



Production Rider

INPUT LIST & STAGE PLOT PROVIDED SEPARATELY BELOW

Production matters MUST be advanced with:

Rory Dolan: (860) 888-6934 rory.andrew.dolan@gmail.com

Unless stipulated otherwise in the contract, the following minimal requirements are part of this agreement:

The minimum stage deck size for the Artist's performance shall be at least 15' wide by 12' deep with a 2' minimal elevation. The ideal stage size is 30' x 20', with a 2' minimal elevation.

The stage and drum riser shall be of sturdy construction; flat, level and free of tripping hazards. The stage deck and sub-structure shall not have sag or bounce that would cause amplifiers, speaker stacks or lighting rigs to lean or sway. If the stage is not a permanent part of the venue, a loading ramp and an adequate set of stairs, both of safe and sturdy construction, should be provided.

Outdoor stages must be properly covered to protect Artist and all equipment from the elements. No signage to be on or near stage without prior permission from Artist or management.

All production (and any backline) must be adequately powered, set-up and functional by Artist load-in.

Artist typically requires a minimum of ninety (90) minutes from load-in until doors open to set up and sound check the show. Please provide loader assistance and ensure that Artist has access to the stage from load-in time, and that the stage is clear of clutter.

Artist may record the show from the FOH position, per advance, and requires a LR feed from the FOH for this purpose and for streaming, per advance.

Sound Reinforcement- Please make every effort to provide the following:

- **House Sound Speakers-** Buyer must supply a professional quality stereo sound system capable of producing an average of 105 dB SPL for every seat in the audience. This should consist of a three (3) or four (4) way speaker system with sub-woofers and all necessary amplifiers, crossovers, and processing. There must be a 32-band graphic equalizer on the house main sends.
 - **Front-of-House Console-** Buyer must supply a pro quality, fully functional console that can accommodate at least twenty four (24) channels.
 - Preferred consoles are: Midas, Crest, Soundcraft, and Allen & Heath. Console must include (2) multi-effects processors (Yamaha Rev 7, SPK 900 or comparable units).
 - Each input channel must be capable of 4-band sweepable equalization and (2) post-fade sends per channel.
- **Monitors-** A separate monitor console is preferred, but monitors may be mixed at FOH position, so long as engineer has easy, quick access to both positions.
 - There must be three (3) separate bi-amped monitor mixes with a graphic equalizer capable of 1/3 octave equalization for each mix and effects must be assignable for each monitor channel and onstage monitor wedges.
 - Please provide a subwoofer and wedge for the drummer that can handle high levels of kick and low-end sound levels.
- **A "talk-back" mic** is requested at primary vocal position for communication between backstage, FOH and lighting consoles.

- **International only:** conversation boxes from U.S.A. power to local power is required so equipment can receive AC.

Lighting- Artist MAY bring a lighting designer and / or a lighting rig, per advance. Otherwise, Artist will utilize the venue's house lighting, provided there are:

- some moving lights & specials for artists
- assorted multi-color stage washes
- cans are able to be re-focused according to the stage plot

If the house lights are not controlled from FOH by the house engineer, there will need to be a lighting director available from 30 minutes prior to doors until the conclusion of the event to operate the house lights.

Backline Requirements (if required by contract):

Bass:

Ampeg Classic 4 x 10 (w/ tweeter)

Hartke HA 5500 head

15" sub (Hartke, Ampeg, etc.)

***Minimum needs: Ampeg 8 x 10 cabinet w/ SVT head

Drums:

TAMA Starclassic BB (satin bubinga or black finish preferred)

Second brand choice: Gretsch Brooklyn Series ; Third choice: Yamaha

Components (all with clear Remo Emperor batter heads except bass drum w/ Powerstroke 3):

22" bass drum

10" rack tom

12" rack tom

16" floor tom

4"x14" maple piccolo snare (Noble and Cooley, Gretsch, Tama)

6.5"x14" snare (Noble and Cooley, Gretsch, Tama)

8"x14" snare (Noble and Cooley, Gretsch, Tama)

(2) Tama octobons

Hardware:

Tama Iron Cobra hi hat stand

Tama Iron Cobra double bass drum pedal

(2) straight cymbal stands

(4) boom cymbal stands

Tama fast clamp cymbal arm

Electronics:

Roland SPDSX sampling pad (with stand)

(1) 1/4" cable

DI box

Guitar:

Mesa Boogie Stiletto 2 x 12 tube combo amplifier

Keys:

Roland SP404-SX sampler (must be the 404-SX model to accept the keyboardist's SC card)

Proline double tier keyboard stand

Fender Rhodes stage piano with legs (73 keys) *not required, but desired...

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INPUTS

short and sweet: Guitar, Bass, Drums, 4 DIs

<p>DRUM WORLD</p> <ol style="list-style-type: none"> 1. KICK 2. SNARE 3. SIDE SNARE 1 (piccolo) 4. SIDE SNARE 2 (low) 5. HAT 6. RACK TOM 7. RACK TOM 2 8. FLOOR TOM 9. OHL 10. OHR 11. SPD DRUM PAD DI***(we have all DI Boxes) 12. VOCAL *** 13. OCTOBON 1 14. OCTOBON 2 (mics clipped on bottom of octos) 	<p>BASS WORLD</p> <ol style="list-style-type: none"> 15. BASS (Direct out)(back of head) 16. BASS AMP (D112 or Beta52)(optional) 17. MICROKORG BASS SYNTH DI*** 18. VOCAL <p>micro KORG is mostly SUB BASS. we like it loud in bass wedge and in the house!</p> <p>GUITAR WORLD</p> <ol style="list-style-type: none"> 19. ALESIS KEYBOARD DI*** is attached under keyboard 20. SAMPLER DI*** located next to sampler on top tier under red pedal 21. 2x12 GUITAR AMP 22. VOCAL goes thru red vocal delay pedal located next to sampler on stand (just requires an extra XLR)
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Monitors: (3 mixes)

Drum World: a bit of all DIs in monitor, Drum vocal, a little bass, medium amount of guitar
(for select songs w guitar looping)

Bass World: MICROKORG! Bass Vocal.

Guitar world: Alesis, Sampler, VOCAL,
 no guitar please. 2 wedges preferred

General Mix: Bass and Drums prominent, Guitar matched a la Primus.
 Guitar vocal blended with instruments, not too out front.

