

SHADRACH TECHNICAL RIDER

GENERAL SOUND SYSTEM REQUIREMENTS

***NOTE:** Shadrach requires a professional sound company to be present for all performances and that the sound company shall supply without exception all technical requirements listed below. Furthermore, any changes **MUST BE** approved through Shadrach's management company. (Warm up acts supplying a sound system **WILL NOT** be accepted.)

Shadrach's management is happy to supply lists of preferred sound companies upon request.

FOH System: Must be able to produce 115db distortion free sound at house position.

FOH Console: Shall be at least 32 channel (40 channel preferred) with 8 sub channels, stereo output and of professional quality (no consumer grade consoles please). FOH position shall be CENTER and 75-100' from stage.

Outboard Gear: Must consist of Stereo 31-band house EQ, at least 8 compressor/gates, 2 reverbs, 1 digital delay unit.

Speaker System: Should be 3 or 4 way active with accessible crossover or speaker management system.

Speaker system shall be distortion free and adequate for crowd and venue size. (No consumer grade speakers will be accepted).

Monitor System: Shall be a minimum of 4 mixes with a minimum of 6 quality 2-way wedges (drum box preferred) and (5 mixes when possible). 31-band EQ required for each monitor mix.

Larger Concerts: Separate monitor console and engineer preferred.

Club Shows: Monitors may be run from house console as long as they are separate mixes with 31-band EQs for each monitor mix.

Note: Any change to monitor system requirements **MUST BE** approved by artist's management company.

Lighting System: Appropriate to venue with operator and **MUST** completely light the entire stage with dimming capability.

Shadrach's FOH (Front Of House) engineer will have complete control of system during sound check and performance, as well as final say regarding any and all technical requirements.

Venue shall provide table and space for merchandise sales at every Shadrach performance.

All technical requirement questions should be referred to Artist's management company prior to engagement.

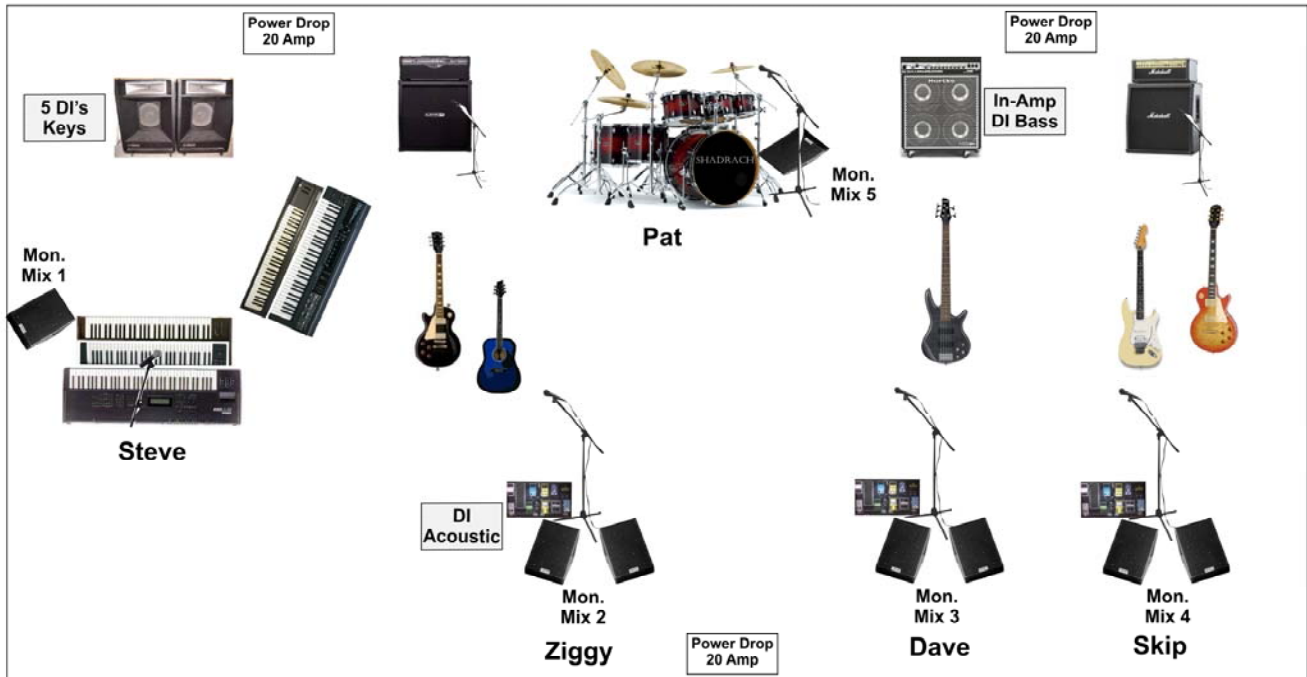
SHADRACH INPUT LIST

Channel #	Instrument	Short Boom	Long Boom	Preferred Microphone	G= Gate C= Comp
1	Kick 1	X		EV RE- 20	G
2	Kick 2	X		Shure Beta 52	G
3	Snare	X		Shure SM57	
4	High Hat	X		Shure SM94	
5	Rack 1	clip		Shure SM57	G
6	Floor 1	clip		Shure SM57	G
7	OH left		X	Shure SM94	
8	OH right		X	Shure SM94	
9	Bass			XLR Direct	C
10	Acoustic Guitar			DI Box	C
11	Guitar SR	X		Shure SM57	
12	Guitar SL	X		Shure SM57	
13	Key 1			XLR Direct	
14	Key 2			XLR Direct	
15	Key 3			XLR Direct	
16	Key 4			XLR Direct	
17	Key 5			XLR Direct	
18	Steve Vox		provided	Shure SM58	C
19	Ziggy Vox		X	Shure Beta58	C
20	Dave Vox		X	Shure SM58	C
21	Skip Vox		X	Shure SM58	C
22	Pat Vox		X	Shure SM58	C
23					
24	Stereo Effect Return				
25	Stereo Effect Return				
26	Stereo Effect Return				
27	Stereo Effect Return				
28	Stereo Effect Return				
29	Stereo Effect Return				
30					
31	Ipod left				
32	Ipod right				

Note: Keyboard Vox Stand Provided
 Keyboard Di's Provided XLR Lines only
 Bass line out of amp XLR Line only
 Mic Substitution must be of same quality as preferred list

Please refer all input list questions to Artist's Management Company

SHADRACH STAGE PLOT



Sound Board
Front Of House (FOH)