

# Event Rider

Questions? Please contact;  
Walt Wise (330) 606-8689

## Technical Specifications

### 1. Power

- a. (2) 20 amp circuits are required for stage power.
- b. If ARTIST is supplying sound & lighting (4) 20 amp circuits or access to electrical panel is required.
- c. Electrical connections should be within reasonable distance from stage.

### 2. Stage

- a. A stage with at least a 3' rise is preferred but not required. Stage size/performance area to, at least, meet 20' width by 15' depth dimensions. For Captain Fantastic and 52nd. St. stage/performance area must be at least 20'x20'.
- b. A drum riser is preferred but not required. If supplied, drum riser must be have dimensions of at least 8' / 8' / 1' with a 5' head clearance.
- c. If the event is outdoors, adequate covering is required for the entire stage/dressing room area.
- d. Loading area: It is imperative that loading and backstage areas be cleared of all vehicles and equipment prior to load-in and load-out.
- e. During inclement weather, it is essential for snow removal equipment and sand or salt be available in order to clear the loading area for load-in as well as load-out.
- f. A backstage changing area/dressing room should be provided.

### 3. Restricted Areas

Authorized personnel ONLY in the following areas:

- a. backstage entrances
- b. dressing rooms
- c. ARTIST equipment and vehicles
- d. Stage

### 4. Set-up

- a. ARTIST shall have the first option concerning set-up for all instruments, production equipment, and staging used in the event. Once in place, the instruments, production equipment, and staging shall not be moved, relocated, and/or used by any person other than ARTIST or their crew without the express permission of ARTIST.
- b. No movement of any equipment may take place during ARTIST's performance.
- c. The CLIENT signing the event contract or his representative must be personally present at the event site from load-in through load-out CLIENT will provide ARTIST with telephone number(s) where they may be contacted prior to the event date. (This should NOT be a recorded message line).
- d. CLIENT will also provide ARTIST with directions to the event site and directions to lodging. Please include information concerning load-in area, one way systems and other specific directions that would be helpful to ARTIST.

### 5. Backline requirements (for shows with CLIENT supplied backline equipment ONLY)

- a. drums: (5) piece drumset – kick, snare, (3) toms (Yamaha, Tama, Pearl) w/ hihats, ride, (2) crash cymbals (Zildjian, Sabian), hihat stand, (3) cymbal stands, kick pedal & drum throne
- b. bass: (1) Combo amp or head/cab configuration (SWR, Hartke, David Eden)
- c. guitar: (1) Combo amp or head/cab configuration (Line 6, Marshall, Fender, Mesa Boogie)

d. keys:

1. (1) 88 key weighted keyboard w/ sampled piano sound (Kurzweil PC88 preferred) or baby grand piano tuned day of show - **(52nd St./Captain Fantastic/Broken Road ONLY)**
2. (1) synthesizer/workstation (Korg 01/W, Roland Juno 106, etc.) - **(BIG 80's ONLY)**

## 6. Sound & Lighting requirements (for shows with CLIENT supplied sound & lighting ONLY)

1. (1) main mixing board (Soundcraft, Yamaha, etc.)
  - a. must have at least (18) input channels
2. (4) separate monitor mixes (NOT NECESSARY If ARTIST is using IEM setup - PLEASE CHECK WITH ARTIST)
  - a. (3) front mixes each consisting of (1) wedge with 15"/horn speaker configuration
  - b. (1) drum monitor with 15"/horn speaker configuration capable of handling drums
  - c. each monitor mix will have EQ with minimum of (15) bands
3. At least (1) reverb effects processor
4. (12) microphones
  - a. (1) *AKG D112* – kick drum
  - b. (6) *Shure SM57's* – snare, toms, guitars
  - c. (1) condenser (if unavailable *Shure SM-57* may substitute) - hi-hat
  - d. (4) *Shure SM-58* or *EV ND Series* - vocals
  - e. microphone mounting hardware or full boom stands for each drum microphone
  - f. (3) boom stands for vocal mics
5. (2) direct boxes
6. At least (8) par 56 lights with appropriate stands and controllers
7. Competent sound/lighting engineer – must be present for entire show

\*Sound system must reach (115) db cleanly with no distortion at Front Of House.

# Hospitality Specifications

## 1. Hotel Accommodations

- a. (2) double rooms the night of show from a national chain (Holiday Inn, Hilton, Motel 6, etc.).
- b. Rooms must be paid in advance and arrangements made for late check-in.

## 2. Food & Beverage

- a. (1) meal (dinner) the day of show or buyout \$10/band & crew member. (For multiple day engagements (2) meals/day should be provided.)
- b. Meal must NOT include milk products and should adhere to the following guidelines.
  1. chicken or meat substitute
  2. vegetable
  3. salad
  4. rolls or bread
  5. beverage (NO MILK PRODUCTS PLEASE)
- c. Room temperature drinking water MUST be made available before, during, & after show. A backstage deli tray or fruit basket is appreciated but not required.