



TECHNICAL RIDER

Artist represented by ElektroSpank PR & MGMT
www.elektrospank.com
mgmt@pr.elektrospank.com

STAGE & VENUE

- Indoor venues: all ambient and external light must be blocked from the stage area.
- Guaranteed unrestricted access to stage and dressing room from load-in until post-show.
- Soundcheck: minimum 45 minutes before doors open.
- Atmospheric staging: candles or artificial candles on DJ booth or stage are strongly recommended. Chains as decorative staging elements are also preferred.

SOUND SYSTEM

- Professional PA system.
- System must include in-fills, out-fills, and sub coverage appropriate to the room.
- Full frequency range reproduction required: minimum 40 Hz – 20 kHz, clean and undistorted.
- Minimum 2 floor monitors at DJ booth with independent level control. Floor monitors are required.

DJ SETUP (all equipment must be in full working order)

- 2× Pioneer CDJ-3000 or CDJ-2000NXS2 — USB-ready, networked, channels 2 & 3 preferred.
- CDJs must be rack-mounted or placed on booth surface. No separate CDJ stands.
- 1× Pioneer DJM-900NXS2 or DJM-A9.

LIGHTING & VISUALS

- Stage lighting: low-intensity and atmospheric. No bright white wash on artist during performance.
- Strobe lights required. Maximum strobe coverage preferred — the more units, the better. Operator to coordinate intensity with artist or representative prior to show.
- Fog or haze machine: high-output unit required. Heavy atmospheric haze is essential.
- If beam heads are available: to be used without gobo filters. White beam is priority colour.
- Colour palette: deep reds, violets. Warm whites and yellows must be avoided.
- No house lights during set. Lighting operator: slow, dark, atmospheric cues only.

BACKSTAGE

- Dressing room required — shared with other artists acceptable.
- A sofa or equivalent seating for resting must be available.
- Comfortable temperature in dressing room — heating or air conditioning as appropriate to conditions.
- Minimum 2 free power sockets (European Type C / Type E) available in dressing room.
- 6× still water 0.5 L to be available at stage
- 2× Red Bull in dressing room. All beverages chilled preferred.
- Light snacks in dressing room where possible.
- 1× pack Marlboro Gold or Camel Yellow in dressing room. If smoking is permitted in dressing room, ashtray to be provided. If not, artist will step outside — no issue.
- Venue is responsible for ensuring secure storage of artist's personal belongings throughout the event.
- Wi-Fi access — password to be provided at arrival.
- Full production schedule, venue address, load-in time, and local contact: no later than 5 days before the event.

TRAVEL & ACCOMMODATION

- Taxi to and from the venue is required and must be arranged by the promoter.
- Accommodation is required for all shows involving travel. Specific conditions are detailed in the Hospitality Rider: press.man1k.xyz/hosp-rider.pdf

ADDITIONAL NOTES

- Promoter must notify artist or representative of any deviations from this rider no later than 7 days before the event.
- Any requirements that are difficult to fulfil may be discussed directly with the artist or representative — flexibility is possible on a case-by-case basis.
- This rider applies to DJ sets only. For live performances (groovebox, vocal, or hybrid formats) technical requirements are discussed individually at time of booking.
- This rider supersedes all previous versions. Current version: July 2026.
- Promo materials and branding assets: man1k.xyz/press
- All additional materials available upon request.

DJ SETUP DIAGRAM

