



## **PERFORMANCE TECHNICAL RIDER**

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Production Manager / Front of House: **Deryck Stanek** | Ph: **402-972-7700** | [thatderyckguy@gmail.com](mailto:thatderyckguy@gmail.com)

### **FRONT OF HOUSE AUDIO SYSTEM**

THE AUDIO AND LIGHTING SYSTEM SHALL BE A CLASS "A" SYSTEM. THIS MEANS PRO AUDIO & LIGHTING CONTRACTORS ONLY. ABSOLUTELY NO HOBBYISTS, MUSIC STORE SYSTEMS, OR SUPPORT ACT SYSTEMS WILL BE ACCEPTED. COMPETENT, WELL-KNOWLEDGED ENGINEERS FOR FOH AND MONITORS WILL BE REQUIRED, AS WELL AS ALL OTHER PERSONNEL REQUIRED FOR THE EVENT. THESE PEOPLE MUST BE ABLE TO COMMUNICATE WITH THE PRODUCER/ARTIST.

- A. Front of house sound system shall be an active four way stereo system, capable of producing an unequalized frequency response of +/- 3db 50Hz – 18Khz, at an undistorted signal of 120 dB SPL at the front of house console in any venue. For outdoor events, delay stacks should be made available.
- B. The FOH (Line Array Preferred) enclosures will be Clair, Martin, L'Acoustics, D&B, Adamson, V-DOSC, Meyer, or EV. No semi pro gear (Peavey, Mackie, Behringer, etc.)
- C. Subs – An appropriate number of subs are to be provided in proportion to the main system to handle loud rock music.
- D. The FOH speaker enclosures must be properly positioned and capable of producing a flat response for all sold seating areas. This includes front filled position, driven by an auxiliary send.
- E. The FOH speaker enclosures are to be powered adequately and accordingly to speaker and driver requirements.
- F. Crossovers/System Processors accepted are Lake Contour, XTA, KT, or BSS. (Must be located at FOH)
- G. There should be a high quality 31-band graphic EQ (Lake controller with a wireless tablet preferred, XTA, KT, BSS, TC) for every zone of the PA (left, right, front fills, outfills, delays, etc.). Please allow access to the system processors to the artist's amazingly handsome FOH engineer.

### **FRONT OF HOUSE CONSOLE & PROCESSING**

- A. FOH console is to consist of at least forty eight (48) channels.
- B. Consoles accepted: DIGIDESIGN, MIDAS, and YAMAHA PRODUCTS. (Anything else MUST be approved in advance.)
- C. FX and dynamics processing:
  - a. 8 ch. Gate (Drawmer, BSS)
  - b. 10 ch. Comp (Drawmer, BSS, KT, DBX)
  - c. 1 Eventide 3500 or Eclipse
  - d. 1 Yamaha SPX-2000 or 990
  - e. 1 TC D2

## **MONITOR CONSOLE & PROCESSING**

- A. Monitor console & processing must exist independent of FOH console. Monitor world must live directly off of either stage left or stage right, without consuming valuable stage space. (All space on stage is valuable.)
- B. Supplier must be ready and able to handle the use of IEMs.
- C. THE FOLLOWING MONITOR REQUIREMENTS ARE FOR FLY DATES ON ONE-OFF DATES! AN EMAIL TO THE ARTIST'S PRODUCTION MANAGER (thatderyckguy@gmail.com) WILL LET YOU KNOW IF YOUR SHOW REQUIRES THIS GEAR OR NOT!
  - a. Monitor Console – Yamaha PM5D-rh v.2.20. Any other monitor console must be approved in advance.
  - b. A knowledgeable and skilled monitor technician MUST be provided, as the artist does not provide one.
  - c. Wireless System – 1 channel of Sennheiser EW500 wireless mic in band A (518-550 Mhz). 3 channels of Sennheiser EW300IEM G3 with 4 beltacks and an appropriate antenna system will be required.

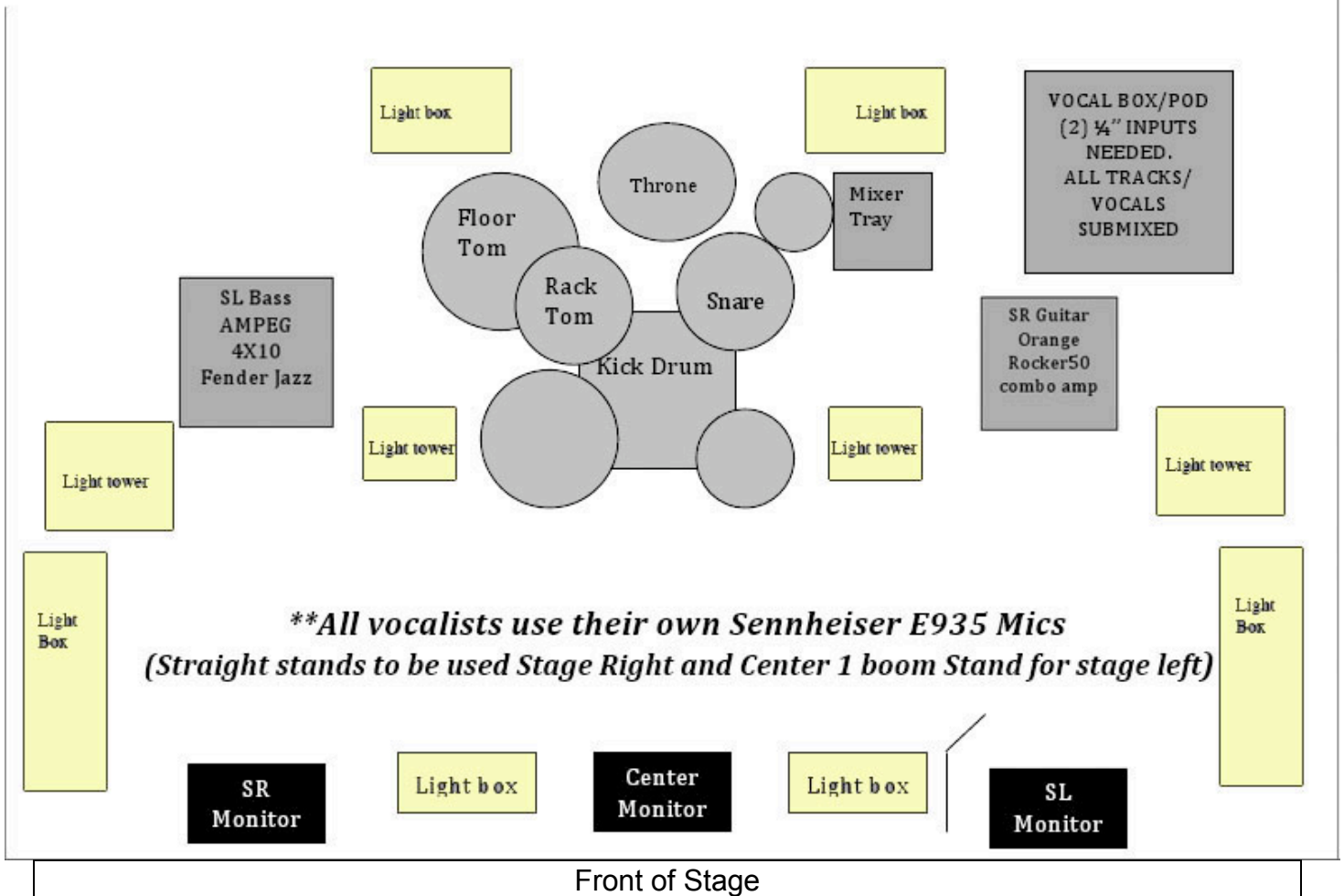
**Lighting** – The lighting system must be capable of illuminating the entire stage. No strobes. THE READY SET carries their own lighting rig and light boxes that is all triggered by computer on stage. No Lighting director

**Stage Power** – Please provide (3) 20amp quad boxes for stage power. 3 will be needed along the back of the stage. Please also provide separate power drops for the support acts.

**Soundcheck** – Artist shall require a sound check before each performance of at least one hour. This does not include set up time. Working personal only shall have access to the venue during sound check. Any other personnel will need to be approved by Artist's Production Manager or Tour Manager.

**Stage Hands / Loaders** – There will be 4 stagehands or 2 loaders and 2 stagehands for load in and load out at the minimum. Local crew requirements may vary due to venue conditions such as a long push to the stage or difficult rigging conditions. Local crew will be available exclusively to the touring staff and will not be used to perform house duties such as removal of local production, barricade or stage decks. The runner should have a cursory knowledge of the area and be familiar with items typically associated with a tour. The Artist's Production Manager reserves the right to dismiss any working personnel for the following reasons: physically or mentally unable to do the tasks required, refusal to do the tasks required, visibly under the influence of drugs or alcohol, unsafe work practices (including the wearing of flip-flops), wandering away from the job, talking on the phone when needed, or any other blatantly unprofessional practice, including but not limited to asking artist for photos, picks, sticks, or autographs.

# PERFORMANCE STAGE PLOT



## INPUT LIST

Channel	Label	Mic / DI	Stand	Locaton	FOH Insert
1	Kick Drum	<b>D6</b>	<b>Short boom</b>	USC	Gate 1
2	Snare top	<b>Beta-57</b>	<b>claw</b>	USC	Gate / Comp 1
3	Snare Bottom	Sm-57	<b>claw</b>	USC	Gate 2
4	Hat	SM-81 or E914	<b>claw</b>	USC	
5	Rack	D4	n/a	USC	Gate 3
6	Floor Tom	<b>D6</b>	<b>Claw or Short Boom</b>	USC	Gate 4
7	Overhead R	Sm81 or C414	<b>Tall Boom</b>	USC	
8	Overhead L	Sm81 or C414	<b>Tall Boom</b>	USC	
9	Bass (DI)	n/a	n/a	DSR	Comp 2
10	Bass Mic	D6 or Beta 52	<b>Short Boom</b>	DSR	Comp 3
11	SL Gtr L	SM-57 or e609	<b>Short boom</b>	DSL	
12	SL Gtr R	SM-57 or e609	<b>Short boom</b>	DSL	
13	Tracks L	n/a	n/a	DSL	
14	Tracks R	n/a	n/a	DSL	
15	SR Vocal	<b>Beta-58</b>	<b>Tall Boom</b>	DSR	Comp 4
16	C Vocal	<b>Beta-58</b>	<b>STRAIGHT STAND</b>	DSC	Comp 5

**\*\*Anything in bold MUST be provided by the purchaser, as specifically noted on the Input List.**

# HOSPITALITY RIDER

***The Ready Set would love to have the following at all shows:***

- \* Clean & secure room inside the venue for band and crew's exclusive use
- \* (6) clean towels for on and off stage use
- \* (2) cases of Natural Spring Water bottled (room temperature)
- \* (1) Six pack of Coke Zero
- \* (2) Six Packs of Mountain Dew
- \* (1) 12-pack of either: Bud Light, Coors Light, or Miller Light
- \* (1) 750mL bottle of Vodka (Smirnoff, Sky, Grey Goose, or Absolut)
- \* (1) box of Granola
- \* (4) Starbucks brand Mocha Frappucinos (glass bottles)
- \* (4) cans of Sugar Free Red Bulls
- \* (6) bottles of Gatorade
- \* (4) bottles of unsweetened Iced Tea
- \* (1) quart of Orange Juice
- \* (1) quart of Apple Juice
- \* (8) cans of Campbell's Soup-at-hand (assorted)
- \* (1) bag of Tortilla Chips & 1 Jar of Pico de Gallo Salsa
- \* (1) box of Oreo cookies
- \* (1) Jar of Peanut Butter and 1 Jar of any flavor Jelly
- \* (1) loaf of White Bread
- \* (1) container of Hummus and one package of pita bread
- \* (1) bag of pretzels
- \* (1) bag of Flaming Hot Cheetos
- \* Vegetable platter with Fat Free Ranch
- \* Assorted Fruit (Grapes, Blackberries, Pineapple, Clementine Oranges, & Bananas)
- \* Plastic bowls, plates, utensils, and red plastic cups
- \* (1) pack of Camel Turkish Gold Cigarettes
- \* (1) package of each: 9volt / AA / C / D batteries

**\*\*\*We HIGHLY encourage and appreciate all venues to provide recycling bins for all recyclable materials used by staff, bands, and audience!!!**

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AGREED AND ACCEPTED BY:

Purchaser: \_\_\_\_\_ Date: \_\_\_\_\_  
Artist/Producer: \_\_\_\_\_ Date: \_\_\_\_\_

## **The Ready Set Backline Equipment (for fly dates only):**

**PLEASE NOTE:** The following equipment is to be supplied at **NO COST** to the Producer/Artist on fly dates and in instances when the Producer/Artist cannot supply their own equipment. The requirement for backline equipment is to be determined, in advance, by the Artist's Production Manager, Deryck Stanek, at [thatderyckguy@gmail.com](mailto:thatderyckguy@gmail.com) OR (402) 972-7700. Absolutely **NO** substitutions will be allowed without prior approval by the Artist's Production Manager. **PLEASE MAKE SURE ALL ITEMS ARE IN PERFECT WORKING ORDER PRIOR TO BAND'S ARRIVAL.**

### **A. Drums (SJC, C&C, DW, Gretsch)**

1. One (1) 22" Kick Drum - *KICK IS TO HAVE A REMO CLEAR POWERSTROKE 3 HEAD ON BATTER SIDE, REMO POWERSTROKE 3 RESONANT BASS DRUM HEAD ON RESONANT SIDE. ABSOLUTELY NO LOGO IS ALLOWED THAT IS LARGER THAN ONE-INCH IN SIZE. MUST INCLUDE A PORT OF AT LEAST FOUR (4") INCHES IN SIZE.*
2. One (1) 12" Rack Tom (w/ RIMS mounting system)
3. One (1) 16" Floor Tom (w/ legs) - *TOMS ARE TO HAVE REMO CLEAR "EMPEROR" HEADS ON BATTER SIDES, CLEAR REMO AMBASSADOR HEADS ON BOTTOMS*
4. One (1) 14" x 6.5" Snare Drum (NOT steel, NO large vents) - *SNARE IS TO HAVE REMO COATED "EMPEROR X" HEAD ON BATTER SIDE, CLEAR OR HAZY 1-PLY SNARE BOTTOM ON BOTTOM.*

ALL HEADS MUST BE BRAND NEW. (HARDWARE PACKAGE TO BE HEAVY DUTY DW HARDWARE)

5. One (1) DW 9000 Kick Pedal
6. One (1) DW 9000 High Hat stand
7. Two (2) Cymbal stands w/ booms
8. Two (2) Snare stands
9. One (1) Pork Pie OR Rock-N-Soc throne (no back rest)
10. Cymbals - Zildjian "A Custom" series ONLY!!  
One (1) set of fourteen (14") inch High-Hats (New Beat or Mastersounds), One (1) twenty (20") inch crash cymbal, One (1) twenty-two (22") inch ride cymbal.
11. One (1) pack of moon-gels (should contain FOUR moon-gels)

### **B. Bass Rig**

1. One (1) Ampeg SVT-CL Classic head
2. One (1) Ampeg SVT-810AV cabinet
3. One (1) Tech21 Sansamp (rackmount or floor model okay)
4. ALL CABELS NECESSARY FOR CONNECTING AND OPERATING EVERYTHING

### **C. Electric Guitar**

1. One (1) 2" x 12" combo amp. In order of preference: Orange Rockerverb 50, Vox AC-30 w/ Alnico Blue speakers, Marshall JCM2000 DSL
2. Two (2) Boss TU-3 tuner pedals
3. Three (3) guitar stands
4. Ten (10) 1/4" guitar cables 25' long