

JOHN BROWN'S BODY

Technical Requirements

*Special note: The following requirements represent a **practical minimum** that will work for us to put on a performance. The booking agent, as well as the band's sound engineer, must be notified immediately if there will be a difficulty in meeting these requirements!*

Contact: John Brown's Body's sound engineer / tour manager,
Jason "Jocko" Randall (315)569-2810 -or- jocko@moresound315.com

Misc:

- 3**-way PA system which will deliver 110db RMS at the Front of House mixing position. The system must have **loud** subwoofers (this is reggae!)
- 17** mic stands – preferably:
 - 8** short boom stands
 - 9** tall boom stands
- 17** mics – including:
 - 1** mic designed for kick drum (AKG D112, Shure Beta52, etc)
 - 3** condensers (SM81, etc)
- 1** DI box

Front of House:

- 32** channel console with **2** sweepable midrange EQs per channel
- 1** stereo reverb / multi-effects unit (Lexicon, TC Electronics, Yamaha, etc)
- 1** delay unit (Delta Labs, TC Electronics, Yamaha, etc)
- 6** compressors
- 6** gates
- CD player patched into console
- Ample lighting of all equipment and console

Monitors:

- 16** channel console at stage wings, or at front of house
- 4** distinct monitor mixes
- one** 1/3 octave EQ for ***each*** monitor mix
- 4 loud** monitor wedges (please make sure none of these are broken!)
- 1 loud**, bi-amped drum box, located at drummer's left

Stage:

- **please see attached stage plot / input list for details**
- Stage should be no less than 24' x 16' x 2' with a solid drum riser
- Rugs should be provided for drum riser and keyboard area
- one** 20-amp circuit for stage power, with **2** outlets along the back of the stage
 - *This should be a separate circuit from house sound, lighting, etc!*