

TECHNICAL RIDER

AV/Tech Requirements:

- Professional quality sound system with external speakers which will adequately cover the performance area and project well to the number of people at this event (presentation includes live guitar, vocals and speaking). In-house ceiling speakers are not acceptable
- □ Sound system mixer includes 3 open channels/inputs to plug in:
 - standing mic
 - guitar
 - monitor
- □ Adjustable standing mic on a boom stand (to accommodate the guitar)
- Monitor speaker for Lynn
- □ ¼" guitar cable
- □ Stool without arms or small table
- □ Sound technician to meet 30 minutes prior to program to test equipment

Staging/Room Set-Up:

Please provide an 8'X 8' stage or riser appropriate for the room, audience, and situation. [8' X 12' is preferable]. If the stage is made of portable sections please make sure it does not squeak or move when walked on.

Locate the stage and audience as close together as possible (if movable) to enhance better connection between performer and audience.

Choose the smallest room that will comfortably accommodate the number of attendees you expect, if possible. The less empty space in the room the better the energy and connection and again, the better the show will be.

Please use the introduction provided by Lynn versus the bio, as this is not an introduction.

To ensure the program's success:

Full attention is required during the program for mutual benefit of client & speaker. Wait staff will not be permitted to serve meals or clear tables during the program.

Lighting:

If theater lighting is possible, a nice general wash in the middle 2/3 of the stage. In ballrooms or similar where lighting possibilities are limited the key is to light the stage area in some way to make Lynn very visible. If possible the audience should be about 75-90% dark and Lynn's facial expressions need to be easily visible so the stage must be lit better and differently than the rest of the room. Also, be sure to light the stage from both sides so as not to cast shadows on one side.