



TECH RIDER

SMOOTH PRODUCTION TECHNICAL RIDER: On behalf of the SMOOTH Santana Tribute Band management, members and crew, we want to thank you for considering and/or contracting us for your event. To make sure your event is of the highest quality level, here is the rider info and guidelines to ensure a successful performance. We are flexible in working with all venues and coordinators, but for major changes please contact Gary Albano for consultation. Cell (949) 635-0456 . lake@musician.org

The following information is a general guide, equivalent or higher quality equipment would be acceptable. It's important that we have a wireless mic for the main lead singer Smooth would like to meet with the sound and lighting technician / managers to go over any technical questions/concerns approx. 30 minutes after load in time.

GENERAL SOUND: Smooth would like to sound as much like the original Santana Band as possible. The sound tech should be familiar with the Santana sound and experienced in working with multiple percussionists and a drummer.

SOUND: Console. 32 x 8 (24 channel minimum). Soundcraft. A&H. Yamaha, Mackie
Sound rack with the following processors and effects:

- 1 - SPX-900 Yamaha
- 6 - Channels Drawmer compressor
- 8 - Channels Drawmer noise gate
- Rev-500 Yamaha

FRONT HOUSE MIXER: 3 Way tri-amp system: JBL. EV. QSC, Myer. Turbo Sound with 18" subwoofers or equivalent.

MONITOR MIXER: 24 channel console with a capacity of 4 to 6 mixes: Soundcraft. Yamaha 4000 or Crest Audio

FLOOR MONITORS: EAW, Clair Brother, Meyer. JBL, EV, QSC or Yamaha

EQUALIZERS: Mark Technic. DBX 31 Band stereo. Yamaha 31 band stereo, GQX 3102 Ashley EOs

MONITOR MIX: The band wants to hear everything on stage. The side fills are LT-7 & RT-8

- Mix 1 - Drums Vocals. Percussion, Keyboard, Guitar
- Mix 2 - Bass Guitar Vocals. Percussion Station 1, Guitar, Percussion Station 2
- Mix 3 - Keyboard Vocals. Guitar, Percussion. Drums
- Mix 4 -Percussion Station I Vocals Percussion Station 1, Drums, Keyboards. Guitar, Bass
- Mix 5 - Lead Singer / Percussion Station 2. Vocals. Percussion Station 1. Drums
- Mix 6 - Guitar Vocals. Keyboards. Kick Drum
- L T- 7 side fills: We like to hear what's coming out of the PA
- L T-8 side fills: We like to hear what's coming out of the PA
- if 6 mixes are not available, use 4 mixes.

SMOOTH ...sounds of Santana

Tech rider Continued

Microphone Input List:

INSTRUMENTS

- 1 Kick - Shure Beta52
- 2 Snare - Shure 57
- 3 Hi Hat - Shure SM81 mics are acceptable
- 4 Ride Tom - Shure 57
- 5 Floor Tom - Shure 57
- 6 Overhead - Shure 57
- 7-8 Bass - DI Box + mic for front of amp
- 9-10 Lead Guitar - Sennheiser E609 mic amp middle off center
- 11-14 Keyboards
 - (1) DI Box for Synth
 - (2) Sennheiser e604 or Shure 57 for Leslie rotary horns. One on each side.
 - (1) Sennheiser MD 421 II or e602-II for Leslie Bass rotor
- 15 & 17 Congas - Shure 57 or better
- 18 Timbales - Shure SM 8 Top
- 19 Bongos - Shure 57 or better

VOCALS

- 20 Vocal / Lead Vocalist - Wireless
- 21 Vocal / Timbale w / boomstand
- 22 Vocal / Drummer Shure Beta 58 w/boomstand
- 23 Vocal / Keyboard Shure Beta 58 w/boomstand
- 24 Vocal / Lead Guitar w/boomstand

(3) DRUM / BASS / PERCUSSION RISERS: Prefer that the drummer, percussion station #2 and bassist be located on a riser. Drummer will be in the middle of the riser, the bassist to his left and percussion station # 2 to his right. Riser should be minimum 6 - 8 ft. deep, minimum 18 - 22 ft. wide and minimum 3 ft. high

Lighting: Each member requires enough lighting at dusk and/or night to move about the stage and not injure themselves due lack of adequate lighting onstage.

Load In / Out and Parking: The band needs to be provided free parking spaces for band members and the closest possible ingress and egress to the stage area for loading in and out of equipment.

