



PRODUCTION REQUIREMENTS (7 Piece)

STAGE REQUIREMENTS

- Stage dimensions are 32ft wide by 20ft deep by 48 inches high
- Drum Riser dimensions are 8ft wide by 8ft deep by 24 inches high
- Sound board riser located out front of stage is 12ft wide by 12ft deep by 24 inches high
- All risers must have skirting on them
- There needs to be clearly marked steps to get on and off the stage

SOUND REQUIREMENTS

A) FRONT OF THE HOUSE SOUND

- 1) One (1) 24 Channel Mixing Board
- 2) Full effects rack including digital reverb
 - a. Eight (8) channel compression
 - b. Two (2) digital reverb units (LXP-1, SPX90 or equal)
 - c. One (1) delay unit (PCM-42 or equal)

Microphones

- 3) Five (5) SM-58s or equal (Vocals)
- 4) Four (5) Audix D-3 or equal (2 Snares, 2 Rack Toms, Floor)
- 5) One (1) Beta 52 or equal (Kick)
- 6) Two (2) AKG C451 or equal (2 Hi-Hats)
- 7) Two (2) ADK-50 or equal (Overheads)
- 8) Two (2) SM-57s or equal (Guitar Amp, acoustic guitar and ukelle)

Direct Boxes

- 9) Four (4) direct boxes (Piano, Organ, Bass)

Mic Stands

- 10) Seven (7) boom stands
- 11) One (1) straight stand
- 12) All Stands for Guitar, Drums (Clips may be used on drum kit)
- 13) One (1) Introduction Mic at Front of the House
- 14) **Front of the house technician**

B) MONITOR SYSTEM

- 1) One (1) 24 x 8 channel mixing board with separate channel(s) for side fills
- 2) Five (5) monitor mixes
- 3) Seven (7) monitor wedges each with 15" woofer and one (1) horn
- 4) **Monitor Technician**

LIGHTING REQUIREMENTS

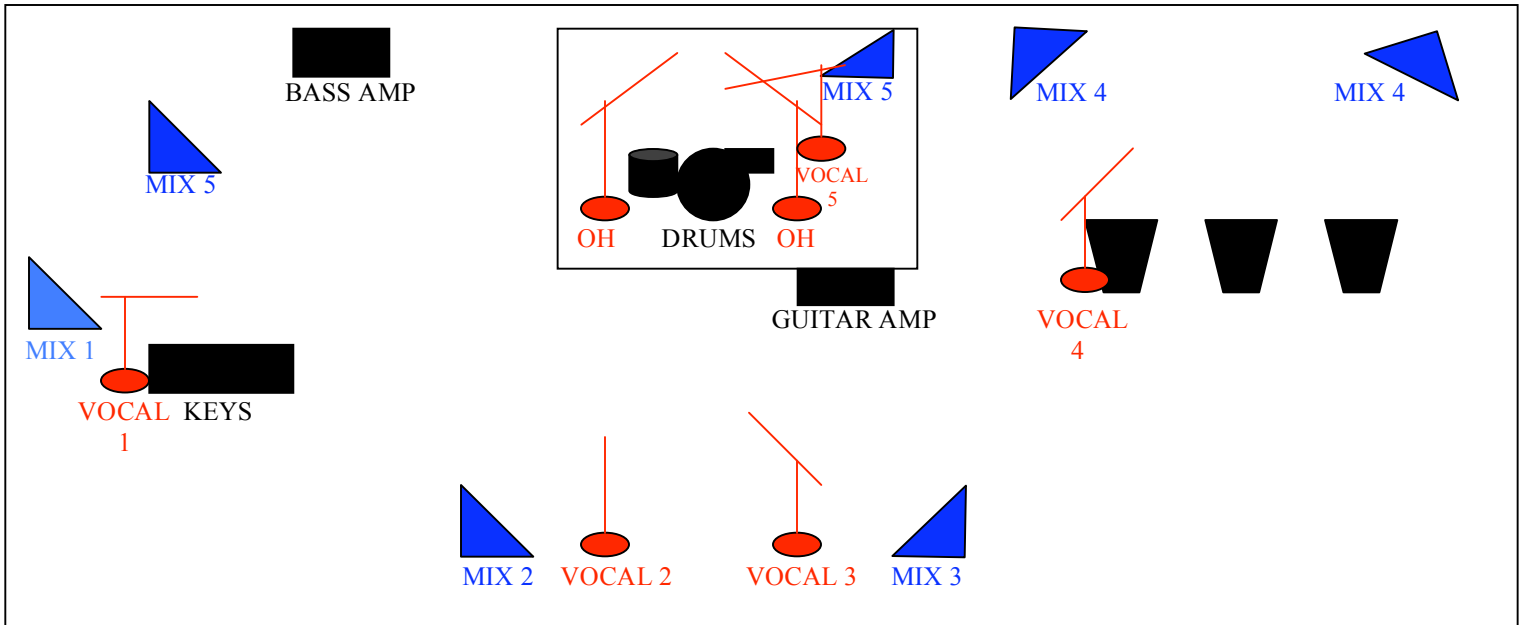
- Minimum lighting for front truss is thirty two (32) 1,000 watt pars with colored gels (NO GREEN)
- Minimum lighting for rear truss is thirty two (32) 1,000 watt pars with colored gels (NO GREEN)
- Minimum of four (4) moving lights location on truss determined by lighting techs
- One (1) super trooper spot or equal with fresh colored gels
- **Lighting Technician**

ELECTRICAL REQUIREMENTS

- Six (6) Separate 20 amp **grounded** circuits / 60 amp single phase tie in



STAGE PLOT (7 Piece)



INPUT LIST

- | | | |
|------------------------------|--------------------------------|----------------------------------|
| 1. KICK: Beta 52 | 9. OVERHEAD: ADX-50 | 17. TRUMPET: Wireless |
| 2. SNARE: ADX-D3 | 10. OVERHEAD: ADX-50 | 18. BARI/BONE: Wireless |
| 3. CIMBA: ADX-D3 | 11. BASS: DI | 19. KEY VOCAL 1: SM-58 |
| 4. HI-HAT: AKG-C451 | 12. GUITAR: SM-57 | 20. LEAD VOCAL 2: SM-58 |
| 5. HI-HAT 2: AKG-C451 | 13. PIANO: DI | 21. GUITAR VOCAL 3: SM-58 |
| 6. RACK 1: ADX-D3 | 14. PIANO: DI | 22. HORN VOCAL 4: SM-58 |
| 7. RACK 2: ADX-D3 | 15. ORGAN: DI | 23. DRUM VOCAL 5: SM-58 |
| 8. FLOOR: ADX-D3 | 16. TENOR SAX: Wireless | 24. |

MONITOR MIXES

<u>MIX 1</u>	<u>MIX 2</u>	<u>MIX 3</u>	<u>MIX 4</u>	<u>MIX 5</u>
100% Vocal 1 50% Vocal 2,3 25% Piano 25% Organ	100% Vocal 2 50% Vocal 3 * Lead Vocal tough to mix. Need to max out best you can on his vocal	100% Vocal 3 50% Vocal 1-2, 4-5 25% Piano 25% Organ	100% Vocals 4-5 25% Vocals 2-3 50% Tenor Sax 25% Trumpet 50% Trombone 25% Keyboard	100% Kick 50% Bass 100% Vocals 5 50% Vocals 2-3 25% Piano 25% Organ