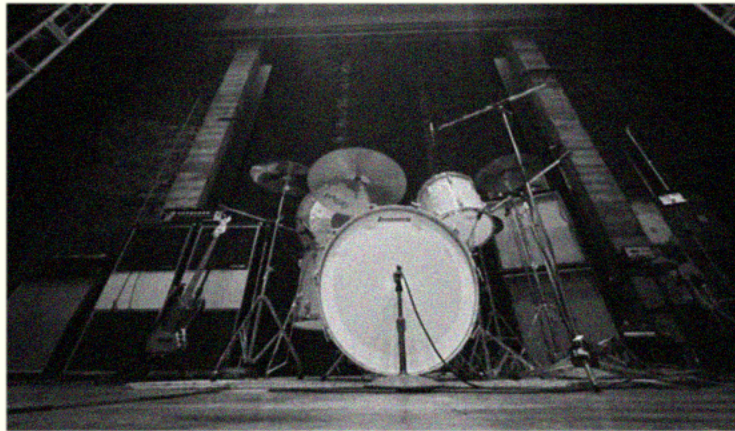


DATE:
VENUE:

LEGEND ZEPPELIN



Legend Zeppelin's load-in, setup and sound is a detailed and dialed in process. Our show is different than any other at its inception; we aim to create an unquestionable immersive 1969 experience.

We are excited to work together with venue staff to make this event come off seamlessly. We all want the same thing: a great show.

Aside from a Front of House system and engineer, Lighting, TWO (2) capable local stagehands to assist with load-in and load-out, the band provides all their own equipment and requires only:

- A blank stage
- FOUR (4) standard 120V, 15A Edison outlets

LEGEND ZEPPELIN, 1969

CREW: Ryan (Management)
Rob (Guitar/Stage)
Elliot (Sound/Stage)

BAND: August (vocal)
Josh (guitar)
Alexis (bass/organ)
Cody (percussion)

QUESTIONS *(Pertaining to this document):*

Prior to Event: Peter@RAKMusicManagement.com

Day Of: Ryan Lopez (559) 874-7027

ARRIVAL:

Legend Zeppelin will arrive with gear in a Cargo Trailer. From arrival to Soundcheck should be NO MORE than 90 minutes MAX!

Legend Zeppelin will require TWO (2) local crew members for assistance with load-in and load-out of band gear. Legend Zeppelin travels with FOUR (4) 2'x4'x16" stackable, wheeled crates for transport of gear which makes loading process much easier. If there is not sufficient room to store these crates plus drum, amplifier and organ cases inside the venue, please let the group know upon arrival or prior to if possible. If cases or transport materials need to be stored back in trailer, this process will take place at the satisfactory completion of Soundcheck.

SOUNDCHECK:

Led Zeppelin was loud. Legend Zeppelin is loud. Hosting a "Led Zeppelin" band in any capacity, this should be expected. Each member of the group will have their own allotted time to make adjustments to their equipment: tuning, FX, tone, ETC. The amplifiers (both bass and guitar) will be adjusted so that stage volume is correct for the performers. That is, the amplifiers go up or down based on the need of the onstage volume as the drums are quite loud, louder than you will expect. It will all workout in the end - we are going to make sure it is a great experience for audience, venue staff and band alike. Legend Zeppelin operates with mutual respect at the heart of every production. We welcome skilled and passionate professionals. That said, we will not tolerate hostility, arrogance, or disrespect from technical staff. We're all here to put on a great show

LEGEND ZEPPELIN, 1969

SOUND:

Legend Zeppelin provide all their own microphones(Shure 545, Shure SM57, Shure SM58), Microphone stands and Cabling. The total lines of input that will be sent to Front of House will be EIGHT (8) total for this 1969 time period.

On the back of Legend Zeppelin Sound cart will be a XLR Breakout Panel featuring 16 Male XLR Jacks. XLR Jacks will be labeled individually and go from Right-to-Left and top to bottom, meaning; Channel number 1 is the top right XLR Jack. Ch. number 2 is the bottom right. Ch. number 3 is directly to the left of Ch. number 1. Ch. 4 is the Jack directly to the left of Jack number 2, and so on.

Channel 1: Vocal

Channel 2: Guitar+Theremin

Channel 3: Bass (Guitar+feet)

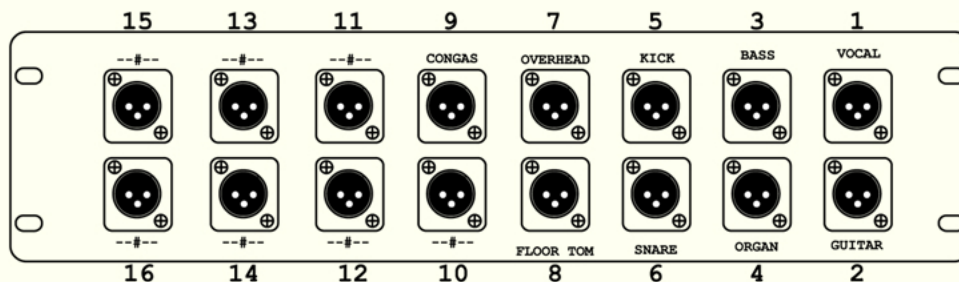
Channel 4: Organ

Channel 5: Drum- Bass

Channel 6: Drum- Snare

Channel 7: Drum- Tom-Tom/Overhead

Channel 8: Drum- Floor Tom



XLR jack = PIN 1(Common/Earth)
PIN 2(+/HOT)
PIN 3(-/COLD)
The signal operates at
nominal 70dB line level.

SOUND CONSIDERATIONS

Please do not use subwoofers during Legend Zeppelin performances. The band's sound is modeled after the raw, powerful energy of 1969-era Led Zeppelin, and does not benefit from extended low-frequency reinforcement.

Drums should sound full, natural, and impactful—like cannons. Avoid overly processed or "clicky" drum tones.

Commonly, FOH Engineers want to balance the theremin and guitar, or the bass guitar and foot pedal bass. However, these balances are managed directly at the amplifier level by the band and require no

LEGEND ZEPPELIN, 1969

additional EQ or level adjustments at Front of House.

The bass and organ each utilize direct inputs into an Allen & Heath MixWizard console. Legend Zeppelin also manages their own vocal effects. F.O.H. should apply only minimal processing as needed—specifically EQ and compression.

No reverb, echo, delay, phasing, flanging, or any other effects should be applied unless explicitly requested by the band or its personnel.

MONITORS:

Legend Zeppelin will supply their own monitors for most-all engagements. Should they not be travelling with Monitors for your show, the following is acceptable and preferred by the group:

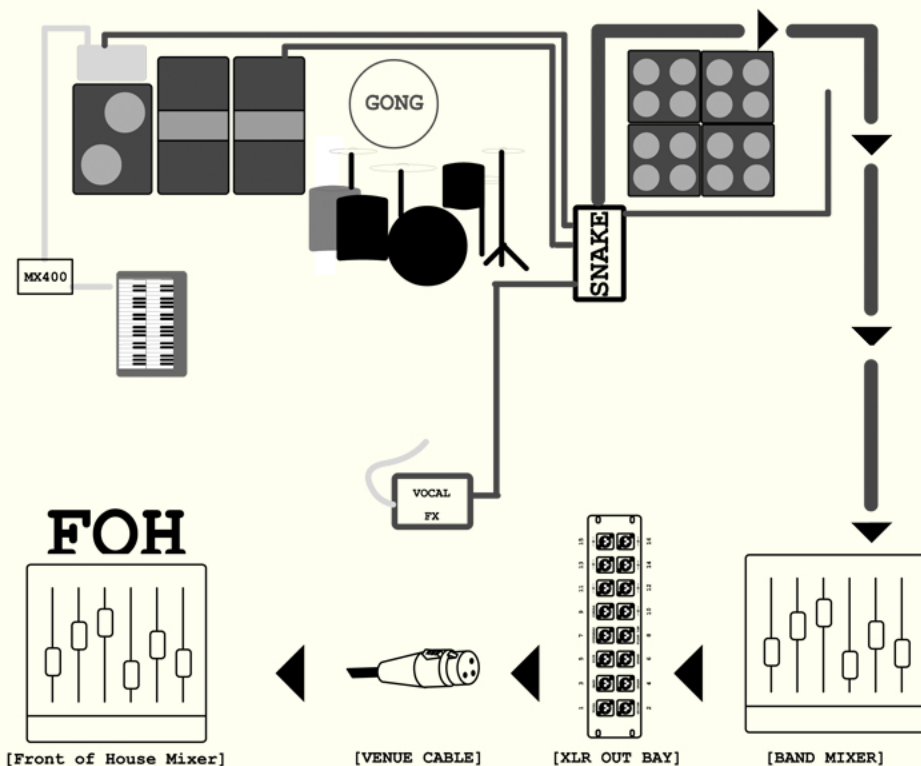
NO individual wedges onstage.

Side-Fill Monitor systems only.

For 1969 accuracy, TWO (2) 4x10" enclosures with ONE (1) horn is preferred.

Also acceptable - 2x15" enclosures with horn, similar to JBL JRX225.

SIGNAL FLOW:

**INSTRUMENTATION:**

Guitar: FOUR (4) 4X12" Speaker
Enclosure, TWO (2) Amplifier head(s)

Bass: TWO (2) 1x18" Speaker Enclosure, ONE (1) Pre-Amplifier head

Organ: ONE (1) 4x12" Speaker Enclosure, ONE (1) Amplifier head

Drum: FOUR (4) piece drum kit,
FOUR (4) piece cymbal, ONE (1)
Gong

LIGHTING:

The groups intent is to create the look and feel of a 1969 concert performance in all controllable aspects. As such, lighting is **VERY** minimal by design and as dark as the venue will permit. Its simplicity reflects the era's limited technological means and enhances dramatic effect rather than using "visual confetti". With this in mind, the group wishes to use ZERO moving lights. ZERO strobe effect. ZERO smoke/-fog machines.

3 colors maximum, with slow fades between changes are acceptable, especially if manually controlled. If ONE (1) Followspot is available at R.O.H., during solo performances(Violin Bow Solo, Organ Solo, Drum Solo), very very dark lightening is encouraged with Followspot or singular light source on the solist if possible. Outside of these limited instances, Legend Zeppelin needs **LIGHTING**, not a **LIGHT SHOW**. The music is the show, and the lighting will develop as the group progresses through the years. We appreciate the light guys enthusiasm, but appreciate their understanding even more.

Preferred colors of choice:

Ambers, Greens, Reds, Blues

SYSTEM:

At the heart of Legend Zeppelin's sound is an Allen & Heath MixWizard 16:2 mixer. Legend Zeppelin crew will Mic and connect all sound sources, running them into a 16/4 XLR snake, that supplies the Allen & Heath MixWiz that will be located at Stage Left.

On the rear side of the Soundcart, a Direct Output signal for each microphone is available for F.O.H. use, via the XLR Panel. This signal is POST-Gain, PRE-EQ giving the F.O.H. engineer full control of F.O.H. sound without any interference from EQ changes or fader adjustments made on the A&H. Each show is recorded using FOUR (4) of the SIX (6) AUX Sends on the mixer, and the remaining TWO (2) AUX Sends supply signal to the monitor system. The ability to manage their own monitors, multi-track record & provide F.O.H. with each microphone individually is the main reason sound is handled in this manner.

POWER REQUIREMENTS: FOUR (4) 120V, 15A standard 3-prong (Edison) outlet. Needed at Stage Left (2) & Stage Right (1) or within 15 feet of said areas.

POWER:

Legend Zeppelin bring their own gang-boxes and surge protectors for power distribution. THREE (3) **Belkin F9D1000-15** Metal Surge Protectors with a 15-foot cord, which are UL 1449 certified, ensuring compliance with safety standards and offering 885 joules of energy rating to safeguard connected equipment.

These three units will be used to supply power to Stage Right performer, Stage Left performer, and Stage Left Soundcart.

PLEASE DO NOT shut off any power to ANY of Legend Zeppelin equipment before making sure it is OK with band management. Failure to do so will result in \$455 penalty to venue/promoter.

POST-PERFORMANCE:

Legend Zeppelin and crew will have at minimum a TWENTY (20) Minute break/cool down period post-performance and prior to any tear down or load-out procedures are initiated unless mutually agreed upon by band and Venue/Promoter before hand.

POTENTIAL TROUBLES:

Issues that have surfaced in the past regarding Legend Zeppelin Soundcart and FOH systems: sometimes a ground-loop will occur between the Bass Guitar & Organ as they connect via D.I. to the mixer and from there it's a direct signal from the MixWiz to the FOH mixer. The three Direct Signals can present a grounding conflict when looped into the FOH mixer. A DI Box with Ground-Lift will be required by venue in this case. NOTE: This hum is NOT present at our mixer or on recordings made from the MixWiz mixer. In the event a DI Box with Ground-Lift is not obtainable, TWO (2) Microphones (SM57) and TWO (2) Microphone Stands will be needed to circumvent the 'Direct Signal' approach. The BASS AMPLIFICATION has ONE (1) QUARTER-INCH (¼) Line Level jack available at it's rear. Sound guys tend to get confused by this, but the Bass HEAD (Acoustic 360) is ONLY a pre-amplifier and supplies no power at any output. ALL outputs on rear of Bass HEAD are line level.

LEGEND ZEPPELIN, 1969

POWER DRAW

Soundcart - Monitors, Mixer, Stage Use

Item	Volts	Amps	Watts
Behringer NX3000 (Monitors)	120V	2.9A	350W
Allen & Heath MixWizard	100-240V	1.5A	180W
ZOOM P4 Multitrack Recorder	120V	0.5A	60W
Behringer Graphic EQ FBQ1502	120V	0.6A	72W
Light/Lamp	120V	0.5A	60W
Laptop Charger (<i>occasional use</i>)	120V	1.0A	120W

Total Amperage Draw: 7.0A

Stage Left - Guitar Amplification & Effects

Item	Volts	Amps	Watts
100W Tube Guitar Amp #1	120V	2.5A	300W
100W Tube Guitar Amp #2	120V	2.5A	300W
VOX Long Tom Echo	120V	TBD	TBD
Maestro Echoplex EP-3	120V	0.25A	30W

Total Amperage Draw: ~5.25A

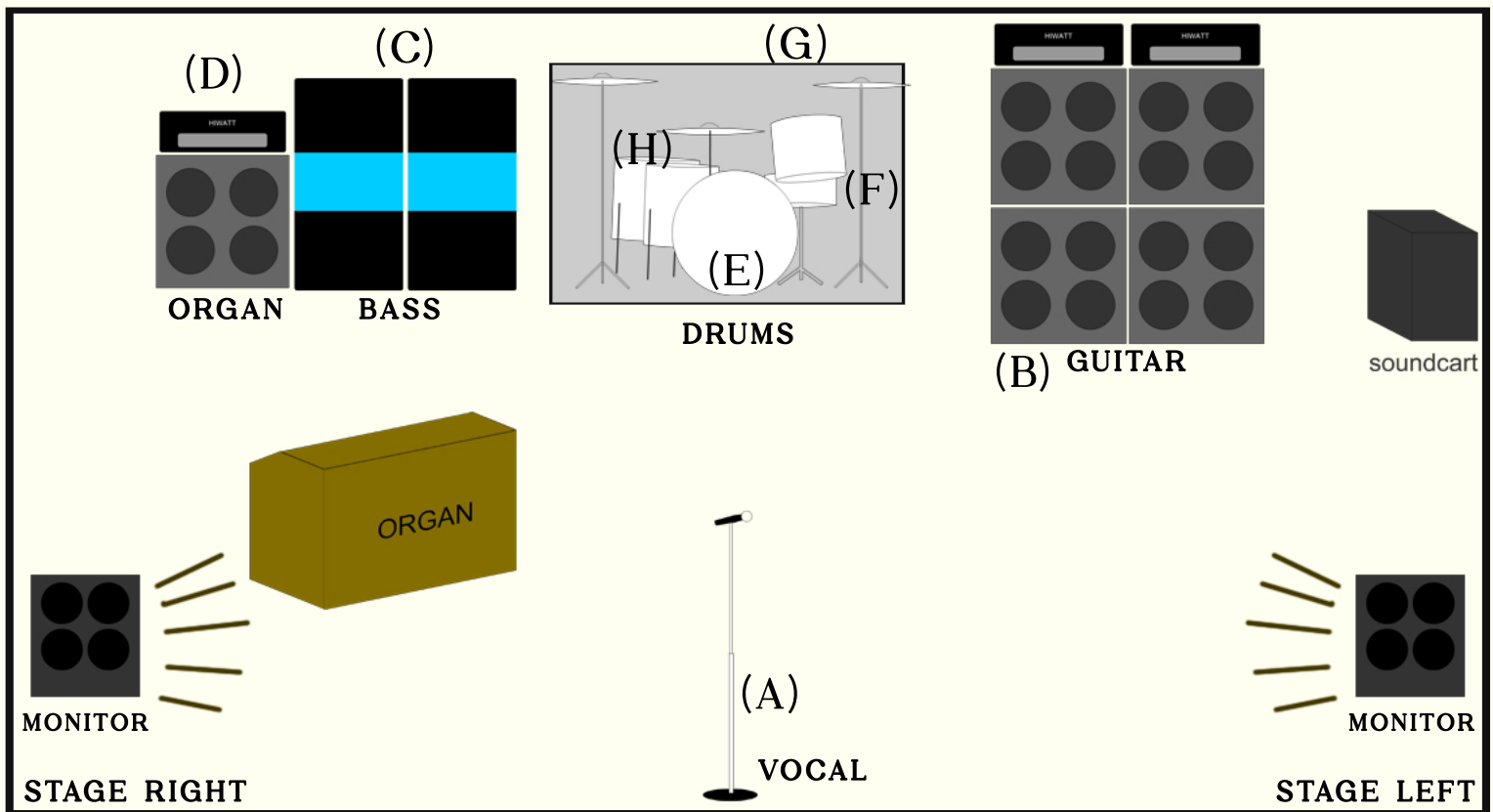
Stage Right - Bass & Keyboard Amplification

Item	Volts	Amps	Watts
100W Tube Guitar Amp #3	120V	0.8A	100W
200W Solid-State Bass Amp #1	120V	1.67A	200W
200W Solid-State Bass Amp #2	120V	1.67A	200W
Crumar Mojo Dual Manual Organ	120V	1.0A	72W
Behringer TORO MIDI Controller	9V DC	0.3A	2.7W

Total Amperage Draw: ~7.0A

STAGE PLOT

REAR STAGE



FRONT STAGE

INPUT LIST:

- | | |
|------------------|----------------------------|
| A) VOCAL | E) DRUMS: kick |
| B) GUITAR | F) DRUMS: snare |
| Direct { C) BASS | G) DRUMS: tom-tom overhead |
| Input { D) ORGAN | H) DRUMS: floor tom |