

SATURNIA

Saturnia Management + Booking: c/o Luis Simões Apartado 19 2796-001 Linda-a-Velha Portugal saturnia@netcabo.pt www.saturniamusic.com

I

1. CONTACTS

Interviews: Luis Simões +351 962912099 saturnia@netcabo.pt

FoH engineer: Ricardo Bravo +351 92 9257276 geral@crossover.pt / Paulo Trindade +351 963590150

2. SATURNIA CREW

Luis Simões Vocals + Guitar + Sitar

André Hencleeday Organ + Synthesizer

André Silva Drums + Percussion

Ricardo Bravo/Paulo Trindade FoH Engineer +351 92 9257276 geral@crossover.pt +351 963590150

Teresa Machado Road Manager/merchandise 961690498

Artist can invite up to eight (8) guests.

Promoter guarantees the safety of the Artist and the Artist's belongings.

3. MERCHANDISE SPACE

1 meter of table & wall space for merchandise with at least one spotlight.

Promoter is not allowed to charge commission from merchandise sales.

Promoter will provide a trustworthy person or persons to assist or replace Artist in merchandise sales.

In case of merchandise sales being handled by someone other than the Artist, Promoter has responsibility for any unexplainable discrepancies in stock after doors close.

4. TRANSPORT

Unless arranged otherwise, Promoter is to provide all local/ internal transport including, but not limited to: to/ from airport, to/ from venue, to/ from hotel.

5. HELP FOR LOAD-IN / LOAD-OUT

Two fit stagehands to assist in the loading in and out of all the gear and merchandise. The stagehands must be made available to the Artist from agreed time of arrival until all equipment has been cleared from venue and loaded unto the Artist's means of transportation.

6. SHOWERS

If there is no shower at the venue Promoter must provide at least one (1) room at a nearby hotel (within walking distance) available for the band and crew to shower.

II CATERING

1. BACKSTAGE / DRESSING ROOM / CATERING ON ARRIVAL

Coffee, bottled still water, Coca cola, Cheese and Ham sandwiches, Fruits (Bananas + Pears).

2 75cl bottles of good quality red wine.

3 towels

2. ON STAGE

3 0.5 plastic bottles of bottled water

1 small towel

3. DINNER

Artist needs a warm meal for 6 persons, one of them a vegetarian, preferably at a local restaurant or good standard local catering in the venue, provided there is a room for the meal to be served with tables and chairs to accommodate everyone.

Food must be served at least two hours before performance. If the Artist has to pay for its own food, Promoter should give at least 10/15 euros for each person. Food tickets in festivals are okay as well, provided that the meals are warm and in decent portions.

III TECHNICS

Artist needs at least one hour for full stage-and sound-check. 20-30 minutes is enough for a "normal" festival line-check as long as there is a nearby area for previous set-up.

Stage must be fully set-up (monitors, amps, mics) before the check. There must be professional audio-and light-equipment and experienced and skilled personnel using it and assisting the Artist's crew from the moment they arrive up until the Artist's technicians leave the venue.

If Artist plays its set before another band their backline must be fully covered with black cloth (especially drum kits and keyboard sets). Also, pedal boards and microphone stands must be removed from the stage floor.

1. FOH System

Mixing Console: minimum 20 mono inputs, independent 48v for each track, high pass filter, phase reverse, with 4 bands of parametric eq and 4 aux sends. 4 VCA's or Sub groups

System must be at stereo 4 way with enough power to run at 115db, undistorted, at mix position, for the duration of the show. Center and in fills must be provided if the venue does not have adequate coverage in these areas. Amplification must be professional quality equipment.

The Artist's engineer must have access to all stages of the sound system including crossovers, limiters and amplifiers.

2. FOH Processing

1 Compressor

1 Reverb unit

1 Delay unit

1 CD Player (must be set for playback through the monitors as well)

3. Monitors

Monitors are to be bi-amped with adequate power.

Please contact Saturnia's FOH engineer to discuss the venue's Monitor and FOH system: Ricardo Bravo +351 92 9257276 geral@crossover.pt or Paulo Trindade +351 963590150

In the case of mixes are to be run from a separate monitor console, we need one monitor engineer familiar with the system during soundcheck and show. We will require 220v supplies at the rear and front of the stage for the band. These should be on the same phase as the sound supply.

We will run a 3-way monitor mix.

4. Lighting IMPORTANT:

A document with all the information about patching and addresses of the Back, Front PARs 64 and moving heads must be provided to the Artist's lighting operator when he arrives at the venue.

A project describing the positioning of lights must be provided to the Artist's lighting operator (the resident lighting technician should be a professional, experienced and cooperative individual).

In case of any doubts or problems with the requests, contact the Artist's lighting operator.

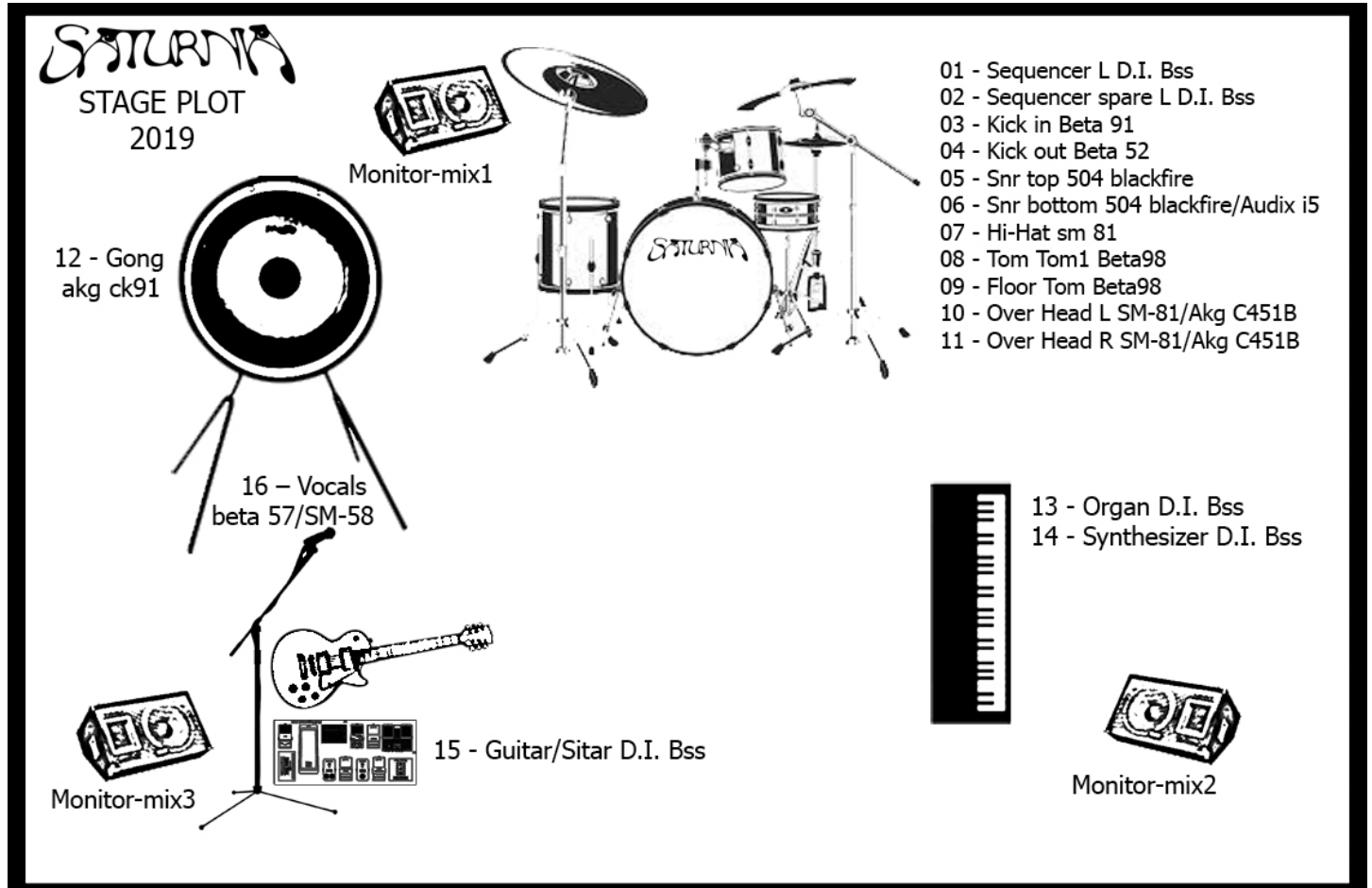
5. Backline (when needed)

Guitar: 2x Marshall 100 watt tube amplifiers + four 4x12" cabinets.

Keyboard: 1x double keyboard stand, one single keyboard stand, quality adjustable drum throne.

Drum Hardware: 1x 22" bass drum, 1x snare drum+stand, 1x 16" floor tom, 1x 14" tom-tom, 1x hi-hat stand, 2x boomstands, 1x quality adjustable drum throne.

6. Stage set-up:



7. Input-list

- 01 - Sequencer L D.I. Bss
- 02 - Sequencer spare L D.I. Bss
- 03 - Kick in Beta 91
- 04 - Kick out Beta 52
- 05 - Snr top 504 blackfire
- 06 - Snr bottom 504 blackfire/Audix i5
- 07 - Hi-Hat sm 81
- 08 - Tom Tom1 Beta98
- 09 - Floor Tom Beta98
- 10 - Over Head L SM-81/Akg C451B
- 11 - Over Head R SM-81/Akg C451B
- 12 - Gong akg ck91
- 13 - Organ D.I. Bss
- 14 - Synthesizer D.I. Bss
- 15 - Guitar/Sitar D.I. Bss
- 16 - Vocals beta 57/SM-58

8. Monitor Mixes

These are references and will obviously require adjustments depending on the venue.

(Bold with high volume, Regular with normal volume):

Drummer mix: **Kick**, sequencer, Keyboards, guitar, vocals

Keyboardist mix: **Kick, sequencer, Keyboards**, vocals

Guitarist/Vocalist mix: **Kick, sequencer**, Keyboards, **guitar, vocals**