

Contract Rider - Shot of Poison



Bookings, Contracts, Production, Tech Info

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AGREEMENT

This rider is herewith attached to and made part of the contract dated _____ between _____ (Buyer) and AfterFab LLC (Shot of Poison).

AGREED and ACCEPTED by:

Buyer _____

Date _____

Payments:

All payments shall be made in the form of Cash, Business Check, Certified Check, or Cashier’s Check. Checks are to be made payable to AfterFab LLC.

Complimentary Tickets:

Purchaser to provide 15 complimentary tickets prior to or on the day of performance. Tickets may be used by artist for promotional events or other discretionary distribution purposes.

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HOSPITALITY RIDER

Dressing Room:

Purchaser is to provide at least one dressing room or green room to accommodate up to 8 people. Room should include appropriate lighting, furniture, mirror, electrical outlets, heat and/or air conditioning. 8 bath towels should be made available in the dressing room prior to performance.

Dressing room or adjacent backstage area should include cold and hot beverages.

- 24 or more 12-oz or larger bottles of good quality drinking water.
- 10 or more 10-oz or larger bottles of assorted juice drinks (orange, apple, grape, etc.).
- 12-cup or larger pot of fresh, hot coffee with cream and sugar on the side.
- Assorted Fresh fruit tray or basket.
- Paper towels, napkins, drinking cups, coffee cups, eating utensils.

Meal Requirements:

The band and crew meal shall consist of a hot, well balanced meal or high-quality deli tray with assorted meats, breads, and condiments. No fried bar appetizers or pizza etc. The buyer may opt not to provide meals and instead provide a "Meal Buyout" of \$25.00 per band/crew member to be paid at time of meal.

Merchandising:

Artist shall have sole exclusive right without obligation to sell and distribute artist's merchandise at event.

Lodging:

In the event of a performance that requires overnight lodging, buyer shall provide good quality hotel rooms for up to 8 people. The buyer may opt instead for a "Lodging Buyout" at a price to be determined during the show advance.

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TECHNICAL RIDER

Front of House Minimum Requirements:

- 24-channel tour-grade digital mixing console
 - Preferred – Avid SC48, Midas Pro1, 2/C, M-32, Allen & Heath GLD80, Yamaha M7CL
 - 4 FX processors (2 Reverbs and 1 TAP Delay, 1 Chorus)
 - 8 DCAs (VCAs)
 - See input list and stage plot for more detail
- 3-way concert-grade FOH mains, stereo drive sufficient to cover the venue up to 100 dbA (or house limit) at FOH mix position. Fills and subs on Aux where practical.
- 1 (A1) level audio tech or house engineer available for FOH support and/or to mix monitors

Stage Monitor *Minimum* Requirements:

- 5 stage monitors (minimum of 4 channels) to be placed per artist's Stage Plot.
- 16-input digital monitor console (off digital or analog split) located side stage. In the event that a monitor console is not available, a minimum of 4 bus sends must be available for mixing monitors from FOH.
- Artist may opt to provide monitor console and analog splitter. To be determined during advance.

Microphones, Stands, Stage and Power:

- Venue to supply all preferred microphones and DI boxes unless otherwise stated or advanced.
- Venue will provide stage mic stands, mic cables, stage power and drum riser.
 - Stage power per artist's Stage Plot at 4 locations (2 x20 amp, 110-120 VAC, 1-Phase circuits).
 - 6 standard boom stands, 4 short boom stands, 1 straight stand.
 - Drum riser 8' X 8' with a 6-18 inch rise.
- Minimum stage size 20' x 20'.

Video Requirements:

- Venue to provide video projection capable of displaying either 16:9 or 4:3 aspect ratios. Projection screen behind band for introductory video and dynamic background video throughout performance. Video is typically played through iPad to VGA or HDMI outputs. Video is in MPEG-4 format. Advance ASAP if this capability is not available.

Lighting Requirements:

- Venue to provide pro-grade stationary and intelligent lighting along with Lighting Director.
- No follow-spots are required. No disco dance floor lighting to be used as show lighting.
- Spot LEDs, Wash Zoom LEDs, PAR56/64 or equivalent lighting and effects.

Load In / Load Out:

- A clear path is to be available for artist to load equipment into and out of the venue along with loading carts/dollies. Depending on venue and load-in conditions, stage hands will be required if distance to stage is greater than 50 feet, has staircases, or if deadlifts over 2 feet are required.

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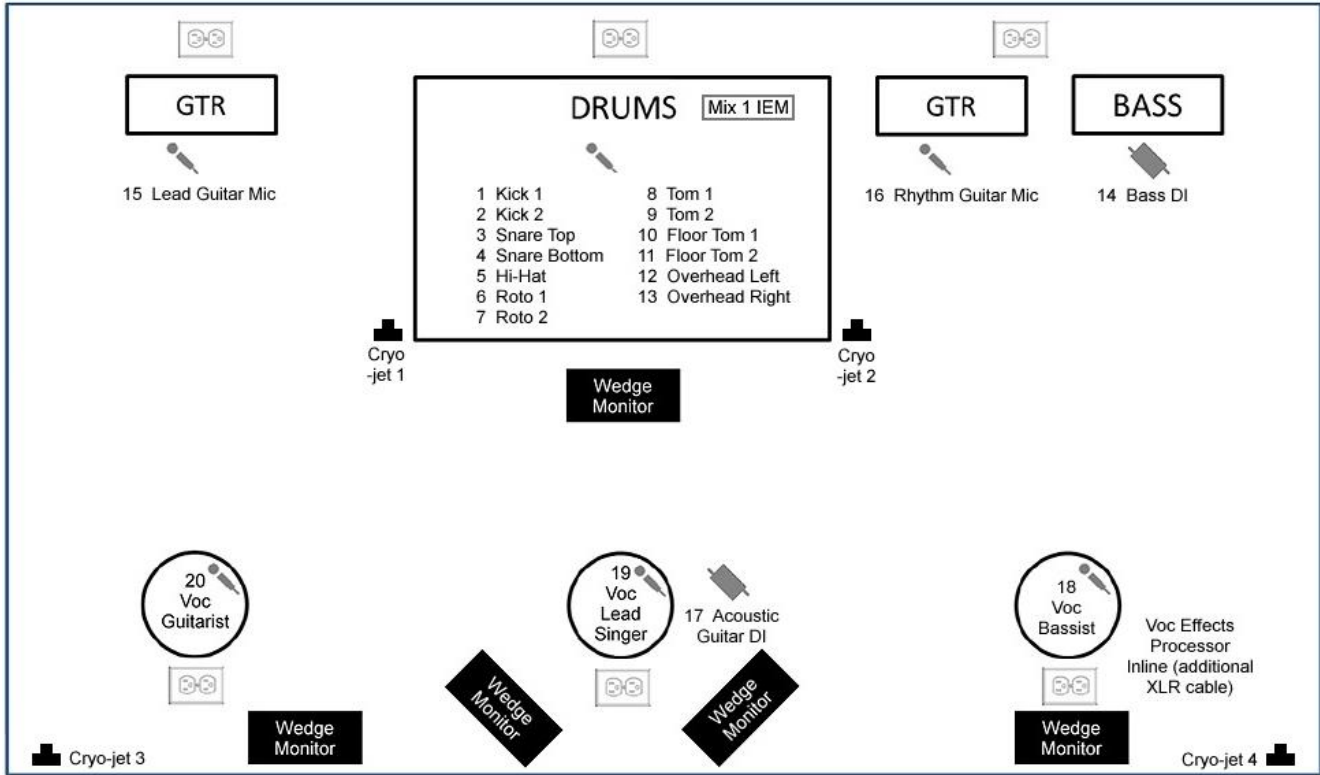
- Venue must be available for load-in at least 3 hours prior to doors-open time to accommodate proper setup and sound check.

INPUT LIST

Input	Instrument	Preferred Mic	Processing
1	Kick 1	Beta 52A or D6	Gate, Comp
2	Kick 2	Beta 52A or D6	Gate, Comp
3	Snare Top	e604	Gate, Comp
4	Snare Bottom	e604	Gate, Comp
5	Hi-Hat	Condenser	
6	Roto 1	e604	Gate
7	Roto 2	e604	Gate
8	Tom 1	e604	Gate
9	Tom 2	e604	Gate
10	Floor Tom 1	e604	Gate
11	Floor Tom 2	e604	Gate
12	Overhead Left	Condenser	
13	Overhead Right	Condenser	
14	Bass	1/4" DI	Comp
15	Lead Guitar	SM57 or e609	
16	Rhythm Guitar	SM57 or e609	
17	Acoustic Guitar	1/4" DI	
18	Voc (bassist)	SM58	Comp
19	Voc (lead singer)	SM58	Comp
20	Voc (guitarist)	SM58	Comp
21	iPad Left	DI	
22	iPad Right	DI	
23			
24			

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STAGE PLOT



Tech Questions:

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