

ANOTHER TEQUILA SUNRISE Technical Rider

1. STAGE AREA:

The Artist requires a minimum stage area of 32'-0"W x 20'-0"D x 2'-0"H with one (1) 8'-0" x 8'-0" x 1'-0"/1'-6" DRUM riser and two (2) 4'-0" x 8'-0" KEYBOARD risers. Artist shall be notified at least fourteen (14) days prior to engagement if modifications must be made.

Stages over 2'-0" in height require a ramp AND stairs for stage access and loading equipment. Stairs should be located either Stage left or right and the ramp preferably on the upstage.

Outdoor stages should have adequate roofing and/or covering to completely cover the performing area.

2. LOAD IN/LOAD OUT:

Artist shall be provided site access of engagement for the purpose of setting up equipment no less than six hours prior to the start of the performance. A complete sound check shall be permitted. Purchaser agrees to notify Artist no less than forty-eight (48) hours in advance if the time previously arranged for load in or load out of Artist equipment is to be changed.

3. MINIMUM SOUND REQUIREMENTS

- A. A minimum of one (1) Single Phase, 120VAC, 60Hz, 30 Amp Circuit and distribution as shown on the stage plot for onstage equipment. This circuit should not be shared with any other equipment, appliances or lighting.
- B. Sufficient power and distribution on a separate service than the lighting to fully power the Main Speaker and Monitor systems.
- C. Thirty-two (32) Channel Balanced Input Analog or Digital FOH Console w/Aux Sends and FX Returns
- D. Twenty-Four (24) Channel Balanced Input Analog or Digital Monitor Console
- E. Three (3) Individual Monitor Mixes w/ 1/3 Octave EQ for each mix. (Wedges should house at least one 15" Subwoofer and one 2" Driver preferably bi-amped)
- F. Five (5) Sennheiser In-Ear Monitor Systems, complete and compliant with FCC regulations.
- G. Sufficient Three-Way Main Speaker system to maintain 100dB of clear full range sound from 40Hz to 18kHz throughout the listening area with all required crossovers, processing, compression, limiting and EQ. (Meyer, EAW or Equivalent)
- H. FOH mix position should be located centered within the audience area not less than 1/2 the distance of the depth of the house and no more than 2/3 the distance or 150'-0" feet from the lip of the stage.
- I. Two (2) High quality reverb units or Plugins (Yamaha SPX990, Lexicon PCM 80 or equivalent)
- J. One (1) Professional Quality CD Player, located at Front of House for playback (Confirm at Advance)
- K. Microphones, Direct Boxes, cabling and stands as required in the input list.
- L. All Audio snakes, Cabling, power amps, processing, and cable ramps for a complete system.
- M. If Artist is NOT contracted to provide engineer(s), Purchaser will provide competent engineers who are to be the same engineers for sound check as well as performances.
- N. All labor required to load-in, setup and load-out the audio equipment.
- O. **SOUND SYSTEM AND MONITORS SHOULD BE SETUP, LINE CHECKED AND RUNG OUT PRIOR TO THE BAND ARRIVING FOR SOUND CHECK.**
- P. Sound check should be completed one hour prior to opening the doors to audience. Artist reserves the right to hold doors until sound check is complete.

4. MINIMUM LIGHTING REQUIREMENTS

- A. A professional lighting system with sufficient lighting instruments, trusses, lifts and/or stands to provide a minimum of four (4) full stage, dimmable color washes from both Down Stage and Upstage (a suggested lighting plot can be provided if requested).
- B. One (1) follow spot to be located at the Front of House (w/ R33 No Color Pink in one frame) with an operator.
- C. All Control consoles, cabling, color media, power distribution and safeties to provide a complete lighting system.

- D. All labor required to load-in, setup, focus and load-out the lighting equipment.
- E. If Artist is NOT contracted to provide a Lighting Designer, Purchaser will provide a Competent Lighting technician to call focus, operate the lighting system and cue the follow spot operator.
- F. Sufficient Power and distribution on a separate service than the audio service to fully operate the lighting system at 0 to 100% intensity.

5. DRESSING ROOMS

- A. A minimum of one (1), preferably two (2), lockable and secure dressing room(s) (or motor home) with electrical outlets, full length mirrors and comfortable seating for nine (9) people traveling with musical equipment, near the stage. Dressing rooms should have access to bathroom facilities that are private and/or not accessible by the public. In hotel situations, an additional sleeping (or hospitality) room, or nearby meeting room (preferably with bathroom facilities); can often serve as a dressing room.
- B. If the dressing area is located more than 30'-0" from the stage, one 8'-0" x 8'-0" pipe and drape/quick change booth or similar shall be provided adjacent or directly behind the stage with one full length mirror, one 6'-0" table, one 4'-0" wide coat rack and adequate lighting in addition to the dressing area listed in Section 5.A above.
- C. Purchaser to provide adequate security for Artist personnel, instruments, equipment, vehicles, etc. from load-in until completion of load-out.

6. CATERING & HOSPITALITY

- A. At the start of load-in twenty-four (24) bottles of Non-Sparkling water are to be provided to the artist or artist's personnel.
- B. Twelve (12) clean cloth towels are required on the stage prior to the start of the show.
- C. Prior to show: one (1) hot sit down meal for the artist, stage manager, all contracted musicians in the band, engineers and Lighting designer (if contracted by artist) is to be provided (up to a total of eleven, 11). The meal should include a salad, entrée, fresh vegetables, dessert and iced tea, soft drinks and coffee (with milk, cream and sugar). **NO FAST FOOD PLEASE!!!**

7. BACKLINE REQUIREMENTS

Drums:

DW, Sonar, Yamaha (Recording Preferred), Premier or equivalent Six Piece Drum Maple or Birch set consisting of:

- 1 – 22" Bass Drum
- 1 – Kick Pedal
- 1 – 5.5" x 14" Snare (w/ Stand)
- 1 – 10" Rack Tom
- 1 – 12" Rack Tom
- 1 – 14" Floor Tom
- 1 – 16" Floor Tom
- 1- 14" Hi-Hat (2 Cymbals, heavy duty stand and pedal)
- 1 – 16" Crash Cymbal (w/ Stand and boom)
- 1 – 18" Crash Cymbal (w/ Stand and boom)
- 1 – 20"+ Ride Cymbal (w/ Stand and boom)
- 1 – Spare 5.5" x 14" Snare (w/ Stand)
- 1 – Spare Kick Pedal
- 1 – Spare Bass Drum Head
- 1 – Adjustable Throne

All Drum Heads should be either NEW or MINIMALLY worn.

All necessary stands, mounting hardware and drum rugs to be provided.

Bass:

- 1 – Acoustic B300H or Ampeg SVT3PRO Head or Equivalent
 - 1 – Acoustic B810 or Ampeg 8 x 10 Cabinet or Equivalent
 - 1 – Fender American Precision Bass
 - 2 – Guitar Stands or one Multi-stand
 - 2 – 30' Guitar Cable
- All necessary cables and connections for a complete system to be provided.

Keyboards:

- 1 – 88 key Weighted-Action Keyboard loaded with Piano, Elec Piano, and Organ sounds (Yamaha MOXF8 or Motif 8, Korg TritonProX, Korg Triton Extreme 88, or equivalent)
- 2 – Korg Triton Extreme 61 or 76 (or equivalent 61/76 key Semi-Weighted Synth Action Keyboard with a variety of Orchestral, Organ and Synth Sounds: Korg Triton Studio, Korg Triton Pro, Korg Karma or Trinity, Yamaha Motif or equivalent)
- 3 – Keyboard Stands (X-Brace Type)
- 3 – Damper Pedals (Spoon Type)
- 3 – Volume Pedals (Yamaha FC7 or equivalent)
- 1 – Keyboard Amplifier with 4 inputs (Roland KC-350, Peavey KB4, Crate KXB100 or equivalent) or a line Mixer with Amplifier and 12" two-way cabinet
- 1 – Lot of cables (midi, 1/4", power etc. for connecting Keyboards to House systems and any additional keyboard amplifiers). Please have spare 1/4" cables on hand.
- 2 – Adjustable Drum Throne

Guitars:

- 3 – 55 to 100W 4 x 12" Guitar Amps with at least two separate channels (Clean and Dirty) with footswitch for switching between channels – Marshall JCM2000 Triple Super Lead with Slant Cab preferred or equivalent. (please make sure spare tubes are onsite!)
- 1 – Fender American Deluxe Stratocaster, setup with D'Addario XL .010 Strings
- 1 – Gibson Les Paul Standard , setup with D'Addario XL .010 Strings (NO Epiphone or Gibson Copies).
- 1 – Acoustic Steel 6 String Guitar (Takamine, Martin, Taylor or equivalent)
- 1 – Acoustic Steel 12 String Guitar (Takamine, Martin, Taylor or equivalent)
- 3 – 3 position guitar stand (Fender Multi-guitar case or Quicklok 3 Slot Guitar Stand)
- 6 – 30' Guitar Cables

Wireless Vocals:

- 2 – Shure or Sennheiser Handheld Microphones with Receivers and Antenna Array (Shure UHF-R U4D with Beta 58 Capsules preferred or equivalent)

Backline Technician competent in setup and tear down of all provided equipment is to be onsite while artist and/or artist's personnel are onstage.

We realize that not all venues and facilities will be able to meet the minimum requirements listed above due to size, schedule or other reasons, please contact **Jeff Griffith 857-719-9669**, atseagles@gmail.com two (2) weeks prior to the engagement to discuss any changes and/or substitutions that may be required.

ANOTHER TEQUILA SUNRISE

INPUT LIST

FOH Ch#	Instrument	INSERT	Stand	Microphone Preference/Suggestion	Monitors
1	Kick	Gate	Short Boom	Shure Beta 52, Beta 91 or equiv	√
2	Snare	Comp	Short Boom	Shure SM57 or equiv	√
3	Hat		Short Boom	Shure KSM 137, SM81, AKG C451 or equiv	√
4	Rack 1	Gate		Shure Beta 98, Beta 56, Sennheiser 421 or equiv	
5	Rack 2	Gate		Shure Beta 98, Beta 56, Sennheiser 421 or equiv	
6	Rack 3	Gate		Shure Beta 98, Beta 56, Sennheiser 421 or equiv	
7	Rack 4	Gate		Shure Beta 98, Beta 56, Sennheiser 421 or equiv	
8	Floor 1	Gate		Shure Beta 98, Beta 56, Sennheiser 421 or equiv	
9	Floor 2	Gate		Shure Beta 98, Beta 56, Sennheiser 421 or equiv	
10	OHL		Tall Boom	AKG C414, Shure KSM137 or equiv	
11	OHR		Tall Boom	AKG C414, Shure KSM137 or equiv	
12	Pad/Snare 2			DI or Shure SM57 - (TBD at Production Advance)	√
13	Bass DI	Comp		DI	√
14	Key SR			DI	√
15	Elec Gtr SR		Short Boom	Shure SM57 or equiv	√
16	Aco SR			DI-PROVIDED (REQUIRES PHANTOM POWER)	√
17	Elec Gtr (Ctr)		Short Boom	Shure SM57 or equiv	√
18	Talk Box (Ctr)		Tall Boom	Shure SM57 or equiv	√
19	Aco (Ctr)			DI	√
20	Elec Gtr SL		Short Boom	Shure SM57 or equiv	√
21	Talk Box SL		Tall Boom	Shure SM57 or equiv	√
22	Aco SL			DI	√
23	Key 1 SL (Top)			DI	√
24	Key 2 SL (Bot)			DI	√
25	Bass Vox	Comp	Tall Boom	Shure Beta 58 or equiv	√
26	Key Vox SR-DS*	Comp	Tall Boom	Shure Beta 58 or equiv	√
27	Lead VX	Comp	Straight	XLR - Input or Wireless if backline is provided	√
28	Rhy Gtr Vox	Comp	Tall Boom	Shure Beta 58 or equiv	√
29	Ld Gtr Vox	Comp	Tall Boom	Shure Beta 58 or equiv	√
30	Key Vox SR-US*	Comp	Tall Boom	Shure Beta 58 or equiv	√
31	Drum Vox	Comp	Tall Boom	Shure Beta 58 or equiv	√
32	Key Vox SL	Comp	Tall Boom	Shure Beta 58 or equiv	√
	FX Return L			Reverb	
	FX Return R				
	FX Return L			Reverb / Delay	
	FX Return R				

*Stage Right Key/Guitar Player sings in two locations - US and DS.

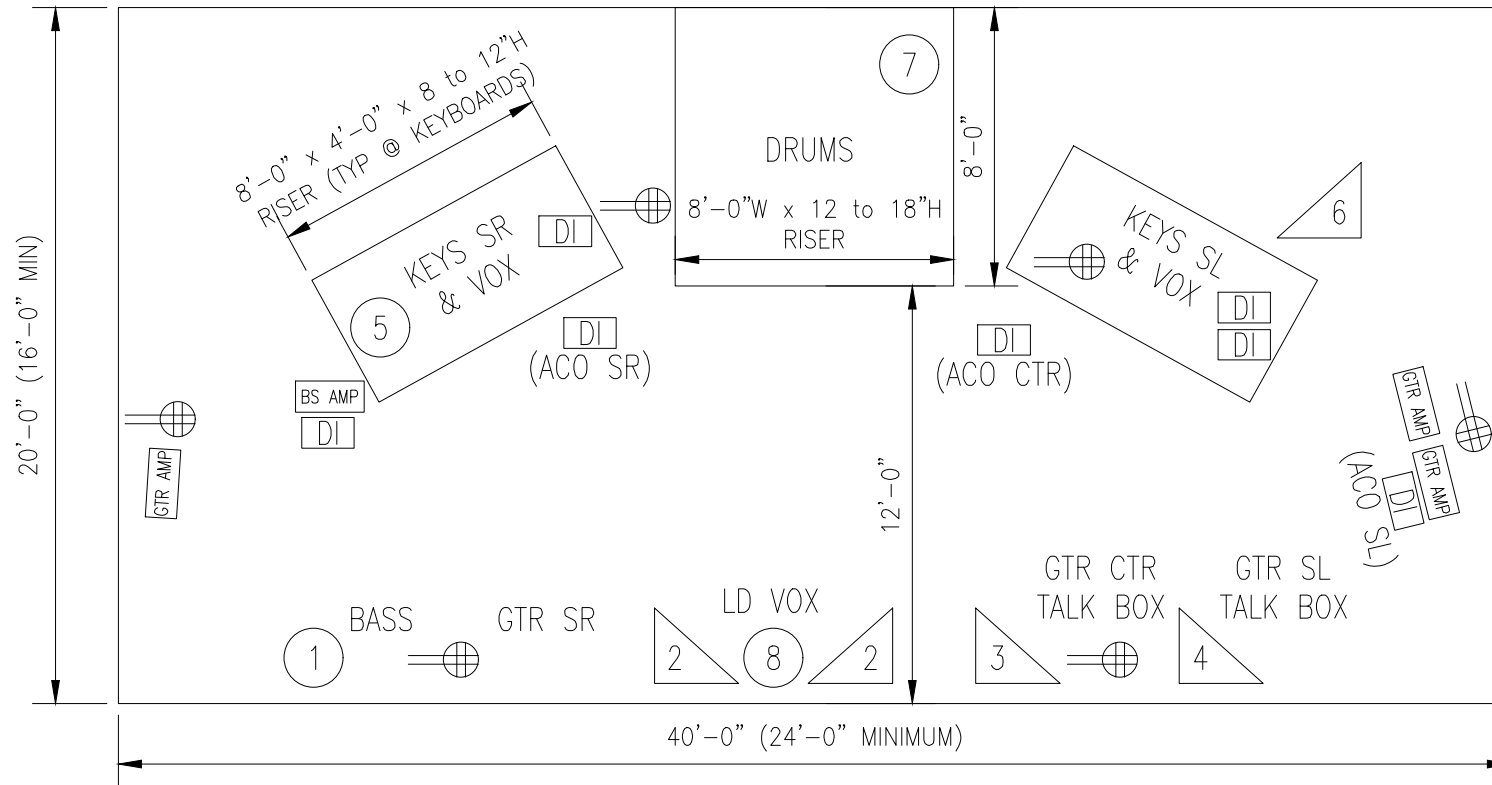
In-Ear Monitors require a full mix of the band

Production Questions, please call or email: 857-719-9669 Jeff Griffith (atseagles@gmail.com)




LINE CHECK AND MONITORS SHOULD BE RUNG OUT PRIOR TO ARTIST ARRIVAL FOR SOUND CHECK!!!
SOUND CHECK SHALL BE COMPLETED PRIOR TO OPENING DOORS

Another Tequila Sunrise

CONTACT: JEFF GRIFFITH 857-719-9669
atseagles@gmail.com



- MIX 1 - BASS (RICK)
- MIX 2 - LEAD VOX (MURPH)
- MIX 3 - GTR CTR (DOUG)
- MIX 4 - GTR SL (JEREMY)
- MIX 5 - KEYS SR/VOX (GRIF)
- MIX 6 - KEYS SL/VOX (JON)
- MIX 7 - DRUMS (STEVE)
- MIX 8 - IN EAR MONITORS (MURPH)

-  120VAC/60Hz QUAD BOX
-  FLOOR MONITOR AND MIX NUMBER
-  IN-EAR MONITOR AND MIX NUMBER

IF THE ABOVE LIST CAN NOT BE ACCOMMODATED:
CONTACT JEFF GRIFFITH PRIOR TO EVENT.