

1000 GENERATIONS OUTDOOR PRODUCTION REQUIREMENTS

These are the mandatory requirements for a 1000 Generations event. Please make sure these requirements are given to the individual(s) who will be running sound for the event. Contact us if you have any questions or concerns regarding this as soon as possible. You may reach us by calling (317) 690-6996 or by emailing mail@1000generations.com. Thanks!

1000 generations requires the following for performance:

1. A well trained, knowledgeable sound engineer(s) to run the board during sound check and performance:
 - a. The sound engineer needs to arrive at the time of load-in and stay until load-out.
 - b. This individual(s) should have a solid understanding of how to **mix and EQ a full band**.
 - c. Sometimes we travel with a sound engineer and sometimes we do not. Therefore, a competent sound engineer must be available at all shows.
2. Microphones:
 - a. At least 5 mic boom stands and 1 straight stand
 - b. At least 12 (25 foot) XLR mic cables
 - c. We will provide drums mics, however having a few condenser mics handy will be helpful.
3. Mixing board:
 - a. We will provide our own snake and a Yamaha 01V digital console to mix on (unless you have an upper-end console with at least 8 channels of compression and 2 delay/reverb effects that you are more comfortable using). We will plug the 01V into your existing system using XLR outs. Please make sure that either your existing amp feeds or mixing console can accept XLR ins. Someone from the band will help setup the board and EQ the channels with you. This person will provide a tour of the 01V to help you get around the board comfortably. Again, a good sound engineer is essential!
 - b. We use an in-ear monitoring system, so we won't need any floor wedges. Please have these cleared.
4. PA system:

The PA system should be capable of fully handling a rock-band type concert. This means that the speakers and amplifiers should be powerful and large enough to amplify the entire band (bass, drums, piano, electric guitar, vocals, etc) to ***at least 105dB-A*** without distortion at the mix position. PA system should be in proper working order with no blown speakers or amps.
5. Stage Area:
 - a. There must be an elevated stage for the band to perform on. The stage area should be ***at least 25 feet across and 15 feet deep***.
 - b. **Access to electrical outlets** must be within a few feet to the stage. ***At least three (3) 15 amp breakers*** need to supply the stage with power. Power mains must be supplied within 15' from the front of stage, by *12 gauge or larger* power cables.
 - c. 2-3 volunteers should be on hand upon arrival to assist in unloading equipment. Please also have volunteers available after the event to help with stage break down.
6. Lighting system capable of adequately illuminating stage area and performers if event is at night. This means that there should be ***at least four (4) par cans*** per side (with colored gels) and a lighting console. At least two (2) 20 amp circuits are required.
7. Please have the stage area "struck" (cleared) before the band arrives.
8. Prior to performance, at least 3 ½ hours are needed before people enter performance area for preparations. Non-working people must be kept away from the stage area during this time.
9. Please have an individual to run the product table available both an hour before the show starts, and an hour after the show ends.
10. FOH-Mix position: Must have at least a 6' table available for gear at mix position. There also must be at least one 10'x10' canopy, which covers mix position. Tarps should be available to cover gear (stage, speakers, amps, and mix position) incase of rain or other weather conditions.