

STAR SODA

Technical Rider · 4-Piece Rock Band · Based in Utah

Thank you for booking Star Soda. This rider details the band's technical, hospitality, and logistical requirements. Please review in advance and contact us with any questions or substitutions. We are flexible and happy to work with venues of all sizes — items marked **[CONFIRM]** can be discussed and adjusted.

Contacts

Booking	booking@starsoda.band
Band Manager / On-Site	[CONFIRM — name & mobile]
FOH Engineer	[CONFIRM — traveling engineer? Y/N]
Day-of-Show Emergency	[CONFIRM — chaperone / guardian mobile]
Website	starsoda.band
Instagram	@star_soda_official

Band Members

Conner Mather	Lead Guitar / Vocals
Ryder deBry	Drums / Vocals
Liam Schneider	Rhythm Guitar / Vocals
Beck Cullimore	Bass / Vocals

Important — Minor Performers

Members of Star Soda are minors. A parent, guardian, or designated chaperone will be present for the entirety of every show, including load-in, soundcheck, and load-out. The chaperone requires full backstage / green-room access and must be added to the all-access credentials list. Venues should comply with all applicable state and local laws regarding minor performers (Utah Labor Commission guidelines apply).

FOH / Sound System

- Professional, properly tuned PA capable of clean, undistorted reproduction of a loud rock band at the venue's rated capacity.
- Front-fill speakers for the first few rows where applicable.
- Subwoofers appropriate to the room.
- Minimum 24-channel digital console at FOH (Midas M32 / Behringer X32, Yamaha QL/CL, Allen & Heath SQ or dLive, or DiGiCo SD preferred).
- Reverb (hall + plate), delay, and a multi-band compressor available on FOH outputs.
- Qualified house engineer required if the band is not traveling with one.

Monitor System

- Minimum **4 independent monitor mixes** via stage wedges, one for each member. A 5th mix (drum sub / fill) is preferred.
- If in-ear monitors are used, the band provides transmitters and packs. **[CONFIRM — IEM use Y/N]**
- Mix preferences (typical — finalized at soundcheck):

Mix	For	Wants in mix
MON 1	Conner	Own vocal, own guitar, kick, all backing vox
MON 2	Ryder (drums)	Own vocal, bass, lead vocal, click if used
MON 3	Liam	Own vocal, own guitar, lead vocal, kick
MON 4	Beck	Own vocal, own bass, kick, lead vocal

Power

- Minimum **3x dedicated 20A circuits** onstage (one for drums/effects, one per guitar amp area, one for bass rig).
- Quality power strips at each performer position. No extension cords running across walking paths.

Backline

The band typically travels with all instruments and amplification. When backline must be provided (festivals, fly dates, shared bills) the following is acceptable:

Drums

- 5-piece kit: 22" kick, 14" snare, 10" + 12" rack toms, 16" floor tom **[CONFIRM — preferred brand]**
- Hi-hat stand, snare stand, kick pedal (DW 5000 or equivalent), 4 cymbal stands, drum throne. Drummer provides own cymbals and snare.

Guitar Amps (x2)

- Fender Twin Reverb, Vox AC30, Marshall JCM800/900, Orange Rockerverb or equivalent tube amp with 2x12 or 4x12 cabinet **[CONFIRM — preferred models]**

Bass Rig

- Ampeg SVT-CL or SVT-VR head + Ampeg 8x10 or 4x10 cab, or Aguilar DB751 + DB410 equivalent **[CONFIRM]**

Mic Stands

- 4x tall boom stands (vocals, front of stage), 1x short boom (drummer's vocal mic), plus standard stands for drum mics and amps.

Input List

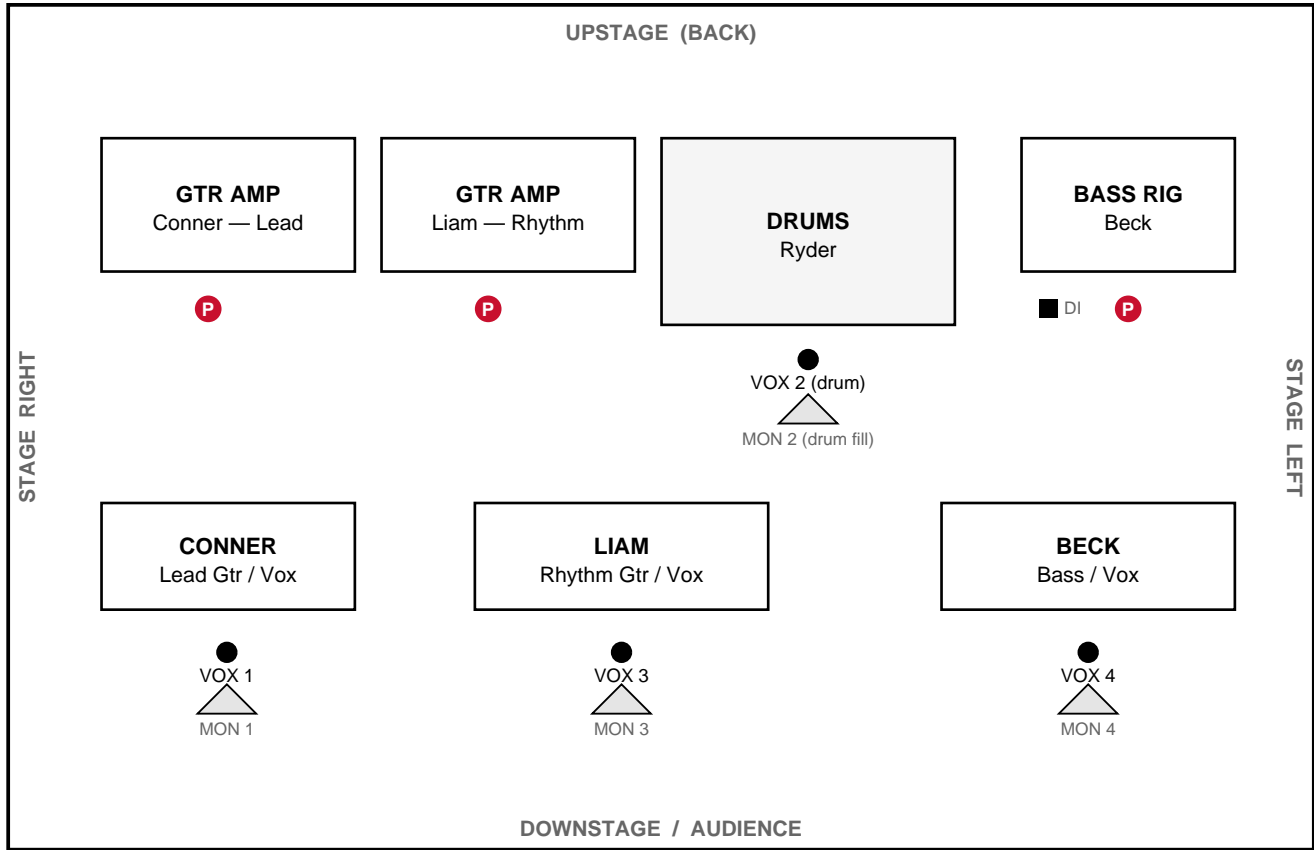
16 channels minimum. Microphone preferences listed — acceptable alternatives in parentheses. Engineer's discretion if substituting.

#	Source	Mic / DI	Stand	48V
1	Kick (in)	Shure Beta 52 (AKG D112)	Short boom	—
2	Kick (out)	Shure SM91 (optional)	—	Y
3	Snare top	Shure SM57	Clip / boom	—
4	Snare bottom	Shure SM57	Clip	—
5	Hi-hat	Shure SM81 (Sennh. e914)	Boom	Y
6	Rack tom	Sennh. e604 (e904)	Clip	—
7	Floor tom	Sennh. e604 (Audix D6)	Clip	—
8	Overhead L	AKG C414 (KSM32 / e914)	Tall boom	Y
9	Overhead R	AKG C414 (KSM32 / e914)	Tall boom	Y
10	Bass DI	Active DI (Radial J48)	—	Y
11	Bass cab mic	Shure SM57 (Sennh. e906)	Short boom	—
12	Lead guitar cab	Shure SM57 (Sennh. e906)	Short boom	—
13	Rhythm guitar cab	Shure SM57 (Sennh. e906)	Short boom	—
14	Vox — Conner (Lead)	Shure Beta 58A	Tall boom	—
15	Vox — Ryder (Drums)	Shure Beta 58A (feedback)	Short boom	—
16	Vox — Liam (Rhythm)	Shure SM58 / Beta 58A	Tall boom	—
17	Vox — Beck (Bass)	Shure SM58 / Beta 58A	Tall boom	—

Engineer note: bass DI is required; bass cab mic is optional. Drummer's vocal mic should be hyper-cardioid or super-cardioid (Beta 58A) for feedback rejection.

Stage Plot

Top-down view. Stage left and stage right are from the performers' perspective looking out at the audience.



Legend

- Performer / amplifier position
- Vocal microphone
- △ Monitor wedge
- DI box
- Ⓟ Required power drop (20A circuit)

Show-Day Schedule

Standard schedule for a headline or co-headline date. Flexible — advance with the venue.

Load-in	90 minutes before doors (or as advanced)
Soundcheck	60 minutes for a 4-piece, plus 15-min line check
Doors	Per venue
Set length	[CONFIRM — typically 30–60 min depending on bill]
Change-over	20 minutes between bands when sharing a bill
Load-out	Immediately after performance

School-night note: when a show falls on a school night during the academic year, earlier load-in and soundcheck times are appreciated to allow the band to complete their set at a reasonable hour.

Hospitality

- Clean, lockable green room with seating for at least 5 people
- 1 case of bottled water (no glass containers on stage)
- Light snacks: fresh fruit, granola/protein bars, chips, or similar
- Meal or per diem (band of 4 + chaperone) for shows where load-in is 4+ hours before doors **[CONFIRM]**
- 4 clean white towels
- Reserved parking for one van + trailer near load-in
- Wi-Fi password if available
- **No alcohol** in green room / hospitality — members are minors

Guest List, Merch & Media

- Guest list: minimum 2 per band member (8 total) plus chaperone party **[CONFIRM]**
- All-access credentials for chaperone / band manager required
- Merch table: 6-ft table + 2 chairs, located near main entry or lobby, with lighting
- Band retains 100% of merch revenue unless otherwise specified in performance contract
- Audio/video recording of the performance for distribution requires written band approval
- Personal/promotional photos by venue staff are encouraged — please tag @star_soda_official

Acknowledgement

By countersigning the performance agreement, the venue / promoter acknowledges receipt of this rider and agrees to provide the items listed, or to advance any substitutions with the band in writing no less than 7 days prior to the show.

Venue / Promoter

Signature

Print Name / Date

Star Soda Representative

Signature

Print Name / Date