



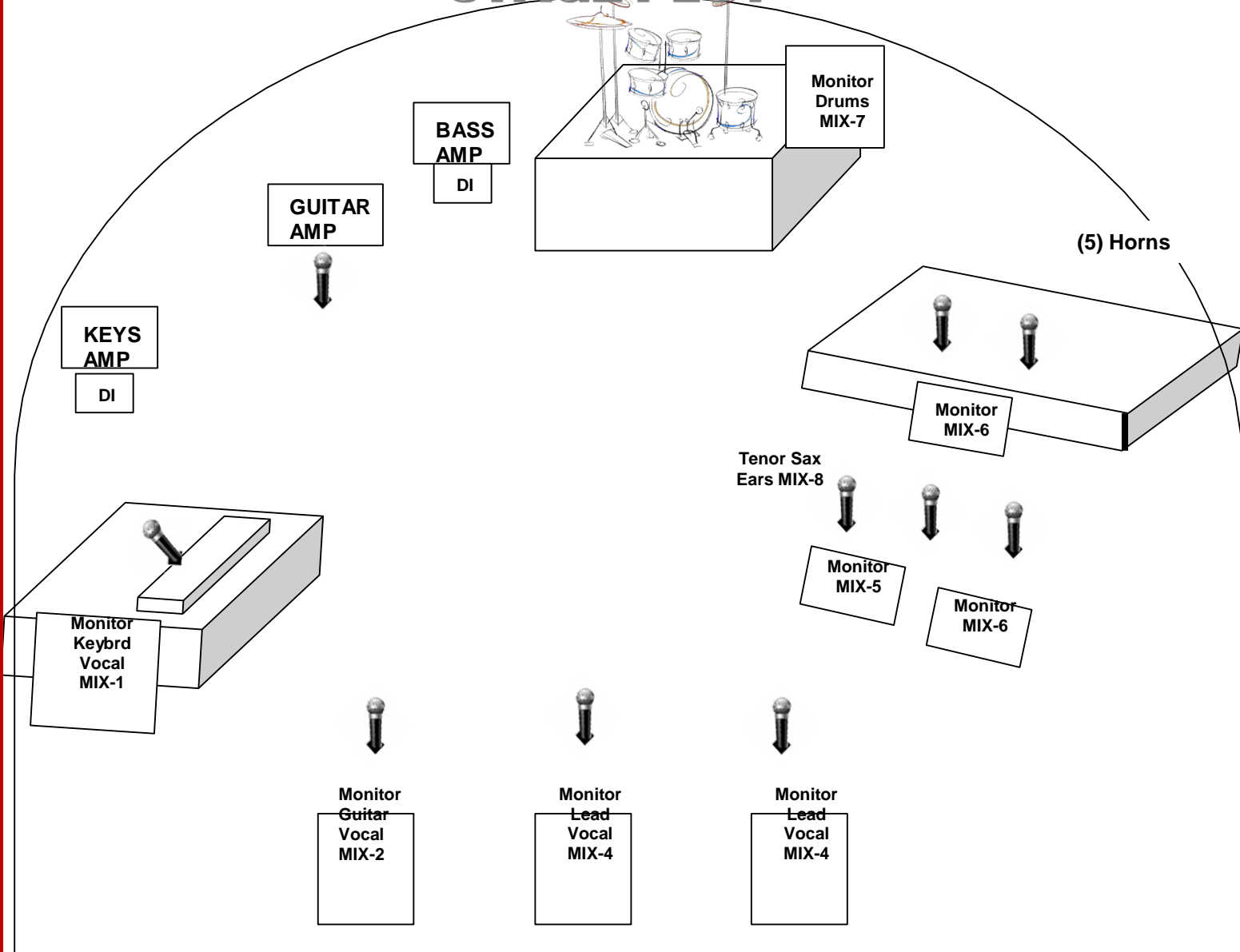
STAGE PLOT

BACKLINE / AUDIO REQUIREMENTS

INPUT LIST



STAGE PLOT





Motor City Revue Backline Requirements

Bass

- (1) Hartke HA5000 or Gallien Krueger 800RB Bass Amplifier
- (1) Hartke (2) 2x10 or (1) 4x10 Bass Cabinet
- (1) 20' ¼" cable

Guitar

- (2) Fender Hot Rod Deluxe (Also acceptable: Fender Blues Deluxe, Vox AC30, Fender Bassman)
- (2) 20' ¼" cables

Drums

In order of preference: DW or Yamaha

- 22" Kick Drum, 12" and 13" Rack Toms, 16" Floor Tom, 14" Snare Drum.
- Zildjian Avedis (or equivalent. No beginner level cymbals, please): Cymbal Pack to include Pair 14" Hi Hats, 16" and 18" Crashes, 20" Ride.
- Heavy Duty HiHat Stand, Snare Stand, Drum Throne, and (3) Heavy Duty Boom Cymbal Stands.
- DW 5000 Kick Drum Pedal
- 8'x 8' Drum Rug

Keyboard

- (1) Nord Stage 2 or 2 EX Compact (73-key) - no substitute
- (1) Korg Kronos 88 - no substitute

Keyboard stand: 2-tier adjustable Z-stand (QuikLok or On-Stage KS 7350 or equivalent) *Please no X-stands, keyboardist sits and has long legs!*

Keyboard bench: On-Stage KT7800 or equivalent preferred. *Keyboardist is tall and likes to sit fairly high, so needs the bench to be adjustable.*

Pedals: Neo Ventilator pedal. 2-button footswitch extension preferred, especially if not the Ventilator II pedal (need access to "stop motor".)

(2) Yamaha FC-7 expression pedals

(2) Yamaha, Casio or Roland sustain pedals. *Please no On-Stage sustain pedals, they are unreliable.*

Mixer: Radial Key Largo preferred. If unavailable, a mixer with 3 stereo 1/4" (instrument) channels OK.

Cables: (7) 6-10' instrument cables (can be 3 stereo pairs and one single) MIDI cable

Monitors: keyboardist prefers two since he plays in stereo.

1 mic, 1 boom mic stand (telescoping if possible)

Accessories

(11) Music Stands with Lights

(4) Guitar Stands

(1) 30" Bar Stool

CONTACTS

Production

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Motor City Revue Audio Requirements

FOH

Front of House Sound System should be a professional 3 or 4 way system capable of producing a 20Hz to 20kHz frequency range at 90db at the back row of the venue. Line array systems are preferred. Acceptable brands are JBL, EV, Meyer, EAW, QSC, Claire, L-Acoustics, D&B (No Mackie, Behringer, etc.). FOH console should be digital with at least 32 channels. Preferred digital consoles are Yamaha Series, Soundcraft Vi or Si Series, Digidesign Venue Series.

Monitors

32 Channel Monitor console with 8 aux sends and 8 graphic eqs is required. (9) 12" matching professional monitors should be provided. Acceptable brands are JBL, EV, Meyer, QSC, Claire, L-Acoustics, EAW, D&B (No Mackie, Behringer, etc.).

*Under circumstances where monitors will be mixed from FOH position, approval from Motor City Revue production is required.

Wireless

(2) Handheld wireless microphones transmitters and receivers are to be provided. Acceptable makes and models are Shure UR or ULX with SM58 or Beta58 capsules, Sennheiser G3 with e835, e845, or e865 capsules.

Stage

Minimum stage size should be thirty-two feet (32') wide x twenty-four feet (24') deep.

The stage surface should be smooth and free of any holes or protrusions.

(1) 8'x 8' x 2' drum riser should be positioned along upstage lip. (mandatory)

Optional (1) 4'x 8' x 2' Horn riser should be positioned along upstage lip.

Optional (1) 8'x 8' x 2' keyboard riser should be positioned along upstage lip.

All of the above can be decided upon in tech advance.

Stage and all risers should be skirted on the front and sides.



Motor City Revue (MCR) Lighting Requirements

Purchaser shall provide the following:

*If MCR Lighting Designer is present for event, (1) Avolites Pearl 2010 lighting controller is required. Please provide one lead lighting tech for setup and focus

*If MCR Lighting Designer is not present for event, (1) lighting designer (LD) who will be available at sound check until the conclusion of the event. Lighting controller to be determined by house LD.

One spotlight and one spot light operator

A minimum of 80K of lighting (40 upstage, 40 downstage) with assorted colored gels of reds, blues, ambers and whites. Each color should wash entire performance area.

Lighting system to include...

EIGHT (8) Source Four (19° or 26°) or equivalent lighting focused as a special on Keyboard, Guitar Vox,

Bass Vox, Lead Vox 1, Lead Vox 2, Horn Row 1, Horn Row 2, Drums (See Stage Plot).

Minimum of (8) moving lights (spots of Martin Mac 250 or equiv.) rigged to upstage truss or 4 flown / 4 stage stacked.

One (1) Ultratec Radiance Hazer w/ fan



Motor City Revue Input List

	<u>Channel</u>	<u>Microphone</u>	<u>Mic Stand</u>
1	Kick In	e901, Beta 91	
2	Kick Out	e902, D6	Short Boom
3	Snare	e905, sm57	Short Boom
4	HiHat	e914, sm81	Straight
5	Rack Tom 1	e604	
6	Rack Tom 2	e604	
7	Floor Tom	e604	
8	OH L	e914, sm81	Tall Boom
9	OH R	e914, sm81	Tall Boom
10	Bass DI	Radial DI, BSS DI	
11	Bass Mic	D112, Beta52	Short Boom
12	Electric Guitar	E906, sm57	Short Boom
13	Key L	Radial DI,	BSS DI
14	Key R	Radial DI,	BSS DI
15			
16			
17	Tenor Sax	MD421, sm57	Tall Boom
18	Bari Sax	MD421, sm57	Tall Boom
19	Trombone	sm58	Tall Boom
20	Trumpet 1	sm57	Tall Boom
21	Trumpet 2	sm57	Tall Boom
22			
23			
24			
25	Key Vox	sm58	Tall Boom
26	Guitar Vox	sm58	Tall Boom
27	Bass Vox	sm58 (with switch if avail.)	Tall Boom
28	RF 1	sm58	Straight
29	RF 2	sm58	Straight
30			
31	Ipod L		
32	Ipod R		

Motor City Revue Monitor Assignments

Mix 1	Keys
Mix 2	Guitar
Mix 3	Bass
Mix 4	Lead Vox
Mix 5	Horns
Mix 6	Horns
Mix 7	Drums
Mix 8	Tenor Sax Ears