



International Technical Specification

For clarity, this rider details all items the VENUE is required to supply in **green.**

The items that SUPERSONIC QUEEN will tour with them are marked in **blue.**

[If, due to the nature of your venue, you are unable to provide any of the requirements detailed below, please get in touch as soon as possible to discuss.]

Contacts

James Breen – 07974 781004 – supersonicqueenlive@gmail.com

Phil Copping – 07834 768372 – info@freddieforever.co.uk

About Supersonic Queen

Supersonic Queen is a 5-piece live Queen tribute band touring festivals, theatres and large music venues across the UK and Internationally.

Marketing Information

Supersonic Queen requires approval and signoff of all marketing materials that feature this project, to ensure that company style guides are adhered to and that all contractual and branding obligations to funders, sponsors and partner organisations are met. We will ensure a fast turnaround. Please contact us for high-resolution publicity images and film-clips.

Security & Insurance

The continued safety of all persons involved with the production is of the utmost importance. It is **ESSENTIAL** that the stage and backstage area has adequate security to stop public entering either area before, during or after the performance. Supersonic Queen will have in place appropriate levels of insurance; including (but not limited to) Travel Insurance, Public Liability Insurance and Theft & Damage Insurance.

Touring Personnel

Depending on the agreed contractual arrangements, and whether it is a stand-alone date or a series of performances, the band may bring some touring personnel. These are likely to be (but are not limited to):

- Mick 'Woody' Woodward – Sound Engineer

Hospitality Rider

Please ensure that the following is available to the Supersonic Queen team during their time at your venue:

- Still bottled water – 12 bottles minimum
- Mango/Pineapple juice – 1 large carton
- Orange juice – 1 large carton
- Regular/Diet Coke – 6 cans of each
- Wine Gums/Skittles/Minstrels/Peanut M&M's (or alternatives)
- Bananas/Fresh fruit
- Savoury snacks (various)

Access to a refrigerator, tea and coffee making facilities in the dressing room is appreciated. The band ask for toilet facilities to be accessible (and near to the stage if there is not a physical dressing room), and for a mirror and hanging rails for costumes to be available. The dressing room must be secure (or with security provided).

Where food is provided, the band would like to finish eating at least 1 ½ hour before the show. Please provide food for 5 (including 1x Vegetarian meal).

Flights & Accommodation

When **booking flights** leaving the UK, please arrange flights to be as direct as possible without lay-overs, and allow plenty of time for any potential delays. Also, please be sure to account for **airport parking fees** and **excess baggage allowance** (as our instruments will need to be covered separately) when booking tickets for the band. Please arrange suitable transfers from airport to venue for the band plus their instruments (and the same applies for return journey to the UK). For long haul flights (longer than 6 hours), please book 'Business class' or as a minimum, seats with extended leg-room – to ensure the comfort of the band on arrival.

Where the client is **arranging accommodation**, we will need suitable accommodation for at least 5 people. Feel free to check with us prior to booking to double-check how many band members and crew will require accommodation.

****PLEASE SEE 'LUGGAGE ALLOWANCE REQUIREMENTS' on page 16 for details.**

Performance Information

Production Schedule

Below is the generic schedule for the standard venue get-in and sound-check for Supersonic Queen. For a festival slot, we require a short sound-check to manage monitor mixes. This schedule is based on the premise that a full PA install (to system check at show volume) and full lighting pre-rig (to flash out) has been completed prior to the band's arrival. If this has not been completed, additional time for the completion of these installations will be required prior to the band's get-in.

For the festival-length show we would normally time this as follows (depending on the show or allocated slot start-time):

Get in	2:00pm
Line check	4:30pm
Sound check (monitors)	5:00pm
Sound check (FOH)	5:30pm
Clear	6:00pm

FOH Information

The festival-length performance runs **anywhere from 45 to 90 minutes**. For theatres/music venues we generally perform 2x 45 minutes (depending on contract).

Audience numbers are defined by the scope of the venue. There is no age limit. During the show we do encourage the audience to sing, take photos/videos and generally engage in dancing if they desire.

The Venue/Presenter must provide adequate numbers of FOH staff to ensure the safety of the audience members at all times throughout the performance.

N.B. Please inform the band of any local laws/customs/restrictions that we should be aware of in terms of our live stage performance – prior to traveling!

In theatre venues we supply our own 'Pre-show' atmospheric music (22 minutes) that runs right up to our show intro – if you prefer to use your own FOH music, please refrain from playing Queen (we suggest uptempo classic/80's rock).

Staffing Requirements

Supersonic Queen can include the following Production/Technical Staff:

- **Sound Engineer** (unless supplied by the venue)

The Venue is required to supply the following Production/Technical Staff:

- **1 x Lighting Operator** to assist with installation of touring lighting fixtures and the venues own in-house fixtures – and to run these to a high level during the performance
- **1 x Sound Engineer** to assist with installation of PA and touring audio components – and to run these to a high level during the performance
- **1 x Stage Manager** to oversee the changeover and ensure the smooth-running of all elements before, during and after the performance

It is expected that all staff will be sufficiently experienced in their areas of expertise to complete the aforementioned tasks. If the staff is inexperienced, please allow for more staff, in order to complete these same tasks on schedule. All staff should carry hand-tools appropriate to their task allocations, and wear appropriate clothing and footwear for the task at hand.

Technical Requirements

Supersonic Queen will provide the following:

- **All costumes, props, personal instruments, and miscellaneous** items as required to perform the show
- **All consumables, strings, batteries, etc,** required to operate the above items

PA Hire requirements:

Size of P.A system to be agreed by all parties prior to show date - the following (or local equivalent) is required:

- PA System appropriate to the size and layout of the venue, with all cabling (min. 2 subwoofers where applicable), plus amplifiers as required by the size of the PA
- Minimum 24-Channel Audio Console
- FX Unit with Reverb
- 2 x 31 band, stereo equalizers (for foldback and FOH)
- 5 x foldback monitors - all monitors must have minimum 12" woofers
- 2 x DI boxes (All guitars go straight into the PA via an Effects Pedal Board and DI)
- 1x bass drum microphone
- 1 x SM57 microphone for snare drum (or similar quality microphone)

- 1 x condenser microphone for hi-hat
- 3 x rack-tom microphones
- 2 x floor tom microphones
- 2 x condenser microphones for drum kit over-heads
- 2 x Shure SM57 microphones for guitar amps (or similar quality microphones.)
- 6 x mono DI Boxes
- 10 x boom microphone stands and clips (7 if clip-on drum mics are being used)
- 8 x mini-boom microphone stands and clips (6 if clip-on drum mics are being used)
- The monitor system for any performance should be capable of a minimum of 5 individual monitor mixes.
- 4x 500-watt monitors for lead vocals
- 4x IEM packs for lead guitar, bass guitar, keyboards and drums
- Graphic equaliser to cover all monitor mixes
- Noise gate and compressor units recommended for drum channels
- For outdoor/larger stage events 2 x i.kw side monitors/fills should also be provided with a facility for a further monitor mix if possible.
- Leads, connectors and adaptors where needed for such equipment.

Staging & Power requirements:

The show is designed with flexibility in mind. Ideally it should be performed in festivals and venues with:

- A **stage area of 6m x 4.5m minimum** and non-slip, alternatively non-slip mats should be provided.
- **Drum Riser required measuring 2m x 2m and a height from 45cm.**
- Backstage storage for instrument casing backstage.
- Facilities for 240-volt (i.e UK-type) power sockets, such power is required at: keyboard riser, drum riser, bass and guitar points on stage.
- For visual impact we like to utilise LED screens when available and can provide hi-res graphics/animations for these

Instrument Hire requirements:

Freddie – Vocals / keys

1. Sennheiser EWD radio mic and receiver (or Shure equivalent)
2. Fender/Squier Telecaster (or similar) in white
3. Wireless system for guitar

Keys

1. Roland FA-08 (or FA-07 if not available)
2. 2x audio 6.35mm Jack Leads & Female XLR to jack for vocoder
3. 2x sustain pedals (1 as sustain, 1 as a controller)
4. Keyboard stand – heavy duty type that goes fairly high (eg audiokraft K1 or similar)
5. Mic stand with Beta 87A lead mic and XLR cable
6. Mic stand With SM57 (to plug into keyboard for vocoder type effects on Radio Gaga)

Bass

1. Fender Rumble 500 bass amp (or nearest equivalent with DI capability)
2. Mic stand with SM58 lead mic and XLR cable

Drums

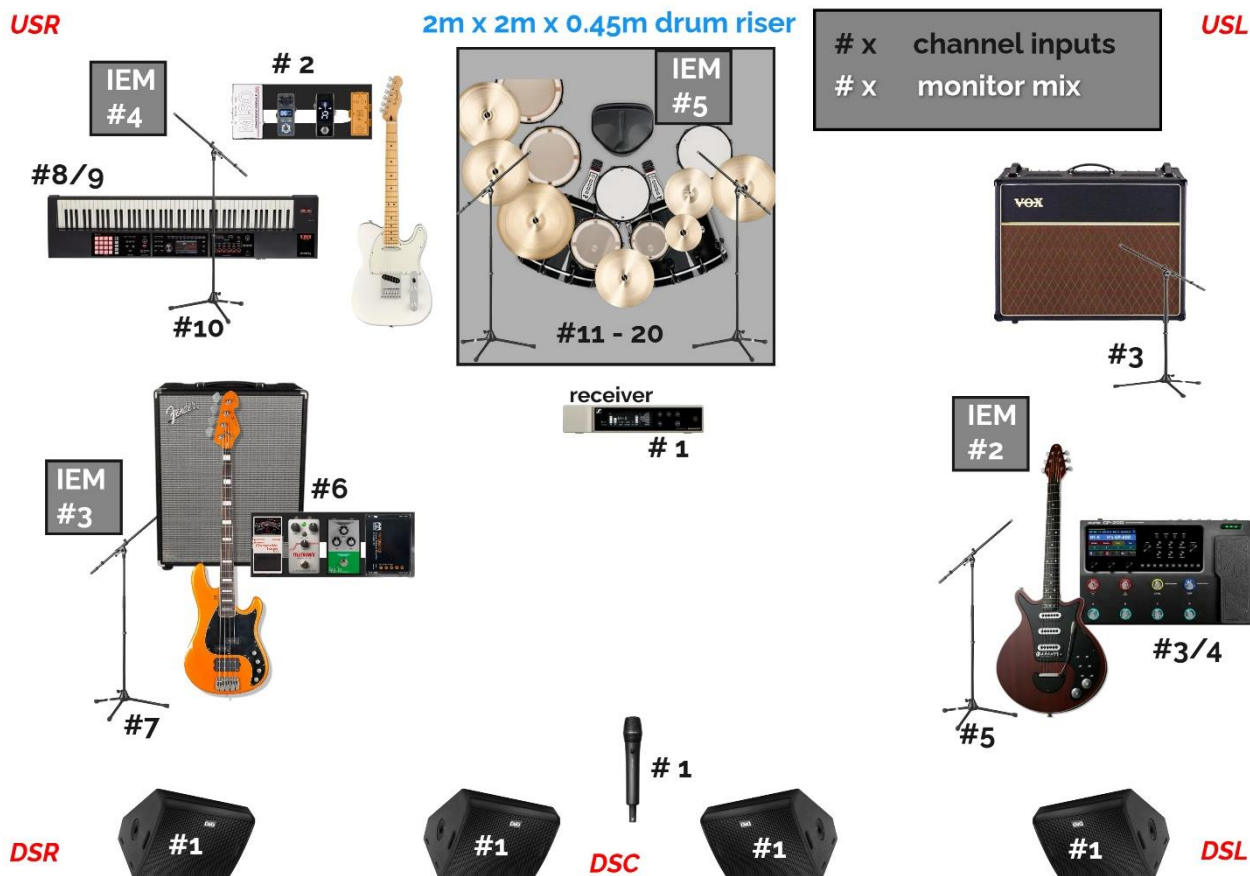
1. Full drum kit 5/6 piece (Preferably Tama, DW or Yamaha) consisting of 2/3 hi-toms and 2 x floor toms and 1x bass drum with stands
2. 5x double braced cymbal stands & Mic stands for overheads (Cymbals and hats)
3. Zildjian Z customs or Sabian AAX cymbals: 3x Crash (16" 17" 18"), 1x China (18"), 1x Ride (20")
4. XLR leads for drum mics
5. 1x Double bass drum pedal DW5000 preferred
6. Drum stool eg DW DWCP3100 / Mapex T775 Throne / DW5120 type

Guitar

1. Vox AC30 (or equivalent)
2. Mic stand with SM58 lead mic and XLR cable
3. XLR Leads x2 for guitar pedalboard
4. Guitar stands x 4 (for ALL lead, bass and rhythm guitars)

Supersonic Queen will provide:

- All costumes
- 4x In-Ear Monitors
- Vocals: Short mic stand 'wand' attachment, guitar effects pedalboard
- Drums: Double bass pedal, Snare, Cymbals
- Guitar: Brian May guitar, Guitar Effects pedalboard
- Keys: FA-08 Keyboard (if not available through local hire)
- Bass: Bass guitar, Bass effects pedalboard & cables



Monitoring Requirements

We require sends for 4 IEM feeds, along with 4 wedge monitors for front of stage.

Sound Mixing Notes

It's crucial that the audience can hear the words to the songs. Aside from this just refer to the typical Queen live sound: huge 'wall of sound', regal and fat, but so you can understand all of the lyrics... and it's not so loud that it's hurting people's ears.

Please use a good Hall Reverb sparingly on vocals, but less, or not at all, if the venue surroundings are naturally 'verby'. **[Please do not use delay on vocals]**

Channel List, Monitor list and Monitor Mix Guidelines are shown overleaf.

Power Requirements

For all performances clean transformation and adaptation of 2 circuits of 240V, 10amp power are required for backline, IEM packs, pedalboards and keyboards (for UK plugs).

- USR, power for bass and keyboard
- DSL, power for Guitar Pedalboard

Lighting

We can provide a lighting plot sheet that goes into some detail, but we'd like the engineer to be a little creative referring to the cue sheet as a guide. Although, some songs are quite specific and that will be specified in the lighting plot.

Supersonic Queens show is a live rock concert. The lighting is a mixture of rock concert and some theatrical effects. We can work with almost any touring rig (although we tour with a few specials, as a floor rig). The lighting operator should indulge their creativity. The Venue is required to supply the following (or local equivalent):

- House rig with minimum 20 fixtures for front and back light
- Moving heads to provide beams, wash, and gobo effects
- Haze Machine, with sufficient fluid for all performances
- Minimum 2 x 4-way Blinders (or equivalent lighting for this purpose)
- Specials (front and backlight) focused on: Drumkit USC, Freddie Vocal Position DSC, Brian guitar DSL

Where Supersonic Queen are headlining we would love to have lighting in front of the drum riser in a similar style to the image below:



Lighting Notes

- Supersonic Queen needs a decent wash from FOH – we like big strong single colour washes with movers cutting through with beams in white - and the capacity for a rock and roll lighting show. Haze is very important!
- Rock and Roll Lighting! It's all about movers and blinders! Play as much as you like. It would be nice to get a different feel for each song with big dramatic lighting changes at the top of the songs. Feel free to use more sparingly gobo spins and occasional strobing from the movers.
- As much colour and movement as possible. Try to build during choruses and shifts in the music.
- LED screens are encouraged and we are able to provide anything from simple logos to digital animated backdrops. **Please prompt your technical suppliers to get in touch as early as possible to discuss this.**
- Any special-effects you have will be appreciated, smoke machines, vertical smoke effects, pyros and cannons are great if you have them.
- During the songs try to keep enough face light on Freddie so his expressions can be seen.
- If you have any ideas about spectacular LX effects please share them with the team and feel free to play and build as you know more about the show and the songs

A rundown of the set and the mood and feel for each song is included to help interpret this

70 mins festival set

We Will Rock You (fast)
Tie Your Mother Down
A Kind of Magic
Under Pressure
Somebody To Love
Don't Stop Me Now
Another 1 Bites the Dust
Killer Queen
I Want To Break Free
Guitar Solo
Hammer To Fall
Fat Bottomed Girls
Eh-Oh
Bohemian Rhapsody
Crazy Little Thing
Radio Gaga
We Will Rock You
We Are The Champions

Lighting Guidelines

song	Mood/feel	colours	specials
Intro (track)	anticipation	Beams white	Smoke to run into next track
We Will Rock You	Fast rock	Primary	Blinders to start/finish
Tie Your Mother Down	Classic Rock	Red, white beams	Rhythmic flashes
A Kind Of Magic	Atmospheric start, magical	Violet, red, blue	Start dark with smoke and occasional flashes and build through song
Under Pressure	Driving upbeat	Warm Primary	
Somebody To Love	Anthemic soulful	Purple	White movers (maybe breakup gobo's)
Don't Stop Me Now	Party	Primary	Chase + movers
Another 1 Bites The Dust	Funky groove Earthy	Green, amber	pulse to beat on bass riff
Killer Queen	Camp, Glam extravagant	Pink, purple	
I Want To Break Free	OTT – fun	Bright	Start dim on intro until entrance – big ending
Guitar Solo	anthemic	Blackout	Spot DSC on guitarist – smoke
Fat Bottomed Girls	Jubilant anthemic rock	Primary (red)	Pulsing beams to beat
Hammer To Fall	Up-tempo 80's rock	Primary	Smoke blasts intro/outro – busy chase
Eh-Oh	Audience interaction	General wash	Highlight DSC – dim the rest of the stage – no moving lx
Bohemian Rhapsody 1st section Operatic section Rock section	Three distinct sections 1...Moody 2...inventive 3...Bat-shit crazy	Your call! 1...Moody 2...Dim 3.Everything	You know the song: have some fun as crazy/creative as you like – lots of movement in opera section (or video wall) movers/blinders: as big as possible in final section

Crazy Little Thing	Rock'n'roll	primary	Uptempo chase
Radio Gaga	Anthemic Audience interaction	Blue, violet White beams	Movers to slow pan in on intro – blinders on chorus 'clap-clap' beats
ENCORE	"We want more" 3-beats	Black out	Mover beams to flash in time with drum beats – through smoke & haze
We Will Rock You	Classic rock	reds	Smoke - blinders
We Are The Champions	Jubilant celebratory	Red, blue	Movers slow panning 'big'!
God Save The Queen	Bows	Wash	None (B/O when all exited)

Input List

Artist	Supersonic Queen
Venue	Various International
Date	
FOH	
Monitors	

Ch.	Description	Mic/DI/XLR	Stand	Position	FOH Insert
1	Freddie Vocal	XLR out	mobile 'wand'	DSC	
2	Freddie Guitar	XLR out		SR	
3	Guitar Effects Unit L	XLR out		DSL	
4	Guitar Effects Unit R	XLR out		DSL	
5	BV (guitar)	Shure SM58	tall boom	DSL	
6	Bass (DI from amp)	XLR out		USR	
7	BV (bass)	Shure SM58	tall boom	DSR	
8	Keyboard L	Active DI		USR	
9	Keyboard R	Active DI		USR	
10	BV (keyboard)	Shure Beta 87A	tall boom	USR	
11	Kick	AKG	short boom	USC	
12	Snare	AKG	short boom	USC	
13	Rack Tom 1	AKG	clip	USC	
14	Rack Tom 2	AKG	clip	USC	
15	Rack Tom 3	AKG	clip	USC	
16	Floor Tom 1	AKG	clip	USC	
17	Floor Tom 2	AKG	clip	USC	
18	Hi-Hat	AKG condensor	short boom	USC	
19	Overheads L	AKG condensor	tall boom	USC	
20	Overheads R	AKG condensor	tall boom	USC	

Notes

These channel numbers used only to account for channel requirements. You're welcome to run your own workflow unless we're providing a desk profile.

Depending on what vendors can source, 'Brian May's guitar will either be from a Guitar effects unit (requiring L/R DI) or via a Mic'd amp via an SM57 (or appropriate equivalent)

The second guitar (played by keys & Freddie) is direct to desk via DI box

Monitor List

Artist	Supersonic Queen
Venue	Various International
Date	
FOH	
Monitors	

Mix	Description	Type	Position
1	Guitar	IEM	DSL
2	Vocals (Freddie)	Wedge x4	DSC
3	Bass	IEM	DSR
4	Keyboards	IEM	USR
5	Drums	IEM	USC

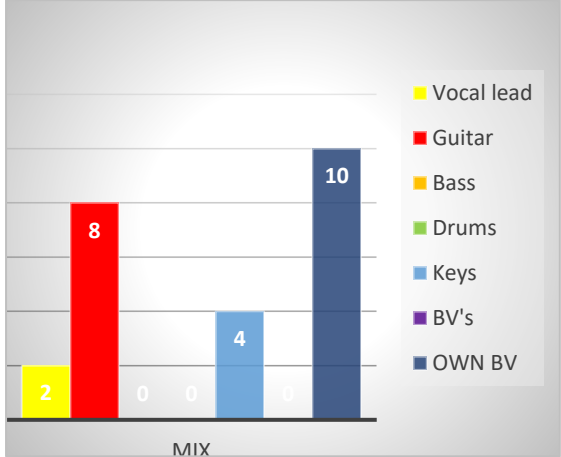
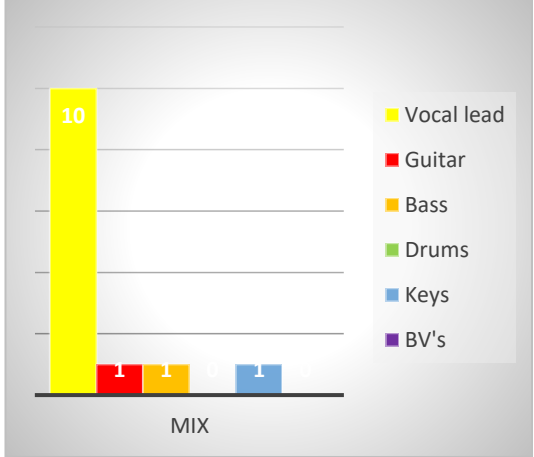
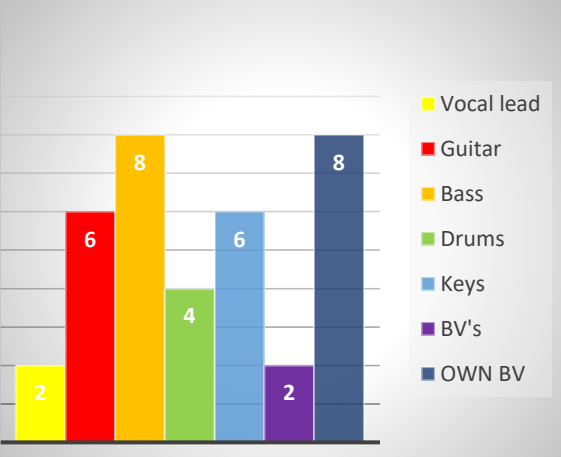
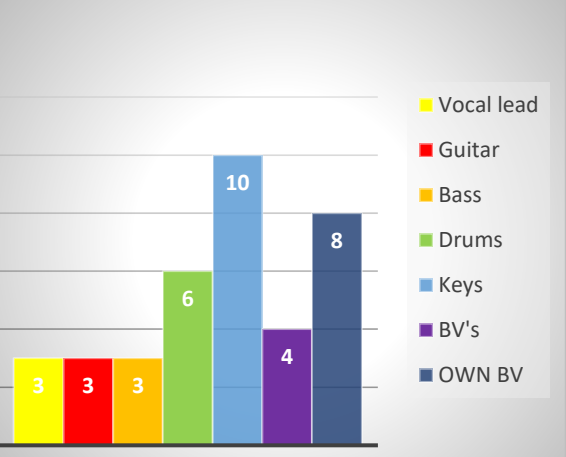
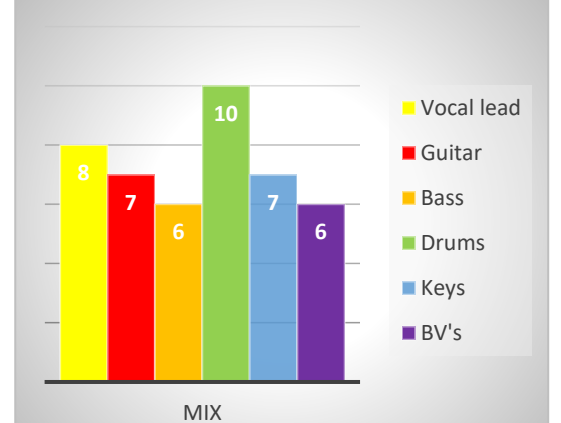
Notes

*only on stages with adequate space

Monitor Mix Guide

Please set these mixes up as a general guideline and then we can tweak these in soundcheck to get the correct balance

- Freddie moves around the stage a lot and is often in fairly close proximity to the DSC wedges.
- Side fills may be used on very large stages where applicable, but in general we like keeping on stage volume limited to the wedges in the plan

Brian May – Guitar (BV)	Freddie Mercury - Vocals																																
IEM or 1x Wedge Monitor – MIX #1	2x Wedge Monitors – MIX #2																																
 <p>Bar chart showing levels for Brian May's Guitar (BV) across MIX. The chart includes a legend for Vocal lead (yellow), Guitar (red), Bass (orange), Drums (green), Keys (blue), BV's (purple), and OWN BV (dark blue). The values are: Vocal lead: 2, Guitar: 8, Bass: 0, Drums: 0, Keys: 4, BV's: 0, OWN BV: 10.</p> <table border="1"> <thead> <tr> <th>Instrument</th> <th>Level</th> </tr> </thead> <tbody> <tr> <td>Vocal lead</td> <td>2</td> </tr> <tr> <td>Guitar</td> <td>8</td> </tr> <tr> <td>Bass</td> <td>0</td> </tr> <tr> <td>Drums</td> <td>0</td> </tr> <tr> <td>Keys</td> <td>4</td> </tr> <tr> <td>BV's</td> <td>0</td> </tr> <tr> <td>OWN BV</td> <td>10</td> </tr> </tbody> </table>	Instrument	Level	Vocal lead	2	Guitar	8	Bass	0	Drums	0	Keys	4	BV's	0	OWN BV	10	 <p>Bar chart showing levels for Freddie Mercury's Vocals across MIX. The chart includes a legend for Vocal lead (yellow), Guitar (red), Bass (orange), Drums (green), Keys (blue), BV's (purple), and OWN BV (dark blue). The values are: Vocal lead: 10, Guitar: 1, Bass: 1, Drums: 0, Keys: 1, BV's: 0, OWN BV: 0.</p> <table border="1"> <thead> <tr> <th>Instrument</th> <th>Level</th> </tr> </thead> <tbody> <tr> <td>Vocal lead</td> <td>10</td> </tr> <tr> <td>Guitar</td> <td>1</td> </tr> <tr> <td>Bass</td> <td>1</td> </tr> <tr> <td>Drums</td> <td>0</td> </tr> <tr> <td>Keys</td> <td>1</td> </tr> <tr> <td>BV's</td> <td>0</td> </tr> <tr> <td>OWN BV</td> <td>0</td> </tr> </tbody> </table>	Instrument	Level	Vocal lead	10	Guitar	1	Bass	1	Drums	0	Keys	1	BV's	0	OWN BV	0
Instrument	Level																																
Vocal lead	2																																
Guitar	8																																
Bass	0																																
Drums	0																																
Keys	4																																
BV's	0																																
OWN BV	10																																
Instrument	Level																																
Vocal lead	10																																
Guitar	1																																
Bass	1																																
Drums	0																																
Keys	1																																
BV's	0																																
OWN BV	0																																
John Deacon – Bass (BV)	Spike Edney – Keys (BV)																																
IEM – MIX #3	IEM – MIX #4																																
 <p>Bar chart showing levels for John Deacon's Bass (BV) across MIX. The chart includes a legend for Vocal lead (yellow), Guitar (red), Bass (orange), Drums (green), Keys (blue), BV's (purple), and OWN BV (dark blue). The values are: Vocal lead: 2, Guitar: 6, Bass: 8, Drums: 4, Keys: 6, BV's: 2, OWN BV: 8.</p> <table border="1"> <thead> <tr> <th>Instrument</th> <th>Level</th> </tr> </thead> <tbody> <tr> <td>Vocal lead</td> <td>2</td> </tr> <tr> <td>Guitar</td> <td>6</td> </tr> <tr> <td>Bass</td> <td>8</td> </tr> <tr> <td>Drums</td> <td>4</td> </tr> <tr> <td>Keys</td> <td>6</td> </tr> <tr> <td>BV's</td> <td>2</td> </tr> <tr> <td>OWN BV</td> <td>8</td> </tr> </tbody> </table>	Instrument	Level	Vocal lead	2	Guitar	6	Bass	8	Drums	4	Keys	6	BV's	2	OWN BV	8	 <p>Bar chart showing levels for Spike Edney's Keys (BV) across MIX. The chart includes a legend for Vocal lead (yellow), Guitar (red), Bass (orange), Drums (green), Keys (blue), BV's (purple), and OWN BV (dark blue). The values are: Vocal lead: 3, Guitar: 3, Bass: 3, Drums: 6, Keys: 10, BV's: 4, OWN BV: 8.</p> <table border="1"> <thead> <tr> <th>Instrument</th> <th>Level</th> </tr> </thead> <tbody> <tr> <td>Vocal lead</td> <td>3</td> </tr> <tr> <td>Guitar</td> <td>3</td> </tr> <tr> <td>Bass</td> <td>3</td> </tr> <tr> <td>Drums</td> <td>6</td> </tr> <tr> <td>Keys</td> <td>10</td> </tr> <tr> <td>BV's</td> <td>4</td> </tr> <tr> <td>OWN BV</td> <td>8</td> </tr> </tbody> </table>	Instrument	Level	Vocal lead	3	Guitar	3	Bass	3	Drums	6	Keys	10	BV's	4	OWN BV	8
Instrument	Level																																
Vocal lead	2																																
Guitar	6																																
Bass	8																																
Drums	4																																
Keys	6																																
BV's	2																																
OWN BV	8																																
Instrument	Level																																
Vocal lead	3																																
Guitar	3																																
Bass	3																																
Drums	6																																
Keys	10																																
BV's	4																																
OWN BV	8																																
Roger Taylor – Drums																																	
IEM – MIX #5																																	
 <p>Bar chart showing levels for Roger Taylor's Drums across MIX. The chart includes a legend for Vocal lead (yellow), Guitar (red), Bass (orange), Drums (green), Keys (blue), BV's (purple), and OWN BV (dark blue). The values are: Vocal lead: 8, Guitar: 7, Bass: 6, Drums: 10, Keys: 7, BV's: 6, OWN BV: 0.</p> <table border="1"> <thead> <tr> <th>Instrument</th> <th>Level</th> </tr> </thead> <tbody> <tr> <td>Vocal lead</td> <td>8</td> </tr> <tr> <td>Guitar</td> <td>7</td> </tr> <tr> <td>Bass</td> <td>6</td> </tr> <tr> <td>Drums</td> <td>10</td> </tr> <tr> <td>Keys</td> <td>7</td> </tr> <tr> <td>BV's</td> <td>6</td> </tr> <tr> <td>OWN BV</td> <td>0</td> </tr> </tbody> </table>	Instrument	Level	Vocal lead	8	Guitar	7	Bass	6	Drums	10	Keys	7	BV's	6	OWN BV	0																	
Instrument	Level																																
Vocal lead	8																																
Guitar	7																																
Bass	6																																
Drums	10																																
Keys	7																																
BV's	6																																
OWN BV	0																																

Equipment Provision

For all theatre/music venue/festival performances, please liaise with us to confirm your provision for radio mics and backline.

Backline Requirements

As these can differ dramatically from festival to festival - and more pertinently for international shows, please email us to discuss the specific backline provision required for your event as early as possible.

Contact:

James Breen – 07974 781004 – supersonicqueenlive@gmail.com

Luggage Allowance Requirements

As much of the equipment used to create the show is particularly unique to Queen's sound, there are a number of items which we HAVE to travel with. This is a guide to requirements in terms of necessary luggage allowance

	HOLD Req'd	HOLD	CABIN
Philip Copping (vocals)	1	23kg (costumes, pedalboard, mic wand)	Personal bag
Kevin Parry (guitar)	2	23kg (costumes, pedalboard) + GUITAR	Personal bag
James Breen (drums)	2	23kg (costumes) + Oversized (drum breakables)	Personal bag
Robert Norman (keys)	1 (or 2)	23kg (costumes) [plus Oversized if not providing Roland FA08]	Personal bag
Chris Headley (bass)	2	23kg (costumes, pedalboard) + BASS	Personal bag

We are happy to discuss options to suit each international date.

James Breen – 07974 781004 – supersonicqueenlive@gmail.com