purchaser's representative to advance the show with Big Youth's Production Manager no later than 14 days prior.
- At advance: full compensation package, venue capacity, ticket prices, any withholdings, stage/PA/lighting condition, and load-in / soundcheck / doors / curfew times.

PERSONNEL (PURCHASER PROVIDES, AT NO COST TO ARTIST)

- Tier C: 2+ loaders/stagehands, house system tech, monitor system tech, audio patch tech, lighting director/tech, and one runner (separate vehicle, valid license, English-speaking, knows the area).
- Experienced FOH engineer; Artist may travel own engineer for Tier C (advise at advance).

STAGE & RISERS

- Tier C min. performance area 32'W x 24'D (scale up for 17-piece); load-bearing, level, hazard-free; outdoor stages fully covered/roofed with side & back walls.
- Drum riser 8'x8'x2'; two keyboard risers 8'x8'; risers skirted (black or white); 2' step units on drum & SL keyboard risers.
- DJ riser (Tier B & Tier C + DJ): 8'x8' with booth monitor.

FOH / PA

- Flown line-array, full-range with subs (d&b, L-Acoustics, Meyer, Adamson), even & undistorted, 110-120 dB SPL at FOH; delay fills where needed; system control at FOH.
- FOH console (Tier C, 36+ ch): DiGiCo SD, Avid S6L/SC48, or Yamaha CL5/QL. FOH centered, within 80-100' of downstage, at ground level.

MONITORS

- Tier B: 2 wedge mixes or stereo IEM for Big Youth + DJ booth monitor.
- Tier C (5-pc): 6-8 mixes. Tier C (17-pc): up to 12-14 mixes — wedge per position, bi-amped (single 15" + horn), drum-fill with sub, 2 side-fills, IEMs (Shure PSM) for Big Youth + key positions.
- Dedicated monitor console & engineer at monitor world (stage left) with a cue mix and comms to FOH.

MICROPHONES & INPUT LIST (INDICATIVE — FINAL PATCH PER TIER AT ADVANCE)

CH	SOURCE	PROVISION	TIER
1	Kick In	Beta 91A	B/C
2	Kick Out	Beta 52A	B/C
3	Snare Top	SM57 / Beta 57A	C
4	Snare Bottom	SM57	C
5	Hi-Hat	SM81	C
6-9	Toms / Floor	SENN e604	C
10-11	Overheads	SM81 (pair)	C
12	Timbale	SM57	C
13-14	Nyabinghi / Hand Perc.	e604 / clip + DI	C
15	Bass DI	Active DI	B/C
16	Bass Amp / XLR	XLR from head	C
17	Guitar 1	SM57 / SM7B on amp	C
18	Guitar 2 (17-pc)	SM57 on amp	C
19-22	Keys 1 & 2 (stereo)	Active DI x4	C
23-24	Playback / DJ (stereo)	Stereo DI	B/C
25-27	Horns (17-pc: tpt, sax, tbn)	clip / SM57	C
28	Lead Vocal — BIG YOUTH	Gold wireless handheld	A/B/C
29-31	Backing Vocals x2-3	SM58 wired / wireless	C

Club set (Tier B) ~6-8 channels (vocal + stereo playback + spares). 5-piece ~16-20; 17-piece ~32.

BACKLINE (PURCHASER PROVIDES / CONFIRM AT ADVANCE)

Tier B — DJ:

- 2x Pioneer CDJ-3000 + DJM-A9/900 mixer on booth riser; booth monitor; stereo feed to FOH.

Tier C — 5-piece:

- Drums: DW Collector's / Tama Star (Remo/Evans heads) on 8'x8' riser + hydraulic throne + hardware.
- Bass: Ampeg SVT / Eden World Tour 800 + 8x10 (or 2x 4x10). Guitar: Roland JC-120 or Fender Twin Reverb.
- Keys: Yamaha Montage/Motif + NI/controller on 3-tier stand + sustain pedals; high stool.
- Percussion: Nyabinghi / hand-drums + LP bongos/timbale near the kit.

Tier C — 17-piece adds: second keys rig (2-tier), second guitar (JC-120), horn section (trumpet, tenor sax, trombone) with stands/mics, 2nd percussionist, backing-vocal mics.

LIGHTING

- Full concert lighting rig with competent LD; front spot for Big Youth; red / gold / green (Rasta) wash available on request.

POWER

- 120V/60Hz; lights and audio on separate, isolated, grounded services; quad boxes upstage, duplex mid/downstage; drops at each rig position (see stage plot).

LOAD-IN & SOUNDCHECK

- Tier C: ~3 hours load-in to soundcheck end; full soundcheck (60-90 min), stage clear, PA tuned, before doors. Soundcheck closed to the public.

STAGE PLOT

Custom Big Youth overhead stage plots (Tier B / 5-piece / 17-piece) with input numbers and monitor-mix map are in production and attach per tier.