DJ Leo Technical Rider

Technical, accessibility and hospitality requirements · 2026 edition

This document sets out what DJ Leo needs to perform at his best. Any change or equipment substitution must be agreed with the artist in writing before the event.

Online version: www.djleocr.com/press-kit/technical-rider-en

1. General information

- **Artist:** DJ Leo, electronic music DJ. His signature sound is progressive and house; he also plays techno, melodic techno, tech house, afro house, minimal house and deep house, adding open format depending on the event.
- **Set format:** hybrid. The players or controllers run the djay Pro software on the artist's laptop.
- **Technical contact:** info@djleocr.com · WhatsApp +506 6475 9772.

2. DJ booth equipment (provided by the promoter)

Players, in order of preference

1. Two or four AlphaTheta CDJ-3000X or Pioneer DJ CDJ-3000, with up-to-date firmware. Each player connects via USB to the artist's laptop, and all players are linked to each other and to the mixer with RJ45 network cables.
2. Alternative: two or four Denon DJ LC6000 Prime controllers, each connected via USB to the artist's laptop.

Mixer, in order of preference

1. Allen & Heath Xone:96.
2. Alternatives: Pioneer DJ DJM-V10 or AlphaTheta DJM-A9.

The mixer must be in excellent condition, with up-to-date firmware.

Connections and accessories

- **Laptop audio:** the laptop connects via USB to the mixer's built-in sound card. A free USB port on the mixer is required, close to the laptop area.
- **Effects:** one Pioneer DJ RMX-1000, already set up and connected to the mixer's send/return before the artist arrives, with the right cables for that mixer. If the promoter does not have one, please advise in advance so the artist can bring his own.
- **Laptop:** a stable stand or space inside the DJ booth, level with the equipment.
- **Power:** one power outlet available in the DJ booth for the laptop and USB hub.
- **Headphones:** the mixer's headphone output must be free and easy to reach, to connect the transmitter of the artist's wireless headphones.
- **Backup:** spare USB cables compatible with the players and the mixer, in case one fails.

3. Equipment brought by the artist

- 16-inch MacBook Pro M3 with djay Pro.
- USB hub.
- Five USB cables to connect the players and the mixer to the laptop.
- AlphaTheta HDJ-F10 wireless headphones with their transmitter.
- Backup USB drive with a copy of the set.

4. Signal flow

This is how the equipment connects, step by step:

1. Each player connects via USB to the artist's hub, and the hub connects to the laptop.
2. The players are linked to each other and to the mixer with RJ45 network cables.
3. The laptop connects via USB to the mixer, which receives the djay Pro audio through its built-in sound card.
4. The RMX-1000 connects to the mixer's send/return.
5. The mixer's booth output feeds the two booth monitors.
6. The mixer's master output goes to the front-of-house PA system.
7. The headphone transmitter connects to the mixer's headphone output.

5. Monitoring

- Two booth monitors connected directly to the mixer's booth output, so the artist can control their volume from the mixer.
- They must have enough power to match the PA sound aimed at the audience.

6. Microphone

One wireless headset microphone, if the event requires it.

7. Furniture

- A stable DJ booth, about 90 cm (35 in) high.
- A separate table, away from the DJ booth, for drinks and food. No drinks or food are placed next to the equipment.

8. Setup and soundcheck

- **If DJ Leo opens the event:** 45 to 60 minutes of DJ booth access before his start time, to connect the equipment, soundcheck the PA and confirm that the screen reader output is audible through the headphone cue.
- **If another artist plays before him:** DJ booth access at least 30 minutes before his start time. Since the system has already been tested, no PA soundcheck is needed: this time is only to connect the laptop to the rest of the equipment and check the screen reader audio in the headphones.

9. Accessibility

DJ Leo is a visually impaired artist who mixes with the help of a screen reader. The promoter must assign a guide: a responsible man who stays with the artist from his arrival until the end of his performance and of the event.

The guide assists him at these moments:

- On arrival, to guide him to the DJ booth.
- When moving to the green room, restrooms and hospitality area.
- When entering and leaving the DJ booth, especially if there are stairs or a stage.
- At the end, to leave the venue or reach his transport.

If the artist travels with his own companion and the promoter covers the companion's expenses, no guide needs to be assigned (see section 13).

10. Lighting

No special requirements. Lighting is at the discretion of the event production.

11. Recording and image rights

- Recording the set on audio or video requires the artist's prior authorization.
- If the set is recorded, the promoter provides DJ Leo with a copy of the material.
- The promoter may publish the material on its social media, as long as DJ Leo is tagged: @djleocr on Instagram and his Facebook page.

12. Hospitality

- **Drinks:** cold bottled water or alcoholic drinks. No soft drinks.
- **Food:** a snack before the performance, as an optional courtesy from the promoter.
- **Napkins or towels:** near the DJ booth, to wipe hands of food or sweat.
- **Guest list:** five people on average, negotiable depending on the event.

13. Travel and accommodation

Transport within Costa Rica

- A transport allowance.
- If the promoter has its own transport, it may offer it as an alternative.

Transport for events abroad

- The promoter covers round-trip economy class flights. The artist travels only with his laptop and cables; all other equipment is provided by the promoter.
- When booking the flights, the promoter requests special assistance from the airline for a visually impaired passenger, for mobility inside the airports.
- The promoter covers ground transfers between the airport and the accommodation, and between the accommodation and the venue, both ways.

Accommodation

- A three-star hotel or higher, ideally no more than 2 km (1.2 miles) from the venue, to keep transfers simple.
- A single room if the artist travels alone, with air conditioning in warm climates.
- At least one night before and one night after the event.
- Late check-out, at 2:00 p.m. or later, especially when the performance ends late at night.
- Hotel category and number of nights are negotiable depending on the event.

Meals

Meals during the trip are agreed with the promoter in advance. Any of these options works:

- The promoter covers breakfast, lunch and dinner.
- The hotel includes breakfast and the rest is covered with a per diem.
- A daily meal allowance.

The artist has no dietary restrictions.

Companion

- The artist may travel with a companion. Coverage of the companion's expenses is negotiated

with the promoter: flights, accommodation, meals and transfers.
- If the artist brings his own companion and the promoter covers the companion's expenses, the guide described in section 9 is not needed.

Contact

To coordinate any technical or hospitality detail, write to info@djleocr.com or send a WhatsApp message to +506 6475 9772.