



Bang! Performance Rider

Thank you for choosing Bang! as your entertainment. The following requirements will provide you with the best possible performance. It would be of great assistance if this rider is passed on to the most appropriate person. For example:-

- ✓ Venue Coordinator
- ✓ Production Coordinator – Audio
- ✓ Production Coordinator – Lighting
- ✓ Function Coordinator

Show Requirements

AUDIO SPECIFICATIONS

3 X condenser microphones

- 🔊 **Note:** Placement for these will be on the front edge / in front of the stage as the bins are thrown aggressively in the show.

1 X DPA radio headset microphone

2 X 240V Power up stage left & right (angle grinders)

1 X Public Address system to meet specification of the room

- 🔊 **Note:** Backing track contains many sub sonic frequencies.

2 X side fill for foldback

- 🔊 **Note:** As the show is extremely visual the use of wedges in front and on the stage will block the view and could lower the impact of the act.

1 X PA operator

1 X CD or mp3 player

The sound system should be set up and sound checked for the scheduled rehearsal time.

STAGE SPECIFICATIONS

Minimum stage size of 6m (wide) x 4m (deep) clear space for Bang!'s exclusive use.

- 🔊 **NOTE:** Bang! is an extremely energetic show.

Stage securely fastened to prevent it from pulling apart.

- 🔊 **NOTE:** Bang! create an extremely energetic show, this can cause the stage to pull apart during rehearsal and show unless it is hooked or tied together.



LIGHTING SPECIFICATIONS

- 💡 To enhance the visual performance Bang! use sticks that glow under a congo blue or a slightly / UV wash
- 💡 NO STROBE when Bang! are throwing bins please, other times it is requested
- 💡 Refer to Lighting Plot below

REHEARSAL REQUIREMENTS

Please allow for a 1 hour uninterrupted rehearsal to coordinate sound check & lighting.

- 💡 **NOTE:** While this whole hour may not be used, the show does contain complex movements they do require plotting on the stage area.
- 💡 **It is requested that sound and lighting operators are free from set up during this time to ensure they rehearse sound and lighting cues.**

GENERAL REQUIREMENTS

1 X Private & secure dressing room available from the time of rehearsal and including:

- 💡 Storage space for equipment
- 💡 Mirror
- 💡 Water & Soft drink
- 💡 A table and four chairs



LIGHTING PLOT

This is a call by call guide to prepare your lighting operator. Calls are a guide only.

Time section / Show segment	Light Request	Pyro Request
Pre show	Stage warmer left on bins (centre stage, 4 bins stacked in 2)	
Beginners	Blackout on stage – performers in position	
0'1" – 0'10"	Random spacey lighting on and off stage	
0'12"	Flash of light – quick impact	Hit Point - SM
0'10" – 0'21"	Random lighting - building	
0'21"		Hit Point – LG ALL
0'29"		Hit Point – Maybe 1 flame only
0'37"	Lights up on bins and performers. Rest of stage dark.	Hit Point – Maybe 1 flame only
0'44"		Hit Point – Maybe 1 flame only
0'51"		Hit Point – LG ALL
0'21" – 0'52"	Your light show!!! No lighting of performers	
0'37" – 0'52"	Emphasise metallic bin hits on sound track by flashes of down lighting alternating between the 2 stacks of bins on each hit	
0'52" – 1'06"	Random spacey lighting preferably away from bins Fill stage with smoke	
1'06" – 1'18	Backlight performers (standing behind bins) with blinder [or	Long Hit Point



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	similar] to create silhouette	
1'18" – 1'27"	Tight spot on 2 X performers	
1'27" – 1'41"	Spot widens as 2 X performers add in	
1'41" – 1'51"	Mayhem, strobe etc Good use of UV	
1'51" – 2'41"	Your show (we throw the bins quite a lot in this segment)	
2'41"	End with UV and fade in light	
END OF TRACK		Hit Point
START OF BIN BASH	Your Show	
1 Bar solo section (each drummer plays one) Approx 1 min into bash	Highlight drummer performing	
Matt speaks – Luke is butt of joke	Highlight Matt & Luke until end of joke	
Matt will announce finale for show – Bin Run	Your show	
Encore – Faster & more furious bin run	To be matched by lighting – strobe etc	Or match stage movement by chasing flames
END OF BIN BASH - Thanks		
START OF BASS ON THE STRAIGHT	Your show good use of Congo & UV. The track is techno/dance and lighting should fit within this genre	
0'9"	Silhouette from behind	SM hit point
1'01"		SM hit point
1'50" – 2'04"	KOAS with lighting	
2'22" – 2'24"	Slow fade or sweep with movers	
2'24" – 3'24"		SM hit point on Cymbal Crashes
3'24"		LG Pyro to hit at end
END OF SHOW Thank you!		

AUDIO CUE SHEET

See what the noise is about!



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Show CD Contents

Track 1 – Opening Track 'Bin Bash'

Track 2 – Silence

Track 3 – 'Bass on the Straight'

SHOW RUN

ACTION - Start Track 1 'Bin Bash'

Audible Cue - End of Track 1

Visual Cue →

ACTION - Mute head set for count in



A Capella 'Bin Bash'

Audible Cue - End A Capella 'Bin Bash'
(4 person bin run NOT 3 person!)

Visual Cue →

ACTION - Start Track 3 'Bass on the Straight' - this must start **immediately** following the 4 person bin run.



NB: All Visual Cue positions will be held until the track starts

See what the noise is about!



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EQUIPMENT WEIGHTS

Item	Weight	Total	Size
Garbage Bin with lid	7kg each	28kg	0.4X0.4X0.6M each
Angle Grinders	10kg	10kg	0.4X0.2X0.3M
TOTAL		38kg	

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