



Celtic Angels 2025 Tech/Hospitality Rider & Stage Plot

Contact:

Name	Position	Email	Phone
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General Information:

NOTE: All deviations from this rider must be approved.
This Rider has been updated as of November 2025.

Production Manager will contact the local presenter/venue tech director no later than two weeks prior to each engagement to advance the show. Production Manager will contact the venue again approximately 48 hours before the performance date to reconfirm all final details. If no contact is received, please contact the Tour Manager at 516-944-7393 before the performance date to reconfirm.

Total number of cast & crew: 18

Day of Schedule:

- Tech Staff will arrive approximately 6 Hours prior to showtime for load in.
- Artist will arrive approximately 4 Hours prior to showtime.
- Sound Check will begin approximately 3 hours prior to showtime.
- Artists Meal should be approximately 2 Hours prior to showtime.
- Doors should be no earlier than 1 hour prior to showtime.
- Act 1 (1 Hour), 15 minute intermission, Act 2 (1 Hour)
- The load out will take approximately 1.5 hours after the final performance if minimum stage hands are provided.
- The estimate of “in” & “out” may vary with local house conditions.

Local Crew Requirements:

- Minimum number of crew needed to load-in & load-out: 4
- A master electrician or house LD is required to assist with patching and focus.
- A house audio engineer is required to assist artist audio engineer during setup and soundcheck.
- No follow spot operators.
- No flyman needed during Showcall.
- A wardrobe assistant (Female Preferred) 3 hours prior to show. If a wardrobe assistant is unavailable, a steamer is suffice.

Parking:

- Presenter to provide adequate parking adjacent to the stage door for 3 Vehicles. (16ft Box Truck & 2 large passenger vans).
- Presenter agrees to obtain all permits and authorizations where necessary to allow artist vehicles direct access to loading doors for the duration of load in, running of production, and load out.
- Crews will need access to vehicles, parking close to the load in site is essential.

Hospitality:

Dressing Rooms:

- Two private dressing rooms furnished with chair, table, mirror, clothes rack with adequate hangers, and wastebasket.
- The dressing rooms should have access to a private bathroom for artists only with running hot & cold water, adequately supplied with fresh soap and clean towels, tissue, and paper towels.

Meal:

- Hot coffee & tea.
- (3) Cases of bottled water.
- Artist would greatly appreciate small snacks such as fruits/veggies, cheese/crackers, chips/dip, or any variation of grab & go snack items upon arrival.
- Hot meal for 18 adults should be provided 2 hours prior to showtime.
- ***Contact PM for current list of allergies or dietary restrictions.***

Additional:

- Artist requests immediately upon show finale to have 40 lbs of Ice ready and available. Artist will provide a large bin that will need to be filled with water & ice to sooth dancers legs at the end of act 2.
- Artist will accept a pre show runner if one is available.

Merchandise:

- The artist will have merchandise for sale. Presenter must provide one (1) 8ft table or two (2) 6ft tables to sell merchandise before the concert, at intermission, and after the scheduled performance.
- The artist is traveling with a designated merchandise sales associate.
- The artist is traveling with a bank, one will not be requested.

Receptions:

- The artist is always happy to attend receptions, however due to the rigorous tour schedule, sometimes the artist may not be available. Please contact Tour Manager upon arrival.

Stage Requirements:

- Stage should be swept cleaned, mopped, and cleared of all equipment, debris, etc... prior to artists arrival. The stage should not consist of any cracks or holes.
- Stage floor should be clean, un-splintered black gloss or dark wood stained floor (No concrete or carpet). If this is not the case, artist MUST be made aware in advance.
- A Marley floor is requested and should be in place Downstage prior to artists arrival. If no Marley floor is available, artist has one available.
- Dark Grey or Black Marley is acceptable.
- Marley must be placed flat with no visible wrinkles and fully taped down on all sides.
- A unobstructed, lit, private backstage/upstage crossover is required for the show.
- Artist requires a quick change area (5X5) on both sides of the stage out of sight lines with mirror and lights. No pipe & drape enclosure is needed, just the space.
- Two garment racks and two 6ft tables total for props separated and placed on SL & SR out of sight lines are requested.
- One (1) 10ft ladder should be provided and placed on stage prior to arrival if available.
- Stage must be completely clear upon arrival (Including risers) for easy load in/setup.

Backline:

- Artist will provide all backline for the show.

Risers:

- All provided risers must have stairs, use 12" legs, be 4' deep by 8' in length and have black skirting on the sides and front of the risers. If you do not have risers that meet these specs, risers will NOT be used (Scenario 2). Risers on lockable casters are preferred but not required.

- 2 Chairs will be needed. Chairs must have back support with no arm rests.

***See stage plot for placement.

- **Scenario 1:** If two 4' deep by 8' length risers are available. Riser #1 will be placed length wise across at Center SR for the Keyboard with 1 chair. Stairs can be placed on the SR side of the riser. Riser #2 will be placed length wise Center SL for the strings with 2 chairs. Stairs can be placed on the SL side of the riser. Drummer will be center stage with no riser.
- **Scenario 2:** If no risers with requested specs are available. No risers will be used.

Power:

Artist will be traveling with a Power Distro. Artist will provide 5 wire hookups with copper tails & Camlocks. Artist is traveling with 50ft of feeder & turnarounds. If no hookups for power are available, please see minimum power requirements below.

FOH:

- Sound Console (1) 20 amp circuit.
- Lighting Console (1) 20 amp circuit.

Stage Power:

- Drive Rack/ Wireless Microphones (Side Stage) (1) 20 amp circuit
- Stage power for musical equipment (2) 20 amp circuit (Upstage Left or Right)
- Stage power for lighting equipment/video wall (7) dedicated 20 amp circuit (Upstage Center).

Communications:

- Three (3) headsets are needed for communication between the lighting operator, audio engineer, & backstage stage manager.
- If wireless headset communication is in use, presenter must coordinate with the production sound engineer for frequency coordination.

Backdrop:

- A black upstage backdrop or traveler is required.
- There must be room for a crossover. This is required for the show.

Hazer/Effects:

- Artist will provide Hazer & Hazer fluid.
- Hazer is necessary to maximize show quality. Presenter will take all necessary actions to allow hazer to be used in venue where legally allowed.
- Artist will be traveling with (4) Cold Sparklers.

Audio:

Artist will be providing Audio Engineer & Console.

House Speaker System:

- A “state-of-the-art” house system must be provided by presenter capable of providing adequate coverage to all audience areas at full frequency range and without distortion including use of front fills, balcony fills, and delay clusters. Adequate subwoofers are important. Installed house sound preferable. If a third party sound company is being utilized artist would like to offer a full sound system buy-out for full sound services to be provided for the show. Please contact Production Manager for full pricing information.
- Artist will be traveling with a professional level audio engineer and sound system that is a state-of-the-art 2-way stereo pro audio system consisting of coverage of an indoor audience up to 1,500.

INPUT LIST	OUTPUT LIST
1. Kick	1. Vocal Monitors
2. Snare	2. Side Fill Monitors
3. Rack Tom	3. Drum Wireless IEM
4. Rack Tom	4. Bass Wireless IEM
5. Floor Tom Percussion	5. Guitar Wireless IEM
6. OH Left	6. Keyboard Wireless IEM
7. OH Right	7. Fiddle Wireless IEM
8. Roland Sample Pad - Left	8. Subs
9. Roland Sample Pad - Right	9. FOH - Left
10. Bass - DI	10. FOH - Right
11. Guitar - DI	11. Front Fills
12. Fiddle	
13. Piano	
14. Keyboard - DI	
15. Keyboard - DI	
16. Wireless Vocal Mic	
17. Wireless Vocal Mic	
18. Wireless Vocal Mic	
19. Wireless Vocal Mic	
20. Wireless Vocal Mic	
21. Back Up Wireless Mic	
22. Front Floor Mic - 1	
23. Front Floor Mic - 2	
24. Front Floor Mic - 3	

Audio Console & Microphones & Equipment:

- Artist production team will be providing its own audio console. Production is carrying a Midas M-32 for FOH, Digital snake, mics, and DI's.
- Artist production team is fully self contained and will be providing all necessary cables, microphones, DI's, stands, adaptors, and monitors.

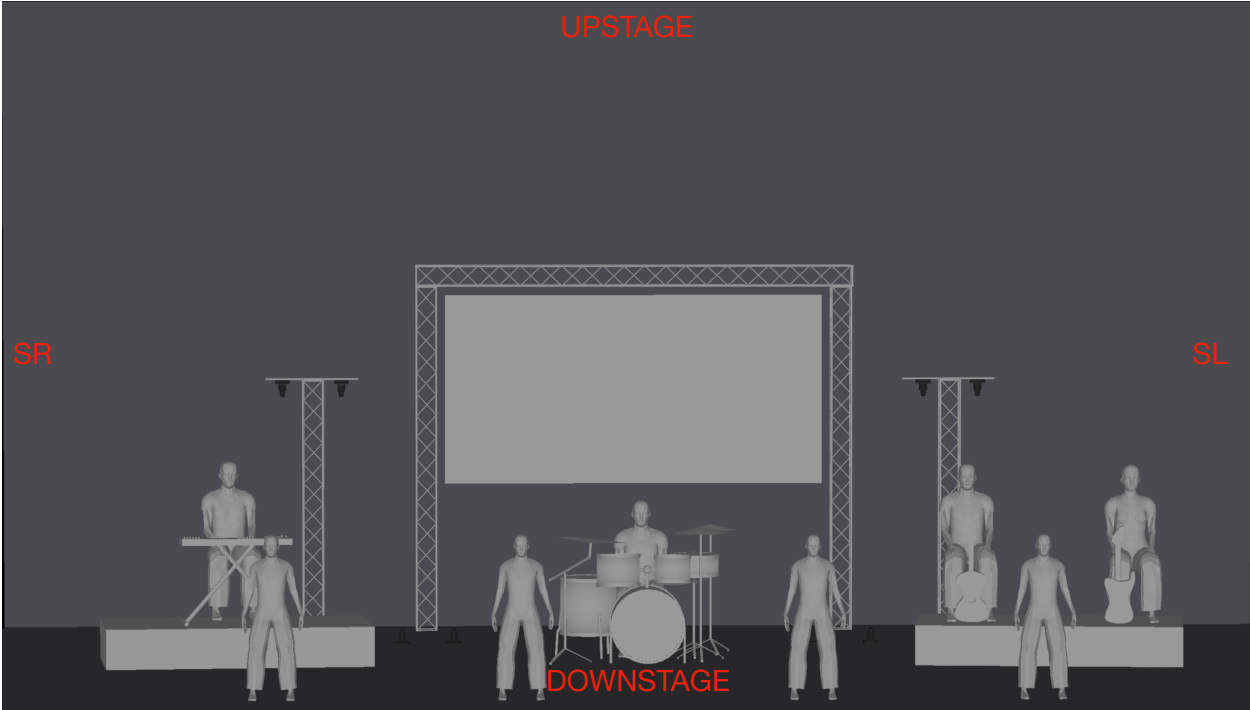
- Production requires (2) audio inputs to the house left & right. A third input would be preferred to drive subwoofers from FOH. Fourth would be front fills.
- FOH Mix position requires a 3' deep by 6' wide space.
- Audio MUST be operated from FOH.
- A knowledgeable house audio engineer must be available to assist with patching and hookups upon artist arrival.
- Traveling engineer requests that all house wireless microphones/house systems are shut off prior to setup.

Lighting:

Artist will be providing Lighting Designer & Console.

- Artist production team will be providing its own lighting console. Production is carrying a Chamsys Stadium 250M.
- Lighting mix position MUST be operated from FOH. Lighting being setup near FOH audio is preferable. Being in a loft is not ideal. A 3' deep by 6' wide space is required for lighting console.
- LD will utilize all in house lighting. Presenter MUST provide a full lighting plot and patch sheet prior to show.
- Artist production team will be traveling with a 12' by 6' video wall with ground based support. Having a fully staffed local crew is crucial to a fast and efficient setup. Please see Local Crew Requirements.
- ***If venue has a in house video wall, this setup will not be used.
- A 5-pin OR 3-Pin Guest DMX line free of any used channels placed on side stage (either side) running to FOH lighting console ahead of arrive is much appreciated. Production team will run a cable if one is not available.
- Production requests the use of a empty batten mid stage or upstage for hanging (4) movers. Estimated weight is 80lbs.
- Production team will be traveling with and providing LED movers, LED pars, trussing, and video wall.
- A knowledgeable house lighting engineer must be available to assist with patching and hookups upon artist arrival.
- Please see attached lighting plot below for setup.

FRONT VIEW



TOP VIEW

