



## **KRAV BOCA**

**- LIVE 2026.1 -**

**P. 2** - Technical rider

**P.6** - Performances

**P.8** - Lights rider

**P.9** - General conditions

**P.10** - Performances annexes

**P.12** - Lighting plot annexes

### **- - CONTACTS -**

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**Sound**: Thomas - 06 14 96 51 31

**Lights**: Vincent - 06 21 90 58 10

**Hoop**: Louna - 07 82 52 59 77

**Drums**: Aziddine - 06 11 74 69 21

**Admin** : Adrien - 06 58 47 79 49



## – TECHNICAL RIDER –

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

### IMPORTANT

Please provide 2x RJ45 cables Cat 5E 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.

### STAGE

We provide snakes for the drum microphones and the SPD Sampler.  
Please provide a pair of Shure ULX Wireless microphones quipped with **KSM 9** capsules.

### BACKLINE

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

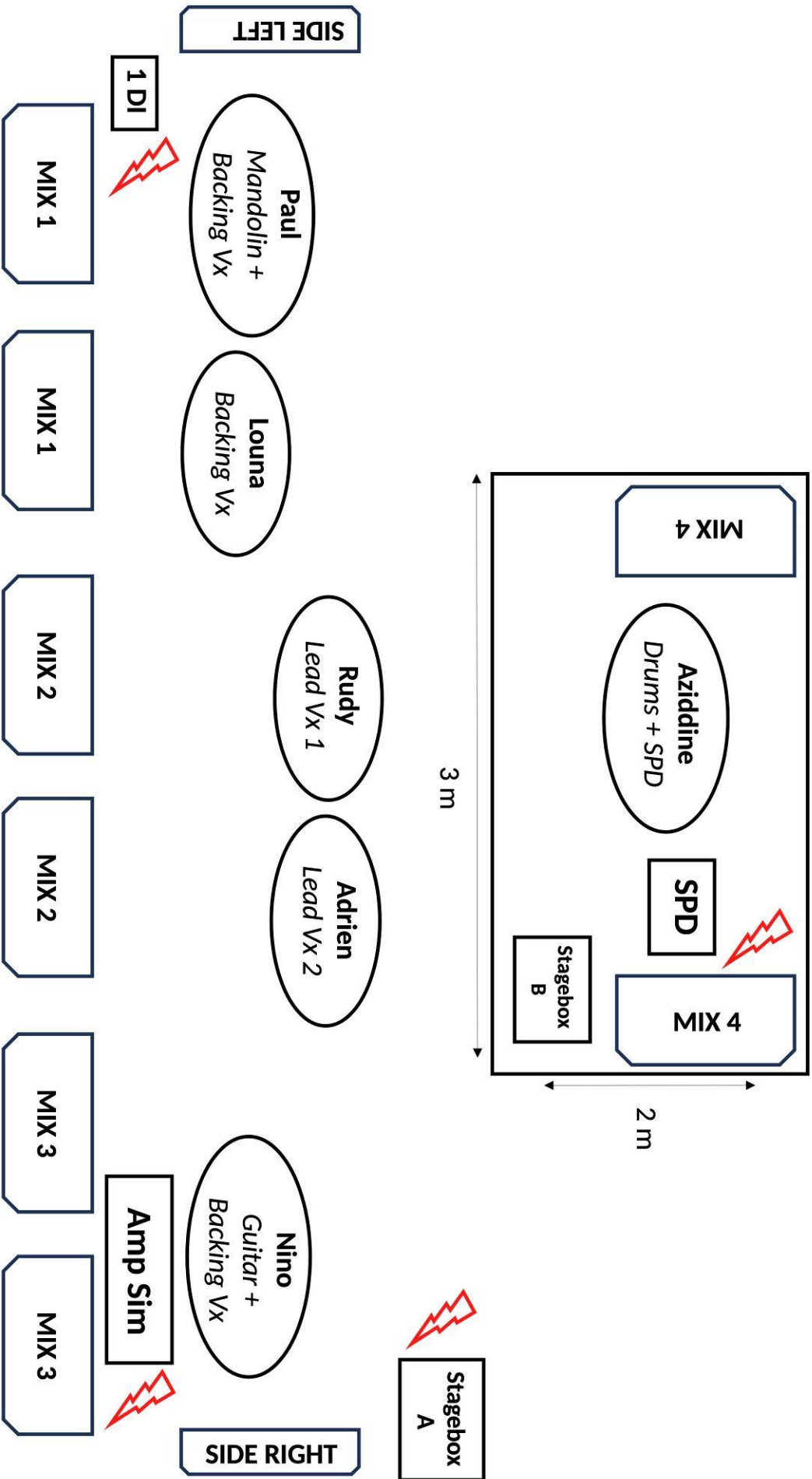
The band brings : full drumkit, Roland SPD sampler, Amp Sim, mandolin pedalboard.

## INPUT PATCH

	Source	Micro	Notes
1 <b>STAGEBOX B</b>	KICK IN	Beta 91	
2	KICK OUT	Beta 52	Small stand
3	SNARE TOP	Provided	
4	SNARE BOTTOM	904	
5	Tom 1	904	
6	Tom 2	904	
7	Underhead L	KM184 or 414	Clamp provided
8	Underhead R	KM184 or 414	Clamp provided
9	SPD L (Jack)		
10	SPD R (Jack)		
11	SPD Bass (Jack)		
12	SPD Vox (Jack)		
13	SPD TRIG1 (Jack)		
14	SPD TRIG2 (Jack)		
15	Hi Hat	KM184 or SM81	Clamp provided
16	Mandolin	DI mono	
1 <b>STAGEBOX A</b>	GT Stage Left	XLR	Amp Sim on the floor
2	GT Stage Left	XLR	Amp Sim on the floor
3	LEAD 1	<b>Wireless KSM 9</b> or 58	XLR > 15m, no stand
4	LEAD 2	<b>Wireless KSM 9</b> or 58	XLR > 15m, no stand
5	Backing Vocal Stage right	Provided	Big stand
6	Backing Vocal Stage right	Provided	Big stand
7	Backing Vocal Stage left	Provided	Big stand
8	Spare lead 1	SM58	XLR > 15m, pas de pied
9	Spare lead 2	SM58	XLR > 15m, pas de pied

## OUTPUT PATCH

STAGEBOX A OUTPUT		
1	Monitor Stage right	2X Wedge 15"
2	Monitor Center stage	2X or 4X Wedge 15"
3	Monitor Stage left	2X Wedge 15"
4	Monitor Drums	2X Wedge 15" (Drum fill if 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 PLOT



## – 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 1 month's notice 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

**If the concert takes place under a big top:**

If Krav Boca is performing under a big top, and it is not possible to hang the hoop above the stage, we can consider hanging it on the dome (someone must be present to install the hoop).

In this case, please provide sufficient platforms to reach the hoop from the stage, centered if possible.





## – LIGHTS RIDER –

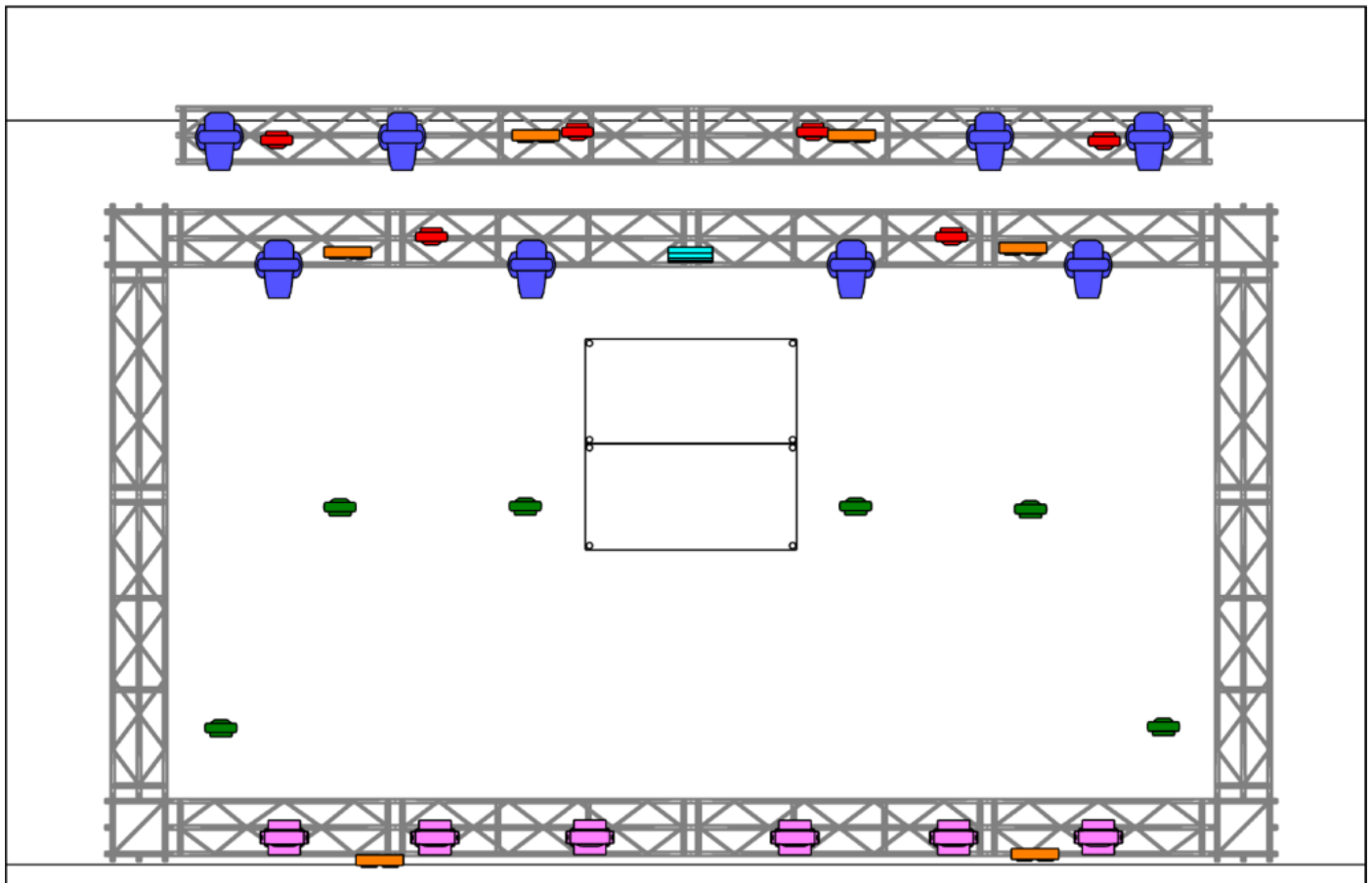
The group travels punctually with a light engineer. But unless otherwise specified, the venue must provide a light engineer.

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 Grand MA2 or 3 controller, with the latest stable update.

The fog machine is primordial for the show, please provide an adapted machine.

### LIGHT PLOT



#### Symbol key

	Spots		Wash Face		Blinder
	Wash		Wash Sol		Strobe





## **– GENERAL CONDITIONS –**

### **CATERING & LODGES**

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

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

- Coffee and green tea
- Cheese, biological bread, fruits, dry fruits (almonds, nuts, etc.) and chocolate/nuts/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.

### **MERCHANDISING SPACE**

Keep Krav Boca a visible spot dedicated to the sale of its merchandising.

Please provide a large table, 2 chairs, 2 vertical grills and lights to illuminate the merch.

### **PHOTOGRAPHY CREDITS/IMAGE RIGHTS**

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

BUT: 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 /strokes/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 !

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

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