

ARRIVAL-THE JOURNEY TRIBUTE

Technical Requirements Rider

The purpose of this technical rider is to ensure the best possible show experience for your audiences. If you have any difficulty or questions regarding anything in it, please do not hesitate to call us. We will do everything we can to meet your needs while making sure we can deliver a great production.

Technical Contact:

Dennis Davis

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Vic Harris

Cell: (216) 702-3671

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Power Requirements

Adequate power must be provided by the venue to effectively run sound, lights, and bands back-line gear. At least four separate 20amp, 110v circuits on stage for the band's gear.

Staging

Stage area should be no less than 16' deep x 20' wide unless approved by band.

When possible, the Drum kit and Keyboards should be on 8' x 8' x 12" carpeted risers. If only one riser is available, then use it for the Drum kit.

Sound Technician

A qualified, professional sound technician will need to be provided to operate the mixing console for sound check, performance, monitor mixing, and to supervise set-up. In the event that we provide a technician to control the mix, they will be granted access to the equipment as needed.

Sound System

The Main sound is to be mixed from the Front of House (FOH) when possible.

Speakers

A professional stereo, two or three way configured sound system consisting of subs, mids and highs, with sufficient power to provide clear, undistorted full coverage of the venue with 115 decibels spl at 100' in front of center stage. The system must have enough wattage for size of the venue. The system must have a dual 31 band graphic EQ (frequency response of 30Hz to 20kHz) and other effects such as Compression, Limiter, Reverb, Delay, etc.

Console

The mixing console must be capable of the following band member requirements and include a minimum of 16 inputs and 4 individual monitor sends.

Lead Vocals: VIC HARRIS

Wireless Microphone (If needed we can bring our own)

Straight stand

One or two monitors, FOH mix. Wet vocal mix please (reverb, delay).

Lead Guitar: DENNIS DAVIS

Microphone for Fender Cyber Twin amp, which will be on the floor

Vocal microphone with boom stand

Uses a wireless in-ear monitor so no floor monitor needed but does need an XLR, line level FOH feed

Bass Guitar: EAMON JOHNSON

Will run direct and use a small amp as a bass monitor, doesn't need a DI only a mic cable (DI in effects processor)

Vocal microphone with boom stand

Floor monitor with monitor mix

Drums: MIKE KOBYLSKI

Drums include kick, snare, hi-hat, three mounted toms, one floor tom and four to six cymbals

(Please advise if we need our own drum mics)

Vocal microphone with boom stand

Elevated floor monitor with monitor mix

Keyboards: ANDREW KOS

Uses two keyboards, needs one DI box for each board and will use floor monitor to hear himself

Vocal microphone with boom

Elevated floor monitor with monitor mix

Stage layout as the audience sees it:

Lead singer located front and center

Drummer located back and center behind the lead singer (riser preferred)

Lead Guitar microphone located to the left and even with the lead singer

Bass Guitar microphone located to the right and even with lead singer

Keyboards located to the right of the drummer (riser preferred)

Misc.

Needs to be provided:

All necessary cables and cords (snakes, mic cables, speaker cables, power cables, etc.) and sufficient power to console, rack amplifiers. Cords cables etc. need to be of satisfactory quality to prevent line level interference as well as of sufficient length to allow all stage run cables to be hidden and concealed as best as possible.

Lighting and SFX

Where available, a full stage lighting system capable of even coverage of the stage and an experienced operator for such. Use of a Fog Machine and other special effects is highly encouraged for a high quality show!