

# THE 17TH FLOOR TECHNICAL RIDER 03-2009

## TECHNICAL RIDER

THIS PORTION OF THE RIDER SHOULD BE FORWARDED TO THE SOUND/LIGHTING PERSONAL FOR THE PERFORMANCE. HOWEVER, IT IS THE RESPONSIBILITY OF THE PURCHASER TO MAKE SURE THAT ALL TECHNICAL REQUIREMENTS ARE MET OR ARTIST CAN NOT & WILL NOT PERFORM WITH NO PENALTY TO ARTIST PAYMENT.

*\* ARTISTS REQUIRES ALL SOUND AND LIGHTING EQUIPMENT TO BE SET-UP AND OPERATING ONE HOUR PRIOR TO BAND LOAD-IN.*

## MONITOR SYSTEM

THE 17TH FLOOR USES EXACTLY 5 MIXES, LISTED BELOW IS WHAT THE PRODUCTION NEEDS TO PROVIDE FOR EACH MIX. THE 17TH FLOOR CARRIES ALL IN EAR UNITS.

MIX 1. Outer Downstage Wedges Two (2) Bi-Amped floor wedge, 15" Low x 2" high compression horn, crossover, adequate power amps and 1/3 Octave

EQ.

MIX 2. Inner Downstage Wedges Two (2) Bi-Amped floor wedge, 15" Low x 2" high compression horn, crossover, adequate power amps and 1/3 Octave

EQ.

MIX 3. XLR Mix Output to Keyboard Rack for Keyboard Mix

MIX 4. XLR Mix Output to Drum Rack for Drum Mix

MIX 5. XLR Mix Output to Bass Rack for Bass Mix

A 24-channel monitor console (off stage Left, separate from house console) capable of delivering no less than Five (5) monitor mixes.

One (1) Sober Monitor Engineer

*\* The 17TH FLOOR requires a very loud and clear stage mix.*

## FRONT OF HOUSE SYSTEM (Please NO Peavey, Mackie, Alesis, Digitech, Phonic)

Mark-FOH Engineer

*\* The 17TH FLOOR uses electronic instruments and samples that produce frequencies down to 30 Hertz at a loud volume, Please have limiters set hard to the amplifiers maximum input voltage for protection.*

*\* ALL CROSSOVER PARAMETERS ARE TO BE ACCESSIBLE TO THE 17TH FLOOR'S FOH ENGINEER.*

1. House mix position MUST be in front and center of house speakers.
2. A professional 32-channel 8 bus house console with fully parametric EQ, at least 4 aux sends and 2 power supplies. 40 channel or separate console will be necessary for any supports acts.
3. House rack should consist of the following or equivalent gear:
  - Two (2) Reverb Units (SPX 990, TC Electronic M-One, Yamaha Rev 7, Lexicon)
  - One (1) TAP Delay (SDE 3000, TC Electronic D-Two, Lexicon)
  - One (1) Stereo 1/3 Octave Graphic EQ (Klark Teknik, Ashley, DBX, BSS)
  - TEN (10) channels of compression (DBX, BSS, Drawmer)
  - Five (5) channels of gates (DBX, Valley, BSS, Drawmer)
  - CD player
2. At least 3 or 4 way Stereo PA system with active crossovers and ample power.
3. System must be capable 116 dB at 75ft from stage
4. FRONT OF HOUSE SPEAKERS MUST CONSIST OF AT LEAST FOUR 18" 1000 WATT SUB WOOFERS PER SIDE, TWO 15" LOW-MID PER SIDE AND TWO 2" HORNS PER SIDE. (EV, EAW, Meyer, JBL, SLS OR EQUIVALENT)
5. ALL SOBER PERSONNEL TO SETUP AND OPERATE ALL EQUIPMENT.
6. SEPARATE POWER CIRCUITS AND GROUNDS FOR LIGHTING, HOUSE SOUND, MONITORS AND BAND GEAR ARE A MUST!!!!!!!!!!!!!!!!!!!!!!

Signature

Date

**\*All SUBSTITUTIONS MUST BE CLEARED WITH ARTIST PRODUCTION STAFF, Mark Obana (479)799-1000**

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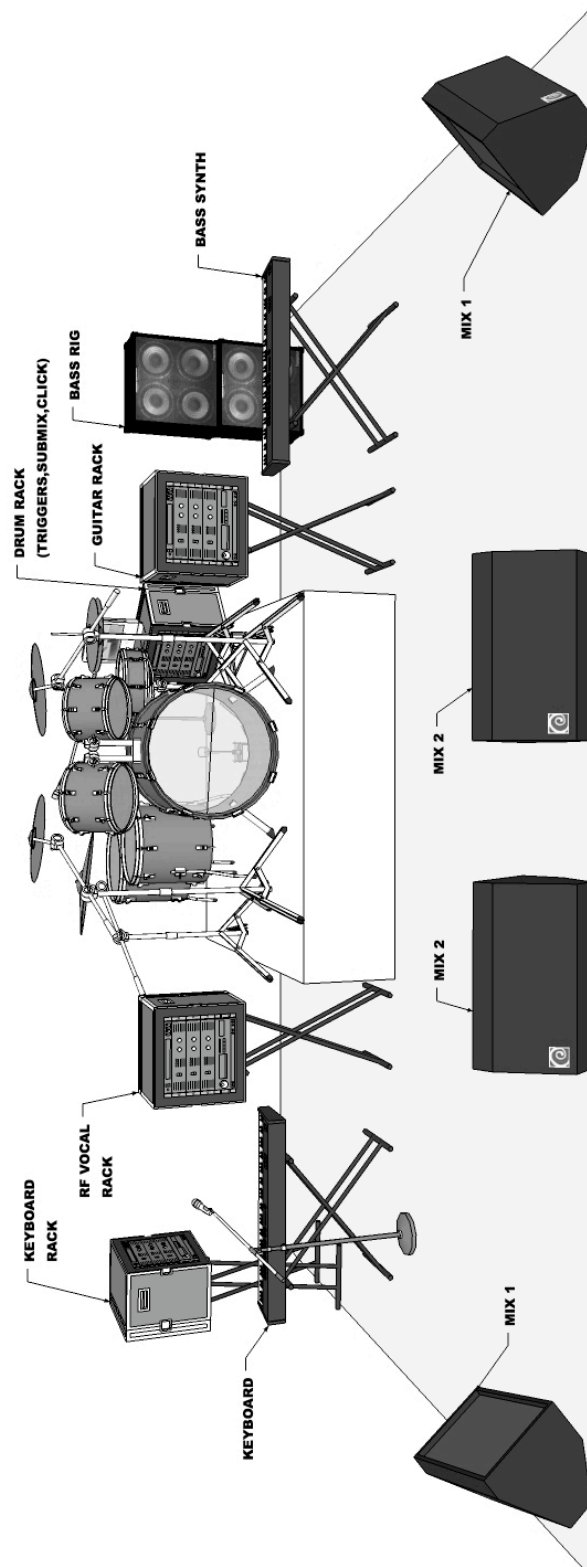
## INPUT LIST

	INPUT	MIC, DI OR XLR	MIC STAND	CHANNEL
1	KICK	XLR	N/A	COMP/GATE
2	SNARE TOP	SURE SM57	SHORT BOOM	COMP/GATE
3	SNARE BOTTOM	SURE SM57	SHORT BOOM	GATE
4	HI HAT	SURE SM81	SHORT BOOM	N/A
5	TOM 1	EV 408	SHORT BOOM	GATE
6	TOM 2	EV 408	SHORT BOOM	GATE
7	TOM 3	EV 408	SHORT BOOM	GATE
8	TOM 4	EV 408	SHORT BOOM	GATE
9	OH LEFT	SURE SM81	TALL BOOM	N/A
10	OH RIGHT	SURE SM81	TALL BOOM	N/A
11	KICK TRIGGER	XLR	N/A	N/A
12	SNARE TRIGGER	XLR	N/A	N/A
13	SUBMIX	XLR	N/A	N/A
14	BASS	XLR	N/A	COMP
15	BASS SYNTH	XLR	N/A	COMP
16	KEY LEFT	XLR	N/A	N/A
17	KEY RIGHT	XLR	N/A	N/A
18	GUITAR LEFT	XLR	N/A	N/A
19	GUITAR RIGHT	XLR	N/A	N/A
20	KEY VOCAL	SURE SM58	TALL BOOM	COMP
21	DRUM VOCAL	SURE SM58	TALL BOOM	COMP
22	BASS VOCAL	XLR	N/A	COMP
23	RF VOCAL RED	XLR	N/A	COMP
24	RF VOCAL WHITE	XLR	N/A	COMP
25	RF VOCAL BLUE	XLR	N/A	COMP
26	RF VOCAL YELLOW	XLR	TALL STRAIGHT	COMP
27	CLICK TRACK	XLR	N/A	N/A
28				
29				
30				
31				
32				

\*PLEASE HAVE AT LEAST 32 WORKING XLR CABLES AVAILABLE, MORE OR LESS REQUIRED DEPENDING ON LENGTH AND SUB-SNAKES.

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STAGE PLOT



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