

KRAV BOCA

- LIVE 2025 -

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- CONTACTS -

Sound: Thomas - 06 14 96 51 31 Lights: Vincent - 06 21 90 58 10 Drums: Aziddine - 06 11 74 69 21 Hoop: Louna - 07 82 52 59 77 Admin : Adrien - 06 58 47 79 49 **General**: Paul - 06 15 27 75 71



- TECHNICAL RIDER -

KRAV BOCA is a band from Toulouse (France) with <u>8 members and 1 driver</u>. Drums, Guitar, Mandoline, 2 Singers, 2 performers, 1 sound engineer.

IMPORTANT

Please provide 2x RJ45 cables Cat 5E minimum with Ethercon connectors, between FOH and stageracks, maximum 80m, without disruptions or patches. This is mandatory for the show, for every venue size.

DIFFUSION FOH

The sound system with subs must be adequate for the venue and powerful enough for rock/electronic music, with enough dynamic margin.

About 20 watts per person and a 105 dBA peak are the minimal expected specs. Please use only high quality sound systems such as Adamson, L'acoustic, D&B, Nexo... with professional processing (no sub sends as AUX and/or matrixes fills/delays). System processing should be accessible at all times. Please provide acoustic level measurement tools (102dbA / 118 dbC sur 15min pour la France).

FOH

We come with our own console (Behringer Wing Compact + 2x SD16).

Please make sure there is a table set up at FOH (1mX1m) ready at our arrival. FOH must be centered and in a good acoustic spot.

It is better closer to the stage than too further from it.

We provide FOH master at the console in analog or AES/EBU, or analog at the stagebox. The master should go directly into the sound system WITHOUT GOING THROUGH THE VENUE CONSOLE.

MONITORING

Monitors are being sent from FOH. 8x professional identical 15" wedges on 4 sends. 2x side fills with subs.

BACKLINE

Please have risers ready for the drumkit: 3m X 2m

The band brings: full drumkit, Roland SPD sampler, Combo guitar amp, guitar pedalboard, mandolin pedalboard.

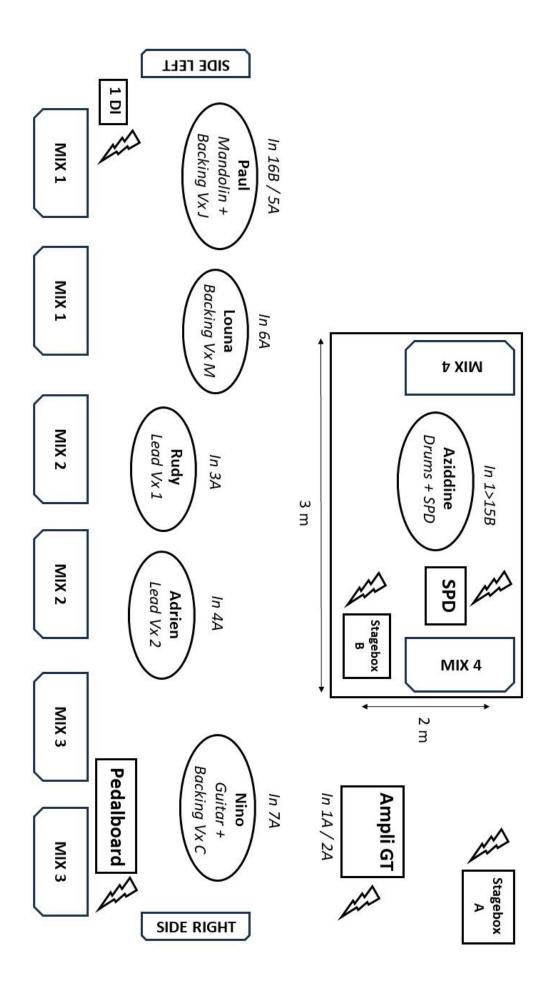
INPUT PATCH

	Source	Micro	Remarque
1 STAGEBOX B	KICK IN	Beta 91	
2	KICK OUT	Beta 52	
3	SNARE TOP	Provided	Small stand or clamp
4	SNARE BOTTOM	57 or 604	
5	Tom 1	D4 or 604	
6	Tom 2	D4 or 604	
7	Underhead L	KM184 or SM91	Clamp provided
8	Underhead R	KM184 or SM91	Clamp provided
9	SPD L (Jack)		
10	SPD R (Jack)		
11	SPD Bass (Jack)		
15	Hi Hat	KM184 or SM91	Clamp provided
16	Mandolin	DI mono	
1 STAGEBOX A	GT Stage Left	57	Small stand
2	GT Stage Left	609	Small stand
3	LEAD 1	HF or 58	XLR > 15m, no stand
4	LEAD 2	HF or 58	XLR > 15m, no stand
5	Backing Vocal Stage right	Provided	Big stand
6	Backing Vocal Center Stage	Provided	Big stand
7	Backing Vocal Stage left	Provided	Big stand

OUTPUT PATCH

STAGEBOX A OUTPUT		
1	Monitor Stage right	2X Wedge 15"
2	Monitor Center stage	2X Wedge 15"
3	Monitor Stage left	2X Wedge 15"
4	Monitor Drums	2X Wedge 15" (Sub possible)
5	Side Fill Stage right	High + Sub
6	Side Fill Stage left	High + Sub
7	Main Out L	FOH L
8	Main Out R	FOH R

STAGE PLAN





- PERFORMANCES -

IMPORTANT

The performances are an integral part of the show.

For the 2 performances, if the venue is not suitable, please give us at least <u>1 month's notice</u> to discuss possible solutions.

A "quick access backstage" next to the stage is required so that performers can store their props and make costume changes throughout the show.

PERFORMER 1 - DANCE / VISUAL EFFECTS

A visual performer takes to the stage. His show includes:

- visual effects using an electric grinder (extra-fine, harmless projections, portable grinder no special connection required).
- visual effects with flames of 10cm max fixed on him, without projections.

The performer's performances take place entirely on stage, not in the audience. Please contact us for further details.

PERFORMER 2 – AERIAL HOOP

The "aerial hoop" performance is an integral part of the KRAV BOCA show.

- The performance takes place above the stage (not above the audience).
- The hanging point should ideally be located in the middle of the stage (if not possible in the middle, on the left side), the hoop should be positioned 2M from the edge of the stage.

We are independent when it comes to managing our equipment (hoop, hook, karabiners and slings). On site, we need a sufficiently large ladder, from 4 to 8 meters, or a gondola to access the high hanging point.

For set changes (if any), the hoop must be in place at the time of the KRAV BOCA soundcheck. At the end of the soundcheck, we secure it with a windlass.

During the show, we detach the hoop and return it to its initial position, ready for use in the performance.

Technical details - hoop:

- Hanging point (grill / IPN beam / gantry / bridge)
 Can't be hung on a swinging bridge, a fixed bridge is required
- 2 possible attachment systems: on pulley or fixed.
- Ground perimeter: 4m2
- Minimum height: 4m50



- LIGHTS RIDER -

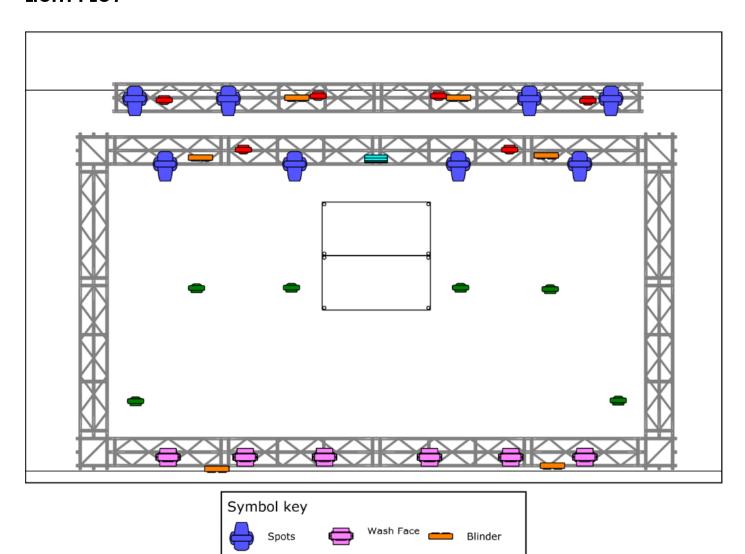
The group travels punctually with a light engineer. But unless otherwise specified, the venue must provide a light engineer.

Thank you in advance for sending us the reception technical sheet from the venue within the light plot and the machines patches available for the concert. If possible, we are required by a .MVR of the room.

Please provide a <u>Grand MA2 or 3 controller</u>, with the <u>latest stable update</u>. The fog machine is primordial for the show, please provide an adapted machine.

Wash

LIGHT PLOT



Wash Sol

Strobe



- GENERAL CONDITIONS -

CATERING & LODGES

For the food, please provide <u>9 hot meals</u>, including <u>2 vegetarian diets</u>. Depending on the time, the band reserves the right to eat <u>before or after his concert</u>.

For the dressing rooms, please make available for the band:

- Coffee and tea
- Fruits, dry fruits and chocolate/healthy bars.
- 24 beers pack (premium craft beer)
- Few energy drinks
- Dark Rum or Vodka bottle (premium quality)
- One bottle of natural wine
- Bottles of water (6 x1,5L ou 24 x 50cl)

SLEEPING

For logistical reasons, all Krav Boca staff must be accommodated in the same place for the night. (with the possibility of parking the tour vehicle nearby, in a safe zone)

Preferably at the hotel for the 9 people with:

- 1 double room
- 2 twin rooms
- 1 triple room

If the sleeping place's an appartement, a studio or an hostel:

- 9 mattresses, a quiet place, and clean sheets.
- Shower and toilets acces.

PHOTOGRAPHY CREDITS/IMAGE RIGHTS

The bands has no problem with accredited photographers taking images of the performance.

<u>BUT</u>: Each photographers has to commit themselves to send at least one or two photos on High Def chose by the band. And the integrality of the photos on low def if the band asked for it.

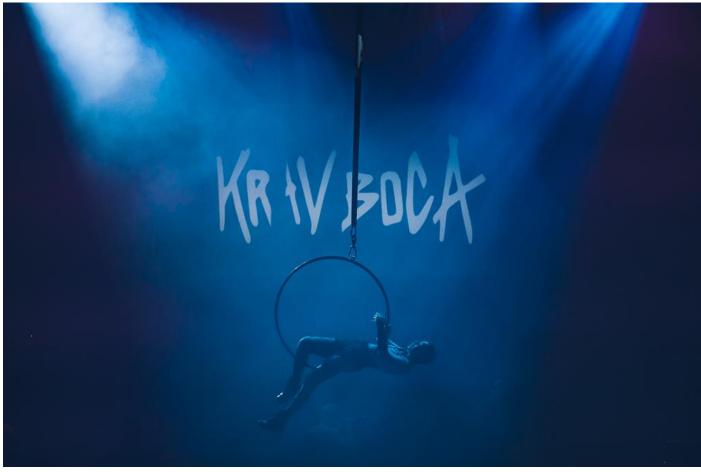


- PERFORMANCES ANNEXES -











- LIGHTS PLOT ANNEXES -

- Provide a cutout or PC opposite PS to illuminate the hoop.
- Provide an automatic projector position for the hoop.
- Black at the end of songs.
- Keep a side or lat CTO on for in between songs speaks.
- The band is ok with /strobes/Flashes/dynamic FX, in counter and lat, but follow the atmosphere of the songs. Don't hesitate to put a good amount of smoke.

Enjoy, have fun!

INTRO	F/LAT: blue BACK: blue/ white spots Fixed blue intro, then strobes when the guitar and drums comes in.			
MORTIER	F/LAT: CTB BACK: blue/white dynamic ++, follow rises, strobes at the end of siren sound, blue pan FX and blue counters			
Linked songs→ FX pan (siren)				
PANIK	F/LAT: CTB BACK: blue/red FX pan (siren)			
TERCIAN	Lights on Hoop auto white + gobo FIRE performance, dim light F/LAT: CTO BACK: UV/white Intense. Smooth or fixed movements.			
BRASERO	GRINDER performance. F/LAT: amber BACK: red dynamic, follow the chorus rythm.			
KRAV MIKAZ	F/LAT: CTB BACK: CTB Blinder flash on the "Krav Mikaz" Intense verses, dynamic follow-up Full mess, strobes When backing track ends, BLACK.			
Linked songs→ FULL BLACK until Heretic comes in				
HERETIC	FIRE performance, dim lights			

	F/LAT: CTO
	BACK: UV/CTO auto + gobo
CANETTE	END lights on HOOP
CANETTE	F/LAT: CTO BACK: yellow/white dynamic ++ festive Blinder flash
FUMIGENE	F/LAT: CTO BACK: red/fixed white dynamic +, strobes blinder flash
ARRACHE	F/LAT: CTB BACK: UV Melancolic song, sober, low FX
SYNORA	Lights on HOOP F/LAT: UV (or CTO) BACK: UV/ red spots Large movements, slow and intense
PIRATE PARTY	GRINDER performance F/LAT: CTB BACK: Deep blue/fixed white Techno Strobes!
CAMTAR	F/LAT: CTO BACK: red/white Full mess, festive Blinder flash
1312	F/LAT: CTO BACK: magenta/rainbow dynamic +, festive
WESH LA FRAUDE	GRINDER performance F/LAT: CTO BACK: amber climax blinder