

Shafty

Technical Specifications - 2017

Manager/Band Leader: Rob Sipsky

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Co-Manager: Brett McConnell

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Lighting Designer: Jason Goers

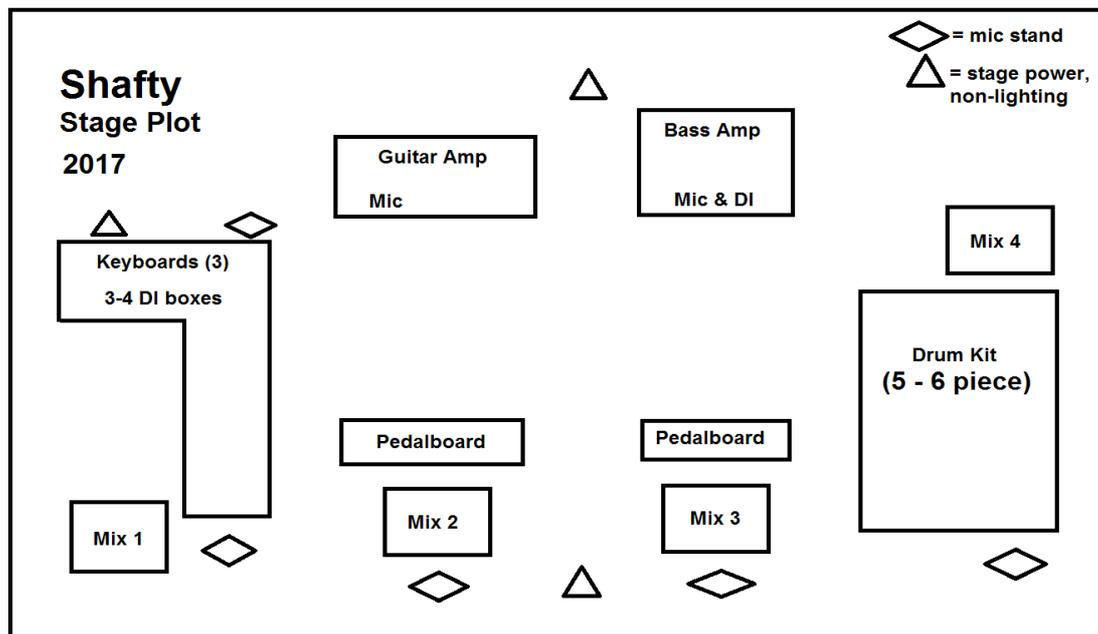
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Road Manager: Phillip Chen

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Input Requirements and Stage Plot, 2017

Channel	Stage Source	Where	Mic/DI	Stand	Notes
01	Kick Drum	"	Beta 52	Short Boom	
02	Snare	"	Beta 57	Short Boom	
03	Hi Hat	"		Short Boom	
04	Rack Tom	"		clip	
05	Floor Tom	"		clip	
06	Kit OH L	"		Tall Boom	
07	Kit OH R	"		Tall Boom	OPTIONAL
08	Guitar Amp	Center	SM57/58	Short Boom	Single 12" spkr
09	Bass Amp DI	Center	DI		Eden amplifier
10	Bass Amp Mic	Center	D112	Short Boom	OPTIONAL
11	Keys DI	Roland/Synth	DI		
12	Keys DI	Nord	DI		
13	Keys DI (L)	Yamaha (piano)	DI		
14	Keys DI (R)	Yamaha (piano)	DI		OPTIONAL
15	Drum Vocal	Stage Left	Beta 58	Tall Boom	
16	Bass Vocal	Center-stage L	Beta 58	Tall Boom	
17	Guitar Vocal	Center-stage R		Tall Boom	<i>Band provides</i>
18	Keys Vocal 1	Stage Right	Beta 58	Tall Boom	one behind keys rig
19	Keys Vocal 2	Stage Right	Beta 58	Tall Boom	one between gtr/keys



The above input list/instrumentation and stage plot may be subject to change, and may also be modified/reduced to suit each venue, subject to prior approval. Please discuss in advance with:

Primary contact:

Road Manager/Band Leader: Rob Sipsky 503 539 2104 / aspazmodic@gmail.com

Secondary contact:

Bass/ Co-mgmt: Brett McConnell 208 713 1842 / theholymackerel@gmail.com

Monitor system: Shafty requires 4 monitor mixes on identical sets of wedge loudspeakers. Paired wedges are preferred where available. Drummer's monitor should have subwoofer available at request.

Each mix should be controlled by a 31-band GEQ at the FOH or Monitor Engineer's position.

Monitor Preferences: Each member will require a specific balance of any/all instruments in use, with their own instruments prominent in their own mix.

A suitable reverb (hall, large room, etc) should be available and routable to monitors. However, typically the monitor mixes are run completely DRY.

FOH system/position: FOH system should provide even coverage of the entire venue/audience area and should deliver >118 dB SPL (A-weighted) at engineer's position without distortion or limiting.

Desk should provide 32 mono input channels, and 4 stereo (or 8 mono) channels for FX returns, 8 group busses/VCA's, and 4 post-fade FX mixes - 3 x reverb and delay with tap-sync are required.

Engineers can add very light amounts of reverb to FOH vocals (equally for each, if used), but it should be used sparingly. Please *avoid using delay except* during reggae/dub segments of the show, which may not occur at all, depending on setlist. If reggae pops up unexpectedly and there's no delay, we promise: no one will be mad.

FOH/Recording: band travels with 16-channel multitrack-recording setup. Required of venue/production is 16 *Direct Out* 1/4" TRS ports, or 1/4" TRS *Insert* ports. The board outputs should be pre-fader. Band provides 16 channel snake. Alternatively, if the FOH mixing console is capable of dumping discrete multitrack direct to a USB hard disc or thumb drive, this can be accommodated, with advance notice.

Lighting: provided by Lights Up Loud, LLC. Contact Jason Goers for more information. Typically lights require 2x 20amp outlets, separate from sound system to avoid both signal interference and overload of electrical circuits, which can lead to system failure (rare, but better to prevent this).

Stage/other: A minimum of 3.5 hours is required for *full production* load-in, set-up and soundcheck. For band only (not including PA or lighting), allow 90 minutes.

2 Rolling risers (min. 8' x 8') should be available to assemble drums and keyboard rigs ahead of stage time.

Hospitality

Dressing room and Backstage: A *clean, comfortable and lockable* dressing room should be available from the point of load-in, for the duration of the event. The key to this room should be given to the Road Manager (Phillip Chen) or Rob Sipsky upon arrival, and will be returned after the dressing room has been cleared once more.

24 sealed bottles of still water and 10 pre-laundered towels should be provided in advance of stage time. As well as one half-case (12 bottles) of good craft/local beer, (or split to 6 craft and 6 of Corona or Pacifico) a bottle of whiskey (Maker's Mark caliber or higher), light snacks/fruit/vegetables, and 8 16oz Red Bull/Monster/Rockstar (in order of preference) energy drinks.

One band member follows a *strict vegetarian diet*, this should be taken into consideration. Pizza is a *last resort*, reasonable "responsible adult"-healthy eating preferred.