

"1964"... THE TRIBUTE, RIDER

STAGING AND TECHNICAL REQUIREMENTS

THE FOLLOWING IS AN ADDENDUM TO THE SIGNED CONTRACT...
THESE ARE MINIMUM REQUIREMENTS.

STAGING

- 1) Performance area of the stage to be 24 feet wide by 20 feet deep and if possible 48" above main floor.
- 2) Stage side wings to be of sufficient dimensions and strength to hold all front house sound cabinetry (refer to section 4 under sound system requirements) and lighting lifts at stage height.
- 3) If we fly in to do the show, a drum riser is required. Riser is to be 8 feet by 8 feet and elevated 36" above stage level. If driving to show, they provide their own drum riser.)
- 4) Promoter is to supply 4 loaders to be at stage sight at "1964" load-in and load-out times. These 4 people will be responsible for carrying approximately 12 to 15 cases ranging from 70 to 120 pounds from the cargo van to the stage and after the show from the stage to the van. (All union halls provide these.)

If for any reason the loaders are not available, promoter shall pay a fee of \$150.00 to have our subcontracted labor do it. Promoter initial here
X_____

- 5) Whenever possible, please keep mixing console on main floor (audience level). No balcony mix positions.

SOUND SYSTEM REQUIREMENTS

- 1) House Console: Minimum 24 low impedance inputs by 8 submaster groups, each channel to include: 4 way EQ with sweepable mids, 4 AUX/EFFECT mix

busses, phase reversal switching, +48 volt phantom powering and hi pass filters. (Preferences for above: Yamaha 3000,4000,3500; Soundcraft Europa, Midas XL3. NO Mackie, please!)

2) Auxiliary Processing: Two digital reverbs with programmable presets, one digital delay with digital readout, DBX compressor/limiters for six channels, either six DBX 160's or either six DBX 160's or one Presonus ACP88, and one CD player. (Reverb and delay preference, SPX90II)

3) House System: To be controlled by 1/3 octave EQ's (Klark Teknik or BSS)

4) House Cabinetry: To be three or four way only. Power and cabinetry must be capable of attaining 110 DB of UNDISTORTED sound at house mix position. Cabinetry must also be sufficient to cover entire seating capacity of venue. This judgment will be made by "1964" sound engineer in a phone precall.

5) Monitor Console: (Must include engineer) 24 channel low impedance inputs. Each to include: 3-way EQ with a sweepable mid, phase reversal switching (if not available on the console 3 phase reversal adapters may be substituted) Monitor equipment must be capable of 4 discrete mix outputs. Each mix must have it's own 31 band EZ (Klark, White, BSS).

6) Monitor Cabinetry: 1964 will provide their own Sennhieser in-ear monitors, requiring unbalanced or TRS balanced 1/4" connectors.

7) Microphones: NO SUBSTITUTIONS (3) SHURE SM-57 3) Shure SM-58'S (NOT Beta! Beta 58s have a pickup pattern that is too tight for shared backing vocals.) (1) AKG C414 or SHURE SM-81. (2) ACTIVE DI BOXES.

8) Microphone Stands: 3 full-length tripods with booms, and 1 round base straight ATLAS MS 10 (refer to stage plot for placement of mics & stands)

9) Talk back mic at mix position patched through to stage monitors

"1964" reserves the right to refuse any or all production based on make, model, quality, quantity, or condition of said equipment. Any changes to the rider specifications must be approved by "1964" Production Manager. The precall

contact is imperative! Please advise your sound contractor.

LIGHTING REQUIREMENTS

1) Minimum number of lighting instruments are as follows:

A) 5,000 seats and over... 72 instruments

B) 1,000 to 5,000 seats... 48 instruments

C) Under 1,000 seats... 24 instruments

D) Two follow spots with operators located at vantage points sufficient to cover the entire band if necessary with widest beam.

E) All hanging instruments to be Par 64 Type, 1K Lamps

Colors

One wash of no color pink (#32 type)

One wash of primary blue

One wash of primary red

One wash of aqua or lav (no color)

F) Light board must include operator

G) In addition to the above wherever possible, use a white CYC as a backdrop and light with 3 colors (red, blue, yellow). If CYC is unavailable, we at least need a black backdrop, No bare walls!!

Basically what we are looking for is simple basic four-color wash with no bumping or chasing. Scene changes should be slow, (a couple of changes every song) with no blacking out between songs. Always have more lights downstage (front) than upstage (rear).