

Venue Rider

May 10, 2018



MotorCity Casino Hotel

Mailing & Shipping:	MotorCity Casino Hotel Attn: Entertainment 2901 Grand River Avenue Detroit, Michigan 48201
Theater Name:	Sound Board
Web Pages:	<u>MotorCityCasino.com</u> <u>SoundBoardDetroit.com</u>
Main Phone Number:	(313) 237-7711
Entertainment Office: Entertainment Fax:	(313) 309-4690 (313) 309-4680
Box Office Phone: Box Office Fax:	(313) 309-4700 (313) 309-4695
Group Sales/Special Needs Ticketing:	(313) 309-4614
Sound Board Production Office:	(313) 309-4682 / (313) 309-4683
Sound Board Production Office Fax:	(313) 309-4684

Entertainment Team

Bill Borenstein, Vice President of Entertainment			
MotorCity Casino Hotel, Sound Board	(313) 309-4561	bborenstein@mccemail.com	
Sarah Zawalski, Director of Booking			
313 Presents	(313) 471-3388	sarah.zawalski@313presents.com	
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Shannon Bomia, Entertainment Manager			
MotorCity Casino Hotel, Sound Board	(313) 237-6737	sbomia@mccemail.com	
Chris Sharp, Production Manager			
MotorCity Casino Hotel, Sound Board	(313) 309-4579	csharp@mccemail.com	
Mario Consiglio, Assistant Production Manager			
MotorCity Casino Hotel, Sound Board	(313) 237-6717	mconsiglio@mccemail.com	
Christine Liniarski, Entertainment Manager (box office/event staff)			
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MotorCity Casino Hotel, Sound Board	(313) 309-4690	cliniarski@mccemail.com	

FOR ALL ARTIST TOUR ADVANCE NEEDS INCLUDING PARKING, HOTEL, F&B, AND SECURITY, PLEASE CONTACT SHANNON BOMIA.

All shows to be advanced a minimum of two weeks prior to the show date.

TICKET PURCHASES

Sound Board Box Office Location:	2 nd floor	; by Sweet Ride coffee shop
Hours:	Wed: Fri: Sat: Sun: Opens a	3pm-8pm 5pm-10pm 3pm-10pm 11am-4pm t 3pm on event days
Summer Hours: (Jun-Aug)		3pm-10pm 11am-4pm t 3pm on event days

Ticketmaster

(800) 745-3000 <u>ticketmaster.com</u> Venue link for artist/promoter link purposes only: <u>ticketmaster.com/venue/66095</u>

SEATING CAPACITIES

- 1,620 Fully Seated
- 1,560 Fully Seated w/o Orchestra Seats
- 1,949 3/4 Seated/Mezz Level General Admission
- 1,889 3/4 Seated/Mezz Level General Admission w/o Orchestra Seats
- 2,405 Balcony Seated/Floor/Mezz/Orch General Admission
- 1,541 Boxing/MMA
- 460 Banquet

SOUND BOARD BARS

100 Level, two total, behind Sections 110 and 150. 100 Level bars are visible from the stage.200 Level, two total, behind Sections 220 and 250.Outside 100 and 200 Levels in outer lobbies.Additional portable bars are added as needed.

SOUND BOARD MERCH

100 Level behind Section 120. This is a permanent location, visible from the stage.

A secondary location can be set up as designated by MotorCity Casino Hotel in the **200 Level** outer lobbies, using a designated MotorCity Casino Hotel kiosk.

Seller should make provisions for wireless credit card machines.

VENUE POLICIES

Admittance: All guests must have a valid ticket to enter Sound Board and are subject to search and successful pass through a metal detector. Artists and Artist's personnel must be credentialed in order to enter Sound Board or any designated back-of-house area. Venue credentials are available upon request.

ADA: ADA Accessible seating AND ticket purchases are available through Ticketmaster. Please contact us at (313) 309-4614 for special need requests, including interpreting services and assisted listening devices.

Convention Space: Adjacent convention space is available for party rentals during all concert events. *Live Show Video and Audio is simulcast in the casino, all VIP boxes, and adjacent convention meeting rooms when utilized in conjunction with concerts.*

CCTV: MotorCity Casino Hotel is licensed by the State of Michigan Gaming Control Board; CCTV is required throughout the facility.

Doors: House opens a minimum of 60 minutes prior to the show start time.

Food & Beverage: All food and beverage must be provided by MotorCity Casino Hotel; no outside food or beverage is permitted.

Guest Lists: Artist guest lists are requested two hours prior to the performance start time.

Group Sales: Group ticket sales, for ticket purchases of 20 or more tickets, are available for select events through the Sound Board Box Office. Call (313) 309-4614 for assistance.

Items not permitted: Weapons, restraining devices, laser pointers, and/or additional items as determined by MotorCity Casino Hotel.

Marketing/Advertising: Only approved logos provided by MotorCity Casino Hotel may be used on artist advertisements, promotions and/or web pages. Please contact us for a high resolution logo file. MotorCity Casino Hotel Marketing must approve all logo placement/use prior to production.

Merchandise: Approved merchandise may be sold at designated MotorCity Casino Hotel Sound Board locations. Rate is per contract. Artist is responsible for payment of all taxes and credit card fees associated with the sale of merchandise.

Recording: Use by guests of recording devices of any type is NOT permitted. *Artists wishing to record performances must receive prior approval by MotorCity Casino Hotel.*

Runners: MotorCity Casino Hotel does not provide runners but can assist in locating services to be paid by artist directly.

GUEST POLICIES

Age:	Guests must be at least 21 years old to attend shows unless specific exemption is given for a designated show.
Beverages:	Beverage service provided by MotorCity Casino Hotel is permitted during designated performances.
Evacuation:	Events will stop and Sound Board will be evacuated if a fire alarm is activated or upon notification from the Security Director or Manager on Duty.
Food:	Outside food is not permitted unless deemed medically necessary.
Not Permitted:	Weapons, restraining devices, laser pointers, and additional items as determined by MotorCity Casino Hotel are not permitted inside Sound Board.
Pass Outs:	Pass outs are permitted via the 1 st floor convention center entrance.
Photography:	Flash photography is NOT permitted. Media photographers must be credentialed and must adhere to artist and MotorCity Casino Hotel policies.
Recording:	Guest use of recording devices of any type is NOT permitted.
Search:	Prior to entering Sound Board, all guests must pass through metal detection devices and/or are subject to search as required by MotorCity Casino Hotel Security.
Smoking:	Smoking is NOT permitted.

SEATING CHART



TECHNICAL INFORMATION

Load-In:	Sound Board loading dock (covered) at Brooklyn and Spruce streets One truck at a time; dock plate provided. Access to stage by roll-up door; dimensions: (H) 10' 6" x (W) 14' Case storage on receiving dock: 30' x 30' Car ramps: 14' length, 12,000 lbs per axle
Bus/Truck Parking:	Next to stage loading dock. Shore Power available. Distance to Shore Power: 100' (tour provided) Power: 5 @ 50amp RV Hook-Up
Power:	100 amp 3P 120/208 cam lock tie in: Down Stage Right 400 amp 3P 120/208 cam lock tie in: Down Stage Right 200 amp 3P 120/208 cam lock tie in: Down Stage Left 200 amp 3P 120/208 cam lock tie in: Up Stage Left Stage right: Isolated Ground / Stage left: Building Ground
A 11	

All power connect and disconnect MUST be performed by MotorCity Casino Hotel personnel.

Total Square Footage:	23,500 sq ft.
Outside Paths:	3 8" cable troughs located up stage left
Stage:	Working stage: 50' 6" W x 21' D If orchestra stage extension is used: 50' 6" W x 29' 9" D Stage height: 5' 5". House does not own a stage barricade. Elevation of stage over "mix level" is approximately 5'. Floor: Harlequin Cascade, black Stage Weight Load: 100lbs. per sq. ft. Extension Weight Load Fixed: 65,375 lbs. total Extension Weight Load Moving: 26,375 lbs. total Fixed front of stage is straight.
Stage Detail:	Proscenium arch width: 50' 6" Proscenium arch height: 27' at center Main curtain line to back curtain/CYC: 17' Fixed stage to back curtain/CYC: 21' Fixed stage to main curtain line: 4' Orchestra stage to main curtain line: 12' 9" Orchestra stage to back curtain/CYC: 29' 9"
Rigging:	Stage: # of stage points: 8 Load: See plot Current lighting truss locations: See plot <i>All stage rigging points in use for house goods and lights.</i> House: # of stage points: 14 Load: See plot Current Lighting Truss Locations: See plot <i>Contact production manager for available point locations.</i>

Additional rigging requires MotorCity Casino Hotel approval, signed and sealed drawings submitted a minimum of 14 business days prior to the event, and MotorCity Casino Hotel-approved engineering firm's review and approval, at sole cost to producer/production company.

Steel:	From Pit Floor:	High steel 62' Low steel 50'
	From Stage:	High steel 56' 5" Low steel 44' 5"
Main Curtain:	Hand driven Color: Blue Type: Traveler, no	center overlap
House Goods:	1 0	fixed CYC/scrim (white) black traveler (in front of CYC/scrim) Black travelers
Risers:		nfigurations available '' reversible black gray tech stage carpet carpeted
Lift:	Genie AWP40S	

Smoke/Heat Fire Detection Devices: Sound Board has a mixture of smoke and heat detection devices as required by the City of Detroit and the State of Michigan. Disabling, disarming, or tampering with these devices is strictly prohibited.

MotorCity Casino Hotel is not permitted, at any time or for any reason, to disarm the Fire/Life safety systems.

Only water-based hazers or foggers are permitted inside Sound Board.

VIP Boxes: Sound Board has two VIP boxes that are used for every event.

Stage Box: Located on the 200 Level, stage left, backstage *Stage Box is located backstage.*

Sky Box: Located on the 200 Level, house left, front of house

Both boxes are glass enclosed and include simulcast live video and audio feeds.

FACILITIES

Production Office:	Stage left
	Dimensions: 13 ' 2" x 9 ' 7"
Equipment:	One dedicated phone line One dedicated fax line Phone numbers advanced directly One fax/copy/printer. Printer available via network cable. One LCD TV with DIRECTV and house program feed
Dressing Rooms:	 Stage left: One quick change dressing room with bathroom/shower Dimensions: 7 ' 6" x 12 ' 2" Stage right: One star dressing room with bathroom/shower Dimensions: 12 ' 10" x 15' 7" [DR: A] Two dressing rooms with private restrooms Dimensions: 12' 10" x 17' 7" [DR: B] Dimensions: 10' 7" x 14' 4" [DR: C]

A unisex restroom is located in the dressing room area.

All dressing rooms have mirrors, furniture, telephone, refrigerator, and an LCD TV with DIRECTV and house program feed.

 Laundry:
 Stage right

 Washer:
 Whirlpool WTW8500DC0 5.3 cu. ft. Cabrio® high-efficiency top load washer

 Dryer:
 Whirlpool WED8500DC0 8.8 cu. ft. Cabrio® high-efficiency electric steam dryer

Internet: Free wireless internet is provided for all theater production and dressing room areas.

STAGE PLAN



STAGE RIGHT FLOOR PLAN Dressing Rooms



STAGE LEFT FLOOR PLAN Production Office & Quick Change





RIGGING POINTS

ROOF PURLIN LOADING DIAGRAMS (NOTE 3)





TRUSS SPECS



FOH BACK PIPE

AUDIO

FOH Mixing/Control Location: The front-of-house mix location is orchestra level, 50' from stage, 41' if orchestra extension stage is used, housing the sound, video, and lighting control areas, and measures 24' wide and 12' deep. It is a raised platform 7" above the seated "pit" area or 28" above the standing "pit" area. Tour sound, lights, and video will use this location if providing own boards. *Live Show Video and Audio is simulcast in the casino, all VIP boxes and adjacent convention meeting rooms when utilized in conjunction with concerts.*

Mains Speaker System: The Mains Speaker system consists of left and right line array clusters utilizing d&b J- Series line array elements flown on 2-ton chain motors situated either side just outside the proscenium.

Cluster Specifications (each):	10	d&b	J-8 3 way line array elements
	3	d&b	J-Sub Cardioid line array subwoofer elements
	2	d&b	J-series flying frames
	2	СМ	Loadstar 2 ton chain hoists
	0	.101.	
Cluster Power (each):	8	d&b	D-12 processed amplifiers with AES input

Stage Subwoofers: There are 3 d&b B-2 subwoofers either side of the stage (6x B-2 subs total) located on the floor directly below each cluster powered by 4 d&b D-12 amplifiers.

Front Fills:	4x d&b Q-7 speakers powered by 1x d&b D-12 amplifier
Out-Fills:	2x d&b Q-7 speakers powered by 1x d&b D-12 amplifier
Balcony Fills:	2x d&b Q-7 speakers powered by 1x d&b D-12 amplifier
Balcony Delay:	2x d&b Q-7 speakers powered by 1x d&b D-12 amplifier
1 st Floor Under Balcony Fills:	8x d&b E-8 speakers powered by 2x d&b D-6 amplifier
	(on delay)

Front of House: The house mix console is a Digidesign – Venue D-Show console with 1x (16 fader) side car unit for a total of 32 channel faders available without paging.

Digidesign - Venue D-Show	
Console specifications:	72 mic inputs (plus 8 mono TRS inputs) total 80 inputs with I/O
	1-16 Channel A-NET output card
	16 stereo effect returns
	27 buses
	8 mono matrices
	8 stereo matrices
	5 AES/8 channel output card
	1 Analog/8 channel output card
	1 Ethernet card
	Dynamics processing on each channel
	24 assignable graphic EQ's

TDM plug-ins:	Waves Diamond bundle
	Eventide Anthology bundle
	Focusrite d2/d3
	Joemeek bundle
	VSS3 – TC electronic bundle
	2 I/Ox at FOH rack providing AES inputs / outputs FOH for outboard gear
	HDx module for interface to Pro-Tools HD 64 channel recording
Mains FOH Accessories:	3 Dolby Lake processors for FOX matrix and sub-matrix control
	AES in/out inserted into console matrix outputs
	1-CD Record Tascam CD-RW901SL
	1-360 Systems Instant Replay 2
	1-Whirlwind Press Mite 1 In/12 mic out & 2 line out
	1-8 Channel Multi XLR In/Out hard wired box at FOH
	1-Dan Dugan E-1A
	1-ASUS Xonar Essence One

Note: A complete digital signal chain is maintained from the stage box input converters through the console, through the Dolby Lake EQ's to the amplifier AES inputs.

Under stage snake trough with pull rope for guest run available

Monitors: The monitor mix console is a Digidesign - Venue D-Show console with 1x (16 fader) side car units for a total of 32 channel faders available without paging. It is located stage left.

Digidesign - Venue D-Show console specifications:
72 mic inputs
16 stereo effect returns
27 buses
8 mono matrices
8 stereo matrices
2 AES/8 channel output card
2 Analog/8 channel output card
1 16 channel A-Net output card
1 Ethernet card
Dynamics processing on each channel
24 assignable graphic EQ's
Waves Diamond bundle
Eventide Anthology bundle
Focusrite d2/d3

TDM plug-ins:

Joemeek bundle

VSS3 - TC electronic bundle

I/Ox at FOH rack providing AES inputs / outputs FOH for outboard gear

 Monitor Accessories:
 1-Tascam CD-01U CD Playback

 Monitor Speaker Systems:
 4 d&b
 M2
 2-way active floor wedge monitors

 8 d&b
 M4
 2-way active floor wedge monitors

 2 d&b
 Side Fills
 Top: C7 (1x15x2)/Bottom (2) C-Sub (1x18)

 2 QSC
 Drum Sub
 KW 181

Stage Split System: To maintain independent FOH and monitor mic-pre adjustment, a 56-input Jensen transformer mic splitter is used to split all analog mic signals to two independent stage racks. A third isolated split is available for TV truck applications. 1-16 channel split snake to accommodate larger input requirements.

Intercom System: Clear-Com intercom system for sound, lights and video intercom;10 wired stations and 6 wireless stations available; 1-HL, 1-HR, 2-followspots, 5-FOH, 1-stage entrance.

Audio Monitoring & Page System: Backstage monitors in all dressing rooms, hallways and production offices. Paging from multiple locations.

Microphone Inventory

MFG	Model	Qty	MFG	Model	<u>Oty</u>
AKG	414 - Overhead Mic	2	Shure	SM57	6
Sennheiser	A421	4	Shure	SM81	6
Shure	Beta 57A	6	Sennheiser	EM100 G3-A	2
Shure	Beta 58A	6	Sennheiser	SKP100 G3-A	2
Shure	Beta 52A	2	Sennheiser	E609	2
Shure	Beta 98	5	Sennheiser	835s	2
Shure	SM58	6	Sennheiser	E-604	6
Shure	SM58 wireless transmitter	2	Sennheiser	Podium mics	2
Shure	ULX-P4 dual wireless receiver	2	Radial	DI-Passive	10
Shure	UA870x antenna paddle	2	Radial	DI-Active	2
Shure	Beta 91A	2	Countryman	E6 (tan)	2
Whirlwind	PCDI	2	Countryman	Isomax podium mics	2
			AKG	214	2

Wireless:

Shure UHF-R G1 470-530

8 handheld/lav combo

Microphone rental available upon request.

2016 Acoustic Survey of Sound Board (summary)

Test system: IRIS 3D Impulse Response System

Source: Full house PA system

Receiver: 4-channel calibrated sound field microphone

VENUE BACKGROUND NOISE (HVAC system on)

NC 32

RC 33N

40 Dba

VENUE AVERAGE REVERBERATION TIME - T30 (SEC) UNOCCUPIED

	<u>63 Hz – 125 Hz</u>	250 Hz – 2 KHz	<u>500 Hz -8 KHz</u>
Mix Position	1.3	1.0	0.9
Lower Level Average	1.4	1.0	0.9
Bar level Average	1.4	1.0	0.9
Upper Level Average	1.4	1.0	0.9

VENUE AVERAGE CLARITY - C80 (Db) UNOCCUPIED

	<u>63 Hz – 125 Hz</u>	250 Hz – 2 KHz	<u>500 Hz -8 KHz</u>
Mix Position	-2.5	6.8	9.7
Lower Level Average	5.0	9.5	11.4
Bar level Average	3.7	7.3	9.2
Upper Level Average	1.6	6.9	8.7

VIDEO

Video Control Location: The front-of-house mix location is orchestra level 50' from stage (41' if orchestra extension stage is used), housing the sound, video, and lighting control areas, and measures 24' wide and 12' deep. It is a raised platform 7" above the seated "pit" area or 28" above the standing "pit" area. Tour sound, lights, and video will use this location if providing own boards.

Video Simulcast: Live show video and audio are simulcast in the casino, all VIP boxes, and adjacent convention meeting rooms when utilized in conjunction with concerts.

Video Equipment:	3 Vaddio RoboShot 30 HD Cameras
	with remote (Vaddio) ProductionView Precision camera controller including pan/tilt/zoom controls
	2 MultiView 22" Sony Monitors
	1 BlackMagic ATEM 2M/E Broadcast Studio 4K switcher
	1 BlackMagic ATEM 2M/E Broadcast panel
	1 BlackMagic Design 12x12 Smart Video Hub with BMD master controller
	1 BlackMagic Design multi dock
	1 JVC SR-HD1500 Blu-Ray player
	2 BlackMagic HyperDeck SSD record decks
	1 Mac Pro (27" thunderbolt display) with Final Cut Pro and Playback Pro
	1 Dell 9020 i7 PC with Microsoft Office 365 suite
	1 DIRECTV HD satellite box
	1 Crestron DM 32x32 4K digital routing matrix for venue control
	1 BlackMagic Design 20x20 Smart Video Hub with BMD master controller
Video Projection:	1 Panasonic PT-DZ21KU HD video projector, 20K lumen (center)
-	2 Panasonic PT-DZ16KU-HD video projectors, 16K lumen
	Dedicated projectors
	Center projection screen: CYC/scrim 30' W x 20' H (scalable projection)
	or
	Center screen 24' W x 13' 6" H in front of main curtain
	Stage right and left projection screens: 16' W x 9' H screens on 200 Level
	Notes: All screens are front projection.
	All above screens are motorized except CYC/scrim.
Additional FOH projection	
(Stage level portable):	2 Panasonic PT-RZ12KU lasers 12K lumen
	2 Da-light fast fold screens 6' H x 9' W with blue dress kit

Fixed Plasmas:	12 Panasonic 50" plasma displays (HD) with HDMI inputs*
	6 Panasonic 58" plasma displays (HD) with HDMI inputs*
	1 Panasonic 42" plasma display (HD) with HDMI inputs*
	2 Panasonic 65" LED displays (HD) with HDMI inputs*

*For use as orchestra/balcony front displays, bar displays, theater entrance displays and VIP area displays. All plasmas are permanently installed.

Confidence Monitors: Available upon request.

CCTV Monitoring System: Backstage video monitors in all dressing rooms, hallways, and production offices HD CATV system and Sound Board program feed.

OTHER PRESENTATION EQUIPMENT

Additional	equi	pment:
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- t: 1 DSAN Limitimer PRO-2000BT
 - 2 PowerPoint remotes
 - 1 Micro Cue² with 2 remotes
 - 1 DSAN Perfect Cue with 2 remotes

LIGHTING

Lighting Control Location: The front-of-house mix location is orchestra level 50' from stage (41' if orchestra extension stage is used), housing the sound, video, and lighting control areas, is 24' wide and 12' deep. It is a raised platform 7" above the seated "pit" area or 28" above the standing "pit" area. Tour sound, lights, and video will use this location if providing own boards.

Console: HES Road Hog Full Boar console has 2 15.6" color touch screen monitors, 10 playback faders with programmable Road Hog wing 1 15.6" multi-touch screen monitor, and 10 motorized play back faders.

Lighting Fixtures:	2	DL-3 digital lighting fixtures
	12	HES Solaframe 1500
	12	HES Solaspot 1000
	9	HES Color Command 750
	10	HES Techno Arc
	8	ACL units
	10	Martin MAC Viper AirFX III
	9	Color Kinetics Color Blaze
	8	Elation Colorado 3-Panel LED
	1	LED Arch proscenium (layered controlled) Phillips CK
	12	Philips Colorblast TRX
		See plot for configuration
Effects:		
	2	Chauvet Vesuvio RBGAs
	4	Chauvet Strike 4 LEDs
	1	36" mirror ball with motor
	2	LA Maître Radiance Touring Haze System
	2	Antari Ice low lying fog machines
	2	Chauvet Geyser RGB
	2	LA Maître Silent Storm snow machines
Dimming:		
	2	24-channel 2.4 w ETC Senor racks (total 48 channel)
	2	Elation Pro Cyber packs
Follow Spots:	2	Lucien 1275 follow spots
I	Spo	ts are located on balcony level at rear of house on platform center to stage.

LIGHTING PLOT



User #	Fixture Type	Universe	DMX Address
601	Martin Mac Viper AirFX Ext Mode	1	1
602	Martin Mac Viper AirFX Ext Mode	1	29
603	Martin Mac Viper AirFX Ext Mode	1	57
604	Martin Mac Viper AirFX Ext Mode	1	85
605	Martin Mac Viper AirFX Ext Mode	1	113
606	Martin Mac Viper AirFX Ext Mode	1	141
607	Martin Mac Viper AirFX Ext Mode	1	169
608	Martin Mac Viper AirFX Ext Mode	1	197
609	Martin Mac Viper AirFX Ext Mode	1	225
610	Martin Mac Viper AirFX Ext Mode	1	253
701	High End Systems Techno Arc	1	281
702	High End Systems Techno Arc	1	302
703	High End Systems Techno Arc	1	323
	High End Systems Techno Arc	1	344
	High End Systems Techno Arc	1	365
	High End Systems Techno Arc	1	386
	High End Systems Techno Arc	1	407
	High End Systems Techno Arc	1	428
	High End Systems Techno Arc	1	449
	High End Systems Techno Arc	1	470
	Non Dim / Mirror Ball	1	491
	High End Systems Sola Frame 1500	2	1
	High End Systems Sola Frame 1500	2	49
	High End Systems Sola Frame 1500	2	97
	High End Systems Sola Frame 1500	2	145
	High End Systems Sola Frame 1500	2	193
	High End Systems Sola Frame 1500	2	241
	High End Systems Sola Frame 1500	2	289
	High End Systems Sola Frame 1500	2	337
	High End Systems Sola Frame 1500	2	385
	High End Systems Sola Frame 1500	2	433
	Desk Channel /Hazer	2	481
	Desk Channel /Hazer	2	482
	Desk Channel/ Snow Machine	2	483
	Desk Channel/ Snow Machine	2	484
	Desk Channel / Low Fog	2	485
	Chauvet Geyser RGB	2	486
	Chauvet Vesuvio	2	494
	SolaFrame 1500	3	1
	SolaFrame 1500	3	49
	Desk Channel ACL	3	97
	Desk Channel Desk Channel	3 3	98
	Desk Channel	3	99 100
	Desk Channel	3	100
	Desk Channel ACL	3	
44		3	103

43 Desk Channel ACL	3	104
42 Desk Channel ACL	3	105
41 Desk Channel ACL	3	106
102 Color Command Intensity	3	109
103 Color Command Intensity	3	110
104 High End Systems Color Command Intensity	3	111
105 High End Systems Color Command Intensity	3	112
106 High End Systems Color Command Intensity	3	113
107 High End Systems Color Command Intensity	3	114
108 High End Systems Color Command Intensity	3	115
109 High End Systems Color Command Intensity	3	115
110 High End Systems Color Command Intensity	3	117
47 Desk Channel ACL	3	117
46 Desk Channel ACL	3	119
45 Desk Channel ACL	3	120
101 High End Systems Color Power	3	121
110 High End Systems Color Command Fixture	3	122
109 High End Systems Color Command Fixture	3	126
108 High End Systems Color Command Fixture	3	130
107 High End Systems Color Command Fixture	3	134
106 High End Systems Color Command Fixture	3	138
105 High End Systems Color Command Fixture	3	142
104 High End Systems Color Command Fixture	3	146
103 High End Systems Color Command Fixture	3	150
102 High End Systems Color Command Fixture	3	154
801 Generic RGB/CYC	3	181
802 Generic RGB/CYC	3	184
803 Generic RGB/CYC	3	187
804 Generic RGB/CYC	3	190
805 Generic RGB/CYC	3	193
806 Generic RGB/CYC	3	196
807 Generic RGB/CYC	3	199
808 Generic RGB/CYC	3	202
809 Generic RGB/CYC	3	205
810 Generic RGB/CYC	3	208
811 Generic RGB/CYC	3	211
812 Generic RGB/CYC	3	214
813 Generic RGB/CYC	3	217
814 Generic RGB/CYC	3	220
815 Generic RGB/CYC	3	223
816 Generic RGB/CYC	3	226
817 Generic RGB/CYC	3	229
818 Generic RGB/CYC	3	232
819 Generic RGB/CYC	3	232
820 Generic RGB/CYC	3	235
821 Generic RGB/CYC	3	238 241
822 Generic RGB/CYC	3	241
	J	244

823 Generic RGB/CYC	3	247
824 Generic RGB/CYC	3	250
825 Generic RGB/CYC	3	253
826 Generic RGB/CYC	3	256
827 Generic RGB/CYC	3	259
828 Generic RGB/CYC	3	262
829 Generic RGB/CYC	3	265
830 Generic RGB/CYC	3	268
831 Generic RGB/CYC	3	271
832 Generic RGB/CYC	3	274
833 Generic RGB/CYC	3	277
834 Generic RGB/CYC	3	280
835 Generic RGB/CYC	3	283
836 Generic RGB/CYC	3	286
837 Generic RGB/CYC	3	289
838 Generic RGB/CYC	3	292
839 Generic RGB/CYC	3	295
840 Generic RGB/CYC	3	298
841 Generic RGB/CYC	3	301
842 Generic RGB/CYC	3	304
843 Generic RGB/CYC	3	307
844 Generic RGB/CYC	3	310
845 Generic RGB/CYC	3	313
846 Generic RGB/CYC	3	316
847 Generic RGB/CYC	3	319
848 Generic RGB/CYC	3	322
849 Generic RGB/CYC	3	325
850 Generic RGB/CYC	3	328
851 Generic RGB/CYC	3	331
852 Generic RGB/CYC	3	334
853 Generic RGB/CYC	3	337
854 Generic RGB/CYC	3	340
855 Generic RGB Arch 1	3	343
856 Generic RGB Arch 2	3	346
857 Generic RGB Arch 3	3	349
858 Generic RGB Arch 4	3	352
859 Generic RGB Arch Truss	3	355
861 Color Kinetics Color Blast TRX Norm 8 bit	3	430
862 Color Kinetics Color Blast TRX Norm 8 bit	3	435
863 Color Kinetics Color Blast TRX Norm 8 bit	3	440
864 Color Kinetics Color Blast TRX Norm 8 bit	3	445
865 Color Kinetics Color Blast TRX Norm 8 bit	3	450
866 Color Kinetics Color Blast TRX Norm 8 bit	3	455
867 Color Kinetics Color Blast TRX Norm 8 bit	3	460
868 Color Kinetics Color Blast TRX Norm 8 bit	3	465
869 Color Kinetics Color Blast TRX Norm 8 bit	3	470
870 Color Kinetics Color Blast TRX Norm 8 bit	3	475

871	Color Kinetics Color Blast TRX Norm 8 bit	3	480
872	Color Kinetics Color Blast TRX Norm 8 bit	3	485
1601	Chauvet Strike 4 - 4 channel mode	3	490
1602	Chauvet Strike 4 - 4 channel mode	3	494
1603	Chauvet Strike 4 - 4 channel mode	3	498
1604	Chauvet Strike 4 - 4 channel mode	3	502
401	High End Systems SolaSpot Pro 1000	4	1
402	High End Systems SolaSpot Pro 1000	4	40
403	High End Systems SolaSpot Pro 1000	4	79
404	High End Systems SolaSpot Pro 1000	4	118
405	High End Systems SolaSpot Pro 1000	4	157
406	High End Systems SolaSpot Pro 1000	4	196
407	High End Systems SolaSpot Pro 1000	4	235
408	High End Systems SolaSpot Pro 1000	4	274
409	High End Systems SolaSpot Pro 1000	4	313
410	High End Systems SolaSpot Pro 1000	4	352
411	High End Systems SolaSpot Pro 1000	4	391
412	High End Systems SolaSpot Pro 1000	4	430
901	Chauvet Colorado 3 m1 Pit Rail	4	469
902	Chauvet Colorado 3 m1 Back Rail	4	481
1401	Desk Channel	4	493
1402	Desk Channel	4	494
1403	Desk Channel	4	495
1404	Desk Channel	4	496
1405	Desk Channel	4	497
1406	Desk Channel	4	498
1407	Desk Channel	4	499
1408	Desk Channel	4	500
1409	Desk Channel	4	501
1410	Desk Channel	4	502
1411	Desk Channel	4	503
1412	Desk Channel	4	504
1413	Desk Channel	4	505
1414	Desk Channel	4	506
1415	Desk Channel	4	507
1416	Desk Channel	4	508

BUILDING AND FIRE CODE

MotorCity Casino Hotel follows the Building and Fire Codes as outlined by the City of Detroit and the State of Michigan. MotorCity Casino Hotel in its sole discretion has the right to not permit specific equipment usage if such use is deemed unsafe or questionable for safety and code reasons. The following MotorCity Casino Hotel policies apply:

The use of any type of pyrotechnics is NOT permitted.

Fire/Flame devices of any type are NOT permitted.

Hazers/foggers/smoke will be operated at the discretion of MotorCity Casino Hotel.

Only water-based products are approved for use in Sound Board.

Fire permits are, at times, required by the City of Detroit for specific events. MotorCity Casino Hotel will confirm requirement upon advance. City permitting must be scheduled a minimum of three weeks prior to the event.

Electrical permits are, at times, required by the City of Detroit for specific events. MotorCity Casino Hotel will confirm such requirement upon advance. City permitting must be scheduled a minimum of three weeks prior to the event.

Rigging, when permitted, requires approval by MotorCity Casino Hotel, as well as plan review and approval from a designated MotorCity Casino Hotel engineering firm. Plan submission is required a minimum of one month prior to the event date. Costs associated with the engineering plan review are the sole responsibility of the artist/event.

Streamer cannons are permitted but require advance approval by MotorCity Casino Hotel.

Confetti cannons are NOT permitted.

Helium balloons, when permitted, must be professionally secured at all times.

All decorations must have a fire certificate on file prior to use at MotorCity Casino Hotel.

Hanging decorations and associated fixtures require safety cabling provided by the event producer.

Detroit Fire Department approval is required, in advance, in addition to MotorCity Casino Hotel advance approval, when vehicles are to be driven on property. City permitting must be scheduled a minimum of three weeks prior to the event. All vehicles must meet fire code.

Vehicles displayed on property, when permitted by MotorCity Casino Hotel, must maintain all fire code regulations.

Please contact us regarding policies.

MotorCity Casino Hotel PROPERTY MAP







Detroit Area Map



Directions

FROM THE EAST/CITY AIRPORT: I-94 West to M-10 (Lodge Freeway) South. Exit M-10 at Grand River Avenue.

FROM THE WEST/METRO AIRPORT: From I-96 East exit I-94 East. Exit southbound on M-10 (Lodge Freeway). Exit M-10 at Grand River.

FROM METRO AIRPORT: Take I-94 East to Southbound M-10. Exit M-10 at Grand River.

FROM THE NORTH: I-75 to Davison Fwy West. Merge onto M-10 south (Lodge Fwy). Exit at Grand River.

FROM THE SOUTH: I-75 north to Clark exit. Turn right on Clark, then immediate left at Fort St. North on Fort St. for 1.5 miles, then left on Trumbull, right on Temple.

AIRPORTS

Detroit, Michigan has two airports.

DETROIT METROPOLITAN AIRPORT (DTW)

William G. Rogell Drive Detroit, Michigan 48212 (734) 247-7678 <u>metroairport.com</u>

Airport Police: (734) 942-5212

Airline	Phone	Terminal
AeroMexico	800-237-6639	McNamara
Air Canada	888-247-2262	North
Air France	800-237-2747	McNamara
Alaska Airlines	800-252-7522	North
American	800-433-7300	North
Delta	800-221-1212	McNamara
Frontier	800-432-1359	North
Jet Blue	800-538-2583	North
Lufthansa	800-645-3880	North
Royal Jordanian	212-949-0050	North
Southwest	800-435-9792	North
Spirit	800-401-2200	North
United	800-864-8331	North
WOW air	888-209-3170	North

Detroit Metropolitan Airport (DTW) General Aviation: There are two fixed base operators at Detroit Metropolitan Wayne County Airport (DTW) that provide services for private and corporate aircraft. Services include cabin cleaning, fueling, hangars, tie-downs, passenger services, and repairs.

For more information on general aviation services at DTW please visit: ASIG (Aircraft Service International Group) at <u>generalaviation.asig.com</u> or Metro Flight Services at <u>metroflightservices.com</u>.

COLEMAN A. YOUNG INTERNATIONAL AIRPORT (DET) (Formerly Detroit City Airport) 11499 Conner Detroit, Michigan 48213 (313) 628-2146 airnav.com/airport/KDET E-Mail: detroitairport@detroitmi.gov

Airport-Related Sites:

U. S. Department of Immigration - <u>ins.usdoj.gov</u> U. S. Department of Customs - <u>customs.ustreas.gov</u> Federal Aviation Administration - <u>faa.gov</u> Transportation Security Administration - <u>tsa.gov</u>

Area Tourism Sites:

Detroit Metro Convention and Visitors Bureau <u>visitdetroit.com</u> State of Michigan: <u>michigan.org</u>

Professional Sports Teams:

Detroit Red Wings - <u>detroitredwings.com</u> Detroit Tigers - <u>detroittigers.mlb.com</u> Detroit Lions - <u>detroitlions.com</u> Detroit Pistons - <u>nba.com/pistons</u> For complete Michigan sports team listings: <u>detroitsports.org</u>