

Technical Rider and Equipment List

Sound System - Lighting - Staging - and Sound check Requirements:

The sound and lighting systems under consideration will not be assumed acceptable until LANCE ELLIS or HIS representative has confirmed approval.

PURCHASER shall provide, at his sole expense, high quality, professional sound and/or lighting companies capable of providing all equipment and personnel necessary for the performance according to this Contract Rider.

PURCHASER shall provide a minimum of three (2) stagehands to be present for LOADING IN/OUT and shall remain available, under the direction of THE BAND, and company until all assistance has been considered complete and satisfactory.

PURCHASER guarantees that the following SOUND, LIGHTING, and STAGING requirements will be completely sufficient and fully operational prior to the time of sound check on the day of performance. The main house P.A. system and monitor consoles shall consist of 32 channels and 24 channels respectively (no less than 24 channels per console). Whether performing as a support or headlining band, 32 channels/or no less than 24 channels per console, shall be reserved for exclusive use by THE LANCE ELLIS BAND.

SOUND SYSTEM SPECIFICATIONS:

HOUSE CONSOLE

32x8 w/6 aux sends (Gamble, Midas, Crest, Soundcraft)

HOUSE PROCESSING

Lexicon PCM 42 Digital Delay (or equivalent)

SPX-900 Reverb Unit (or equivalent)

TWO 1/3 Octave Stereo EQs (Klark-Technik)

2 DBX 160 Compressor / Limiter

4 Drawmer Compressor / Limiters

ONE 4 Channel Noise Gate Unit (Drawmer)

ONE CD Player

MONITOR CONSOLE: 24 x 8(Crest, Midas, Soundcraft, Ramsa)

MONITOR SPEAKERS: 8 Wedges, 2 Drum fills, 2 Side fills

STAGE POWER

5 each 20 amp quad boxes; 1 for stage right for keys/

1 at downstage right edge of drum riser/

1 at downstage left edge of drum riser/

1 STAGE CENTER FOR SAX RACK

DETAIL

It is important that the house speaker stacks are at least a 3-way or 4-way system, and those they have electronic crossovers (passive crossovers are unacceptable). The system should also be in stereo. We like Meyers or EAW speakers.

The main sound system must meet or exceed the following requirements:

1. Deliver at least 110 db undistorted SPL to all audience areas, with minimum four Mid/high boxes and four double 18 subs for small venues.
2. (1/3) Octave stereo equalization control over the main sound system and located at the house console.
3. House console should be a professional 32 x 8 console with 6 auxiliary sends (such as: CREST, MIDAS, SOUNDCRAFT, RAMSA, GAMBLE) It is important that each channel has a switch able input pad (at least -15db) and has at least 4 auxiliary sends (PRE/POST BUTTON).
4. A professional quality digital delay and 2 reverb units to be provided as outboard effects on the house console. Acceptable units: LEXICON, YAMAHA, DELTA LAB or ROLAND.

The main sound system must meet or exceed the following requirements:

5. PURCHASER shall provide for a qualified sound engineer representing the contracted sound company during entire sound check and performance. PURCHASER shall provide twenty (20) professional quality microphones and stands. Recommended standard microphone brands: Beyer, Sennheiser, and Shure.

*NOTE: Required are 4 high impedance mics, 1 BEYER M88 kick drum microphone, 14 boom stands and 2 claws with clips for drum set. All mic stands should have heavy round-type bases. Also required is a minimum of 4 direct boxes (see STAGE PLOT).

- A. 32 channel snake should be provided to mix house sound from at least 100 ft. in front of house speakers.

ALL HOUSE GEAR SHOULD BE PUT ON RISERS.

B. STAGE MONITOR SYSTEM should be high quality and must meet or exceed the following requirements:

Monitor mix should be engineered from an on-stage location, using a separate monitor console with an appropriate splitting system (STAGE to HOUSE).

MONITOR SYSTEM / STAGE MIX REQUIREMENTS

Monitor Console: 24 channels - 7 sends

Each mix will have separate 1/3 octave equalization.

7 Floor Wedge monitor boxes (15" and horn) downstage.

1 Drum monitor (15" and horn) at drum position + sub cabinet

2 Side Fills with stereo 3 way active x-over

1 SPX 90 and 4 noise gates.

Note: NO 1" Horn Driver

These cabinets must handle high transients and low response. Side fills cabinets to be positioned on each side of the front stage. Monitor Mix Engineer to be stationed at monitor console during sound check and is required to assure and maintain full performance with no feedback points for the duration of the set and/or encore.

If there is no on-stage monitor console, then it is imperative to provide 5 separate monitor mixes with 1/3 octave equalization and 2 auxiliary mixes for effects, from front of house console.

LIGHTING SYSTEM REQUIREMENTS AND SPECIFICATIONS

Stage Lighting System must meet or exceed the following requirements:

1. Front, rear, and side lighting instruments + dimmer system should be capable of achieving at least 24 separate and distinct scenes.

2. All lighting instruments must have dimming capability and be located adjacently near the sound mixing position.

3. All lighting instruments, control board, and dimmer packs should be professional theater quality.

4. All lighting instruments should be of Ellipsoidal and Intellabeam variety

and hung at a distance, which will not 'fry' the artist with the intensity of heat. They should be at least 500 watts in lamp rating and gelled in at least 12 different colors.

5. CONCERT LIGHTING SYSTEM: 100 lights or more, 12 Intellabeam and 3 spotlights with operators. MID SIZE LIGHTING SYSTEM: Minimum 60 lights and 2 spotlights with operators. SMALL SIZE LIGHTING SYSTEM: Minimum 32 lights

With a professional 24 channel matrix light board and 1 spot light.

6. MAJOR CONCERT EVENT REQUIREMENT: PURCHASER shall provide, at PURCHASER'S expense, a Lighting Director during sound check and for the duration of the performance. All Light Tech / Sound Tech personnel should be equipped with a professional communication system during performance.

STAGING SPECIFICATIONS:

PURCHASER agrees to provide, at PURCHASER'S sole expense, the following Staging equipment within the specified parameters:

1. Performance stage should be 40 feet wide x 30 feet deep minimum dimensions elevated no less than 4 feet in height. Stage construction must be solid and secure, with a smooth and flat deck (NO GAPS OR HOLES).

2. DRUM RISER - 8 feet x 8 feet and between 12 - 24 inches in height. POSITIONING OF THE DRUM RISER MUST BE CENTERED AND NO MORE THAN 12' FEET FROM DOWNSTAGE EDGE OF THE STAGE. (Refer to STAGE PLOT). Again, NO GAPS and entire surface must be covered with a clean carpet.

3. We will need an area located close to the stage in the backstage left side that can serve as a guitar tuning/workplace that is off limits to everyone except production personnel.

STAGING SPECIFICATIONS:

* IF THE PERFORMANCE IS TO BE HELD OUTDOORS, STAGE AND FRONT OF HOUSE MIX POSITION MUST BE COVERED.

SOUND CHECK:

THE LANCE ELLIS BAND and associated personnel require a MINIMUM of 3 HOURS for a proper and basic sound check. SOUND CHECK must be

completed at least 4 HOURS PRIOR TO THE OPENING OF THE VENUE and the time must be confirmed and approved by LANCE ELLIS. DURING SOUND CHECK, ACCESS SHALL BE GRANTED TO ALL AREAS OF THE STAGE & HOUSE POSITIONS NECESSARY TO EFFICIENTLY COMPLETE PREPARATIONS FOR PERFORMANCE. We will also require one roll of black gaffers tape.

*IF YOU HAVE ANY QUESTIONS REGARDING ANY VARIATIONS IN THESE BASIC TECHNICAL REQUIREMENTS, SUCH AS EXISTING SOUND AND LIGHTING, SUBSTITUTION OF MAKE OR QUALITY OF EQUIPMENT, PLEASE CALL "LANCE ELLIS"@ (504) 484-7617 OR (504) 957-7137 OR EMAIL : twinnspann1@mac.com.

LANCE ELLIS BAND INPUT LIST

- | | |
|--------------------------|---------------------|
| 1. KICK | BEYER M88 |
| 2. SNARE | BEYER 420, SHURE 57 |
| 3. HAT | BEYER 420 ,AKG 460 |
| 4. RACK | BEYER 201 |
| 5. FLOOR | BEYER 201 |
| 6. FLOOR TUB | SHURE 57 |
| 7. OVERHEAD | AKG 460, SHURE 81 |
| 8. OVERHEAD | AKG 460, SHURE 81 |
| 9. BASS GTR | DI |
| 10. ELEC. GTR | SHURE 57 |
| 11. KEY 1 RT. | DI |
| 12. KEY 1 LFT. | DI |
| 13. KEY 2 RT. | DI |
| 14. KEY 2 LFT. | DI |
| 15. SAX VOX | SHURE 58 |
| 16. GONGA DRUMS | SHURE 57 |
| 17. TIMBALES / COW BELLS | SHURE 58 |
| 18. DRUM VOX | SHURE 58 |
| 19. PERCUSSION VOX | SHURE 58 |
| 20. BASS VOX | SHURE 58 |
| 21. GUITAR VOX | SHURE 58 |
| 22. KEY VOX | SHURE 58 |

23. DRUM VOX	SHURE 58
24. DELAY RETURN	LEXICON PCM 42
25. DELAY RETURN	ROLAND 3000
26. REVERB RETURN	YAMAHA SPX 90
27. REVERB RETURN	YAMAHA REV 7

LANCE ELLIS BACKLINE REQUIREMENTS

SAX 1- vocal mic
 1- Wireless mic- Shure

DRUMS (5 PIECE) WOOD SET DRUM WORKSHOP or Equivalent

1 - 22" KICK DRUM
 1 - 16" FLOOR TOM
 1 - 12" RACK (MOUNTED ON KICK)
 1 - STANDARD SNARE
4 - BOOM CYMBAL STANDS
1 - HI-HAT STAND
1 - DRUM THRONE
1 - KICK PEDAL (D W)
 1- vocal mic
 Drum machine-1-DI
 Drum monitor

PERCUSSIONS 1 - SET LP CONGA DRUMS - ON STANDS
 1 - SET LP TIMBALES -
 1 - SET LP BONGOS
 2 - CYMBAL STRAIGHT STANDS
 1 - CYMBAL BOOM STAND
 1 - SMALL TABLE FOR PERCUSSION
 1- vocal mic

GUITAR FENDER TWIN BLACK FACE
2 - GUITAR STANDS, 2 15' (1/4") CABLES

BASS 1 - HARTKE 410 CABINET, or Eden 400 watt, SWR
1 - HARTKE 115 CABINET
1 - GALIEN KRUGER 800 HEAD
1 - GUITAR STAND, 2 15' (1/4") CABLES
1 DI box
 1- vocal mic

KEYBOARDS MOTIF ES8 and 1- motif 7
1 ROLAND 550 AMP, JBL Eon speaker
 1 - TWO TIER WIDE KEY STAND
2 -DI box
 1- vocal mic

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