

# *Sounds of Soul*

## *Band Show Requirements*

### **TECHNICAL**

A. STAGE REQUIREMENTS: Stage must be a minimum of 18' deep by 24' wide.

B. SOUND REQUIREMENTS: Artist will require a fully-operational professional sound system with sound engineer. The performers/band will use venue audio system, which should include appropriate professional audio console, power amps, equalizers, speakers, all necessary cabling, and monitors appropriate to venue dimensions. A console with at least 24 input channels and 8 auxiliary outputs (6 pre and 2 post fader), with at least eight channels of compressors and gates is needed. One reverb unit (mono send, stereo return) is also needed. [SUGGESTED INPUT LIST ATTACHED TO RIDER].

- Seven (7) wireless handheld mics with fresh batteries (Shure SM58 Wireless requested, please notify Artists if another brand will be substituted). One microphone will be utilized as backup/presenter mic. NOTE: NO CORDED MICS FOR VOCALISTS (show choreography can only be executed using wireless handheld microphones)
- Six (6) matching, round-bottomed, straight microphone stands. NOTE: NO TRIPOD STANDS FOR VOCALISTS (show choreography can only be executed using round-bottomed straight stands)
- Multi-channel mixing board as specified above, with reverb, FX, and appropriate number of inputs/outputs and amplifiers with appropriate cables sufficient to send clear sound throughout the venue
- KEYS: Four (4) 1/4" or XLRs (depending on model requirements of the keyboard).
- ELECTRIC BASS: XLR to allow bassist to control onstage tone/volume is preferred.
- DRUMS: Seven (7) microphones for kick, snare/toms and right/left overheads [SEE INPUT LIST FOR SUGGESTED MICROPHONES].

- ELECTRIC GUITAR: Microphone and stand for amp (SEE INPUT LIST FOR SUGGESTED MICROPHONE) to allow guitarist to control onstage tone/volume is preferred.
- HORNS: two (2) microphones (trumpet and sax)
- CLICK (located near drum kit): either one (1) stereo DI box or two (2) mono DI boxes with XLR cables to connect ARTIST-provided digital interface to onstage snake. Additionally, up to six (one for each live instrumentalist) distinct IEM monitor returns (XLR or ¼" are acceptable) will be required from same snake to connect to ARTIST-provided multi-channel headphone amp.

C. For Singers: Must have 3-4 Monitor Wedges on 1 mix, Downstage

D. For Band: No monitor wedges required.

E. Professional lighting system adequate for the stage with a dedicated light/spotlight tech.

F. Room must be accessible a minimum of 3 hours prior to doors for sound check/rehearsal.

## **HOSPITALITY**

A. Two Dressing Rooms furnished with bottled water, coffee, tea, and sweeteners.

B. Meal provided for up to 13, to include sandwiches, chips, fruit, cookies, and beverages, or comparable provisions made. No dietary restrictions.

## **GENERAL**

A. Table and six chairs provided for Merchandise Sales.

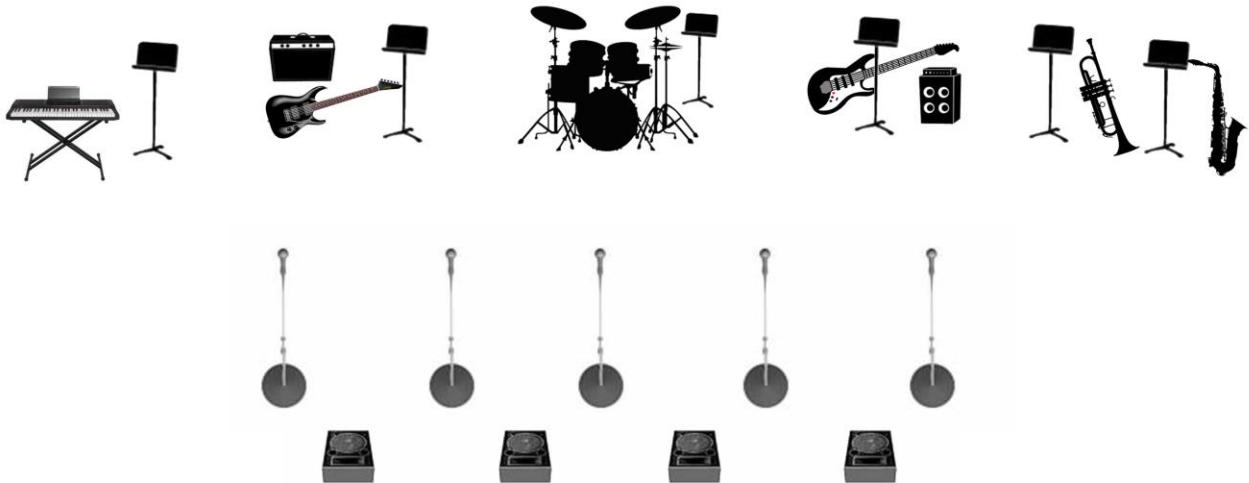
# INPUT LIST

Channel	Instrument	Microphone	Stand	Base	Dynamics
1	Kick	Shure Beta 91a			Comp 1
2	Snare	Shure SM-57	Claw/Boom		Gate 1
3	Hi Hats	Shure SM-57	Medium Boom	Tripod	
4	Tom 1	Shure Beta 56a	Claw/Boom		Gate 2
5	Tom 2	Shure Beta 56a	Claw/Boom		Gate 3
6	OH L	Shure SM-81	Tall Boom	Tripod	
7	OH R	Shure SM-81	Tall Boom	Tripod	
8	Bass	Direct (XLR)			Comp 2
9	Guitar	Sennheiser e609	Short Boom	Round	
10/11	Keys L/R	Direct			
12	Lead Vox	Shure SM58	Tall Straight	Round	Comp 3
13	Lead Vox	Shure SM-58	Tall Straight	Round	Comp 4
14	Lead Vox	Shure SM-58	Tall Straight	Round	Comp 5
15	Lead Vox	Shure SM-58	Tall Straight	Round	Comp 6
16	Lead Vox	Shure SM-58	Tall Straight	Round	Comp 7
17	Lead Vox	Shure SM-58	Tall Straight	Round	Comp 8
18	Trumpet	Shure SM-57	Tall Straight	Tripod	Comp 9
19	Sax/ Flute	Shure SM-57	Tall Boom	Tripod	Comp 10
20	Spare				
21	Spare				
22	Spare				

# STAGE PLOT



## STAGE PLOT



**Must have 6 wireless microphones (prefer SM 58's) on straight stands, 1 for lead  
Drummer on riser if possible  
Up to 6 IEM mixes for band, one shared mix for singers in front wedges.  
All drums to be miced.**

**Questions: Contact Lance Cox at 863-604-2614**