

## Technical Rider

The following *Technical Rider* is provided by Seasons Entertainment, Inc. to ensure the best performance possible. For questions regarding this rider, please contact your representative.

### Sound System:

The Sponsor and Venue should make provisions for sound to be mixed from the side of the stage, or in the middle or directly behind the audience. Mix position must not be behind glass or any other obstructive object. The audio engineer must have total access to entire system, including amplifiers and crossovers.

### FOH P.A.:

1-LCR or Stereo P.A. for front of house with professional concert mains. P.A. must be capable of producing 105dB of clean, undistorted full range sound with a frequency response of 20 to 20k hertz and should include all amplifiers and cables. Subwoofers are not required, but a plus if available.

### FOH Console:

An analogue or digital 16 Ch (min) mixer with 3 or 4 band semi parametric EQ, hi-pass filters, and at least 4 aux sends. Preferred mixers are Behringer x32, Midas m32, Yamaha LS9, Allen & Heath q32 or MixWizard, but we can use just about any professional mixer. If a digital mixer is provided, then there is no need for outboard eqs or effects processors. Channels must be assignable to stereo, mains, or groups.

### Monitors:

Monitors will be mixed from front of house console.

2 or 4 wedge monitors for 1 mix run off of aux 1 with a graphic eq inline.

Monitors must be 2 way, preferably with at least a 10" speaker with 1" horn. Any monitor similar to EAW JFX 100', EAW JFX 250's, Meyer PSM-2 or EV X Array is preferred.

Power amps capable of pushing 1 discreet mix.

### Microphones:

4 (3 vocal, 1 spare) SHURE or SENNHEISER WIRELESS (*Or equivalent, no Radio Shack*) UHF microphones on separate adjustable frequencies.

Beta 87, Beta 58, KSM8, KSM9 or better heads on the transmitters.

Please label microphones with numbers 1 through 4.

One wired microphone at the FOH position will be needed for talkback and announcements. 3 round base mic stands with appropriate clips on stage.

**FOH Rack:** (if using a digital console, some of these items may not be needed)

4 (or 3 for Stereo Systems) Channels (LR or LCR, Monitor Mix 1) of 1/3 Octave Graphic EQ. 1 Digital Reverb Unit (TC Electronic, Yamaha or Lexicon)

*If we use a digital console with built in effects, we can skip the above Digital Reverb Unit.*

1 Digital Delay Unit (TC Electronic, Yamaha or Lexicon)

*If we use a digital console with built in effects, we can skip the above Digital Delay Unit.*

**Etc:**

All necessary patch cables will be needed including enough speaker cable for FOH and Monitors. All appropriate power, amplification, and crossovers.

**Mixer Channel Input List**

CH 1	RF 1		CH 9	Digital Reverb Return L
CH 2	RF 2		CH 10	Digital Reverb Return R
CH 3	RF 3		CH 11	Digital Delay L
CH 4	RF 4 (Spare)		CH 12	Digital Delay R
CH 5	Talk Back		CH 13	
CH 6			CH 14	
CH 7			CH 15	Playback Device L
CH 8			CH 16	
Aux 1	Pre – Monitors		Aux 3	Post – Digital Delay
Aux 2	Post - Digital Reverb		Aux 4	Subwoofers (if available)

**Lighting:**

The stage should be evenly lit all the way across and up and down stage. Lighting should be flesh-tones, blue, magenta, red, and yellow.

**Staging:**

Stage should have a minimum of 16' wide x 12' deep x 8" high playing space, with a minimum 8' height between the stage and ceiling, and a maximum distance of 6' between stage and closest audience member.

Stairs should lead from stage left and stage right directly into the audience.

There should be wing space or at least side panels for quick changes to be made on either side of the stage. Access to a backstage changing area will also work.

Please make sure there is plenty of bottled water set for performers for sound check and show.

**Playback for Track Shows:**

1 Stereo CD Player or Macintosh Computer with qLab or other comparable software to trigger tracks.  
Please include cables to connect playback device, whether it's the CD player or computer.  
If a computer with qLab is provided, we can provide a USB key with the show built.