

# LANDSPEED ARTIST MANAGEMENT, Ltd.

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## Production Rider

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### **Matthew Cowan**

Lighting Director/Production Manager  
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## Technical Requirements

### Sound System

- Artist requires properly powered, placed, and tuned FOH mains speaker system with FOH console and split.

Artist Provides Monitor console, wireless In-ear system, most microphones.

- **Artist provides Monitor System.**

### FOH Requirements and Equipment

- Sound System must be of Professional Quality emphasizing High Fidelity and placed for even sound coverage of the Venue.
- 3 or 4-way Active Crossover, Stereo Sound System with Subwoofers. No passive speakers capable of 110db SPL (C-weight) at mix position.
- 24 channel FOH console, with 4 auxs
- At least 4 channels of compression
- 2 reverb/delay units
- 2 channel graphic eq for mains.

### FOH Mix Position

- FOH Mix Position must be placed within the audience, halfway from the main speakers and all room boundaries. Ideally not beneath overhang
- FOH Mix Position must be large enough to accommodate the mix engineer and FOH rack equipment.
- FOH Mix Position must be in clear sight line of the Stage.

FOH Power

**One (1) 15amp, 110volt power drop (Edison plug) to Mix Position - 10-12 gauge power cord with ground attached**

Stage Requirements

- The Stage must be at least 30'wide x 20'deep.

Stage Equipment

- One (1) roll black Gaffer's Tape
- Two (2) Tall Mic Boom stands
- Four(4) Short Mic Boom stands
- Four(4) SM57s
- One (1) Kick Drum Mic – Pref. AKG D112, or Shure Beta 52
- All other mics, stands, DIs will be provided by Artist
- Six (6) Music stands
- One (1) tall microphone boom

Stage Power - sound only (*see **Lighting Section for lighting power requirements***)

- **One (1) 15 amp, 110 volt quad-box (Edison plug), off-stage right**
- **One (1) 15 amp, 110 volt quad-box (Edison plug), down-stage right**
- **One (1) 15 amp, 110 volt quad-box (Edison plug), center-stage**
- **See LIGHTING Section for further power requirements**

## Lighting and Video

### A. STAGE PREPARATION

The stage is to be cleared of all house backline, risers, audio equipment and anything else that would otherwise impede the load in, performance, and load out of the CORDIS show. In some cases we will ask to have some house production removed to allow us to set up our lighting. As well, whenever possible we will use in-house upstage and downstage linesets to hang our lighting rig. If hanging positions are not available, we can provide ground supported lighting positions. This will be advanced with the Production Manager.

**We request a black backdrop to be provided by PURCHASER.**

### B. Front Of House POSITION

We require an 8' table at FOH for the lighting console position. It should be at or near center, next to the audio FOH position. It should be no more than 150' from the edge of the stage.

### C. HAZE AND SMOKE EFFECTS

This show will be using a water based haze effect that is integral to the show. If the venue requires a fire watch, the need to turn off smoke detectors, or the walkthrough of a fire marshal, this will be at the sole arrangement and expense of the PURCHASER.

### D. FRONT LIGHT AND FOLLOWSPOTS

We will use the venue's front light system.

- (1)** Front lighting will need to consist of no less than 6 Source 4 Lekos or equivalent ellipsoidal type fixture. The tour's LD will call focus on site.
- (2)** CORDIS does not require any followspots

### E. POWER (United States)

For lighting, we require 8 @ 20A circuits on stage. Our maximum power draw is 130 Amps.

### G. LIGHTING EQUIPMENT

This tour requires a specific lighting package, which coordinates with the video requirements to create its unique multi-media experience. The following lighting is included in the Artist Fee, at no additional cost to the PRESENTER:

1. 4 @ Moving LED Profile
2. 8 @ Moving LED Wash (with zoom)
3. 8 @ Moving LED Beam Unit

4. 8 @ RGB LED PAR
5. 1 @ High End Systems Road Hog 4
6. 1 @ Opto-Splitter with at least 2 universes and 6 outputs
7. 1 @ DMX Hazer
8. 1 @ All necessary DMX, and power cable
9. 1 @ Lighting control and FOH power snake with com line
10. 1 @ Projector; minimum 5000 lumens, 1280 X 800, appropriate lens for throw
11. All necessary cabling and interconnect for video system
12. 6 @ 10' 12" Box Truss with floor bases

## H. VIDEO

Video is an integral part of the production for this show, and venue design and size will directly affect this component. Each venue's design and size present unique considerations for the show. To this end, the TOUR MANAGER will advance this detail to gain foresight into any circumstances that may require special consideration. Please provide throw distance from FOH to stage.

## I. CREW REQUIREMENTS

### (1) General Loading Crew *(for Load-in and Load-Out):*

Local loading crew of 5 "able bodied" persons will meet TOUR MANAGER for scheduled load-in. Crew will be asked to load equipment in to hall and assist with construction of larger pieces (under supervision of CORDIS PRODUCTION STAFF). Be advised that larger pieces of equipment weigh upwards of 200lbs., so crew should be selected accordingly. With proper staffing, load-in should take 1 hour. Local loading crew of 8 "able bodied" persons will meet TOUR MANAGER for scheduled load-out immediately following concert; with proper staffing, this should take 1 hour as well.

### IMPORTANT:

Should proper General Loading Crew not be provided in the specific manner stated above, PURCHASER agrees to pay ARTIST \$1500 in addition to the agreed upon performance fee. This additional fee is due **before load-in begins** and Tour Manager must be informed of situation at least 1 week prior to show.

### (2) Lighting/Video Crew *(for Load-in and load-out):*

1. 1 *video technician*, capable of setting up and troubleshooting all video needs
  2. 1 *head lighting technician*, familiar with the venue, venue's electrical scenario, and the types of equipment used on our tour.
  3. 1 *assistant technician*: competent, knowledgeable stagehand to help with both video and lighting
  4. These tech-based crew members are to be separate from the "general crew" members listed above. Lighting and video pieces must be setting up concurrently with the stage setup.
- **To be on for the whole day**
    1. 1 *head lighting technician* – familiar with the venue, venue's electrical scenario, and the types of equipment used specifically on this tour.
    2. 1 *General Stage Hand/runner* – to help with audio, backline, and Artist logistical needs.

## Instrument Needs

### A. Concert Piano

- Venue will provide Grand Piano (or Baby Grand Piano substitute) to be used throughout Artist's time on site.
  - Piano should be positioned upstage left.
  - Piano will be professionally tuned to A-440 within 4 hours of Artist's performance. Exact time will be arranged with Tour Manager prior to group's arrival.

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**Merchandise:**

- Venue shall provide four (4) salespeople to sell ARTIST merchandise in front lobby of venue, from the opening of the house until 30 minutes after the conclusion of the concert.
- Venue will provide 2 long tables to use for merchandise sales
- Venue agrees to give ARTIST 100% of all revenue made from merchandise sales

**Hotel Accommodations:**

- Nine (9) single rooms (non - smoking) in a first class hotel for night of performance – OR – Tour Manager/Purchaser arranged buyout. This detail is determined by band's routing following the performance, and will be coordinated with Tour Manager.

**Venue Accommodations:**

- One (1) private-access dressing room, stocked with nine (9) clean towels, full-length mirrors, and clothing racks. In close proximity to a private bathroom with hot water.
- Artist/Crew Hospitality (for 9 people plus local crew):
  - Lunch for band and crew – To be arranged with Tour Manager.
  - Dinner for band and crew – To be arranged with Tour Manager.
  - Crew Hospitality (For loading and tech only - will not be consumed by band):
    - From load-in – 11:00 a.m. – bagels, cream cheese, coffee, pomegranate juice, orange juice, bottled water, napkins, utensils.
    - Crew Hospitality should be ready and available on side or backstage location as desired by Theater Manager – and available upon arrival of cordis Production Staff to venue.