Ted Howe & Company, Shaken Not Stirred

Technical Rider 2011-2012

SOUND

Professional Sound System adequate to cover entire venue. PA needs to be a full range system cable of 120db at mix positions. System shall include:

- 1. Professional Sound Engineer & Crew
- 2. Mixing Console
- 3. Effects Rack (1 Reverb unit).
- 4. ONE Handheld Wireless Microphone with no stand for Ted Howe, set on piano music rack.
- 5. ONE Wireless back up Microphone
- 6. TWO Wireless Microphones for vocalists with stands
- 7. TWO Overhead Mikes for drums
- 8. TWO Mikes for piano
- 9. ONE Direct Input for bass
- 10. TWO Microphones for 2 horn players on stands
- 11. ONE Microphone for guitar amp
- 12. Power source for bass, guitar amps and all music stand lights
- 15. SIX active Floor Monitors for: Piano, Bass, Drums, Guitar, Trumpet & Sax (2) and vocalists.

LIGHTING

- 1. Lighting Designer & Crew
- 2. Lighting Console
- 3. ONE Spotlight and Operator
- 4. Production Meeting TBA

TECHNICAL REHEARSAL

- 1. All technical requirements to be completed prior to Artists' arrival.
- 2. Artist shall have a minimum THIRTY minute sound check with Crew and Sound Engineer.
- 3. Production Manager shall conduct a cue to cue rehearsal with Lighting Designer and Crew, after sound check, for a minimum of ONE hour.
- 4. Load-In and Rehearsal Schedule to be mutually agreed upon.

STAGE

- 1. Stage Plot and Lighting Cues to be sent at least TWO weeks prior to show
- 2. THREE Dressing Rooms equipped with mirror and adequate lighting
- 3. SIX Small Tables, one behind piano, one behind bassist, one next to drummer, guitarist, trumpeter and saxophonist, each with a face towel and bottled water (non carbonated and not cooled.)
- 4. Two stools center stage for vocalists and a table with non-carbonated, noN cooled water and two face cloths

EQUIPMENT LIST

- 1. One Concert Grand Piano tuned A440 prior to rehearsal and possible touch up prior to show.
- 2. FIVE music stands with lights for bass, guitar, drums, trumpet and saxophone
- 3. Clip on light for piano music rack