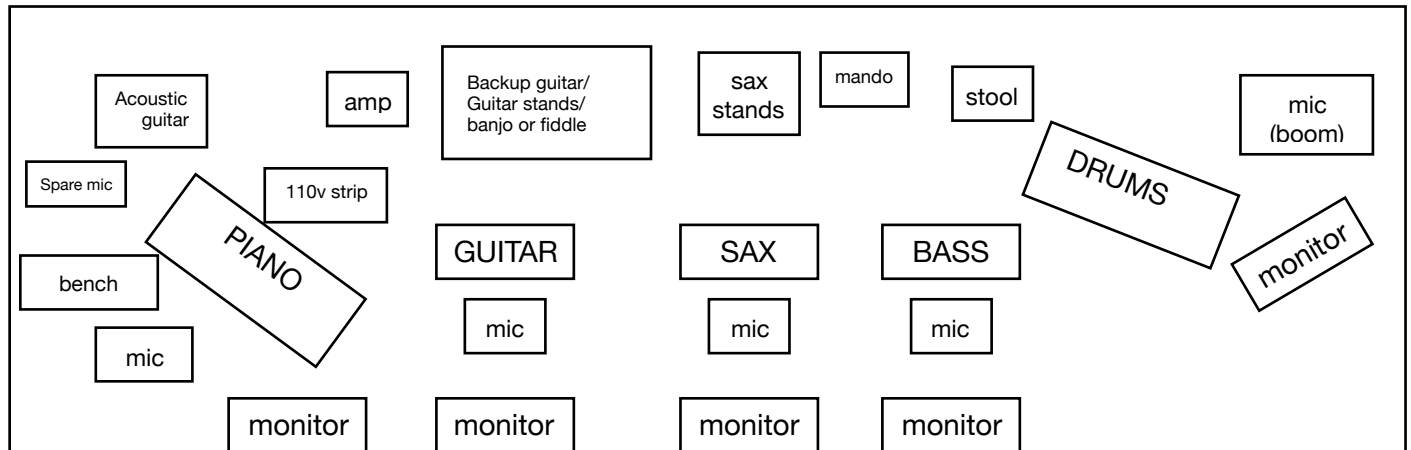




Contact:
 Jason Cohen
 732.615.7089
 Jason@EmmettProductionsLLC.com

TECH RIDER

STAGE LAYOUT



Sound check shall end no later than 90 minutes prior to first performance. Two hours should be allotted for setting sound and lights. PLEASE CONTACT JASON (info above) FOR ANY CLARIFICATION AT LEAST ONE WEEK PRIOR TO ENGAGEMENT.

BACKLINE - provided by Presenter

- 1 grand piano (baby or full sized) or electric keyboard (must be 88 weighted keys) in a realistic looking piano shell, plus piano bench or bar stool (able to be kicked over without sustaining irreparable damage)
 - piano bench should have felt furniture movers on the bottom
- 5 straight mic stands with round bottoms
 - two should have felt furniture movers on the bottom (for pianist and bassist)
 - silver is preferred to black
- 1 boom mic stand (for drummer)
- 6 XLR cables
- 5 monitors (drum monitor on stand or table of some sort)
- 1 1/4" cable (in case of guitar emergency)
- Drum microphones at venue's discretion
- 4 guitar stands
 - A-frame style is preferred

- two behind guitarist, one by piano for acoustic guitar
- 1 high barstool, brown
- 1 110v power strip
- 1 electric guitar amp (to be mic'd)
- 1 mic for guitar amp
- Gaff tape
- Drum platform 6'x8' or 6'x'6', 16"-18" high (if available)

If venue is outside the NY metropolitan region

- Drum kit to include: kick drum, snare drum, hi and mid rack toms, floor tom, rug, throne, and all appropriate stands including for hi-hat and three cymbals (drummer will provide own cymbals)
- Electric guitar amplifier

Please contact Jason (info above) to confirm brand and style requests

PRODUCTION MIC SPECS - provided by Producer

The Producer will provide the following:

- 6 Shure 55SH vocal mics (all five performers, plus a spare mic)
- Sax clip on mic - AMT Roam 1 Elite
 - To be used for tenor and bari sax
 - Clarinet, flute, and piccolo will be played into his vocal mic
- Sax transmitter - Samson CR77
- Bass transmitter - Line 6 Relay G30

HOSPITALITY

- Easy access to filtered water
- Costume steamer

Dressing rooms:

- Each performer should have at least 30" of counter space in their dressing room
- Three dressing rooms are preferred

Please also provide a gopher to assist with costuming load-in, including steaming of costumes (instructions below)

Only or one night performances or multi-night performances if load-in and first performance are the same day:

- Dinner for 5 (sandwiches, hot food) at least 30 minutes prior to the first performance
 - Please provide a vegetarian option

- Snacks (i.e. fruit, chips, veggie platter) if two performances with less than 2 hours between the end of the first and the start of the second, ready by the end of first performance

STAGE MANAGEMENT

Load In

- Steam costumes
- Three dressing rooms are ideal: 1) Jason, 2) Sax, Bass 3) Drums, Guitar
- Tape mics: 1) gaff around XLR cable/mic to prevent cable from being pulled out, 2) gaff under the on/off switch to keep mic in on position *EXCEPT* for drummer's mic
 - If doing a long run, please check on the tape periodically
- Once guitar stands have been set, gaff to the ground

Pre-show

- Fill flasks (provided by production) with drinking water and place in dressing rooms
- Fill confetti blowers with confetti (provided by production, if being used)
- Ensure microphone heads are not coming loose; if so a flathead screwdriver can be used to tighten
- Place 3-4 mardi gras bead necklaces on the floor by bass drum

Post-show

- Collect flasks from onstage/dressing rooms and dump any remaining water