

# PRODUCTION RIDER MINIMUM REQUIREMENTS

## **P.A. requirements:**

A professional, touring quality sound system. The sound system should be of a size appropriate for the venue and should adequately cover all areas of the venue.

Please ensure that there is enough system for your audience.

Monitors (powered) needed - minimum 6 channels - see stageplot. (IEM may be optional)

## **F.O.H. console:**

Preferable: A&H SQ5, Yamaha QL1, TF5, Midas/Behringer X32 or comparable console with at least 32 channels and at least 6 aux sends (with EQ'ing).

FoH desk must be positioned in the center of house and safely protected from the people.

\*\*\* If outdoors, FoH position must be covered

1 – (1/8 or 3.5mm) cable or USB flash drive (for our intro music)

## **Stage requirements:**

Stage is to be a minimum of 24' by 32' and at least 4' in height. Need a Ramp to the stage deck is required (the wider the better)

Stage should include a 8' x 8' or (8' x 6') x minimum of 1 foot high drum riser. Riser deck should be carpeted. Front and sides of riser should have black scrim or border.

Lighting shall have enough front wash to illuminate all 6 band members. Other lighting instruments should be able to provide multi-color wash with minimal shadowing across the stage. (no lighting on tripod stands). Blinders and Movers are encouraged. Please include 2 uplights for band banner (if necessary).

## **Video Projection requirements:**

When possible, video content (1080p) is available and preferred during the performance and should be operated from FoH. We can provide LED video wall, at an additional cost.

## **Stage Power requirements:**

4 - 20 amp circuits with multiple outlets. One on each side of the stage, upstage and downstage

And when possible, 1 or 2 - 1000 Watt Follow Spots or equivalent LED

## **Vocal Priorities:**

**1 Lead Vocal Center Stage**

**2 Utility Stage Left**

**3 Lead Guitar Stage Center Right**

**4 Bass Guitar Stage Center Left**

**5 Keyboard Stage Right**

## **Misc:**

29 XLR cords for stage inputs

2 sub snakes with 6-12 inputs on each.

7 boom stands for vocal mics (1 can be straight)

1 stand for kick drum

4 stands for 2-High Hats and 2-Drum Overheads

All necessary microphones - see stageplot

1 kick mic – Shure Beta 91A

1 snare mic top – Sennheiser e904

2 tom mics top – Sennheiser e604

2 overhead mics – Sennheiser e614 or Shure SM81

2 Hi Hat Mics – Shure sm57

6 Vocal Mics – Shure SM58 or Beta58

3 Guitar Amp mics – Sennheiser e906 or e609

2 DI boxes for Acc Gtr & SL Keys (Radial brand preferred)

2 mics for Leslie Speaker – Shure sm57 are acceptable

2 audience ambient mics (condensers to hear audience in IEM)

1 stage TB mic with on/off switch for IEM's (in front of drum riser)

1 Bass DI – provided from Bass Rig head

DI's for Mandolin, SL AccGtr and SR Keys are provided by band

Appropriate crew (4-6) for load in/load out, production assistance, FoH sound and lighting.

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