

ROCKSTEADY PRODUCTIONS INC.©

“DON’T LOOK BACK” The Boston Experience FULL TOURING ARTIST RIDER - **UPDATED 02/01/2019**

Artist Rider Requirements

This rider attached hereto and made part of the contract dated: _____

By and between : **JOE LAMIA / ROCKSTEADY PRODUCTIONS INC. /**
FSO “DON’T LOOK BACK” THE BOSTON EXPERIENCE.
(hereinafter referred to (“Artist / Manager”)

And : _____
(hereinafter referred to as “Venue / Buyer / Agent / Purchaser”)

This agreement may not be changed, modified or altered except by instrument in writing signed by both parties hereto. In case of conflict in terms, **this** rider shall prevail.

Purchaser understands that the items requested below are necessary, so the Artist can provide the best show for the Purchaser.

If Purchaser has any questions, or for some reason cannot provide any of the following items, he/she should contact Artist Manager or Artist Booking Agency immediately.

Artist Management

Rocksteady Productions
Attn: Joe Lamia
Ph: (623) 878-1616
Direct: 602-350-9501 Cell

Show Advance

Tour manager :

Ph:

Purchaser initial: _____

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FULL TOURING ARTIST RIDER - **UPDATED 02/01/2019**

Artist Rider Requirements

Advertising

- A. **BILLING:** “Venue/Buyer” agrees to bill said “Artists” as the Headlining act, in all promotion, advertising and marquee information. “Venue” further agrees that no act shall appear in bigger, bolder or larger type, font or lettering than said “Artists.”
- B. Buyer shall only use photographs supplied by the Artist or Artist’s Agency.

Merchandising

- A. **Artists** reserve the right to sell tour souvenirs at **no cost** to the Artists. The name, photographs, or likeness of the Artists may not be used in **or** on any other program, souvenir, **book**, poster, pamphlet, or any other material or merchandise.
- B. Two (2) concessions tables to be placed at least three (2) hours prior to show, at best location (near entrance.) Security to be available at all times. Artists shall have permission from the building and promoter for a meet and greet and to sign autographs to the general public after the show is completed.

Hotel / Lodging:

Artist will require 6 – single king or queen non smoking Hotel rooms.

Hotel must be a “brand name” 3 star minimum grade hotel.

Located no more than 15 minutes from venue. All rooms to be non smoking.
all rooms to be checked in by artist tour manager only..

Purchaser initial: _____

*Rocksteady Productions Inc. *

Po Box 5580 Peoria, AZ 85385

* 623-878-1616 (Phone) * 1-866-973-3020 (Fax)*

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Artist Rider Requirements

Dressing Rooms:

- C. Artist's dressing room to have adequate lighting, heating and air - conditioning, a private Bathroom and a Lighted mirror. Dressing room should also be furnished with a clothes rack w/ hangers / adequate seating and tables to accommodate Artist and crew. Dressing rooms are to be set up (1) hour prior to load-in. and are not to be more than 100 feet from stage, otherwise
Transportation arrangements to and from stage will be required..

HOSPITALITY BEFORE SHOW:

The hospitality “main green room” should be stocked with:

Fresh veggie tray / with ranch dip

Assorted chips / pretzels / dips

Assorted fruits: bananas, apples, oranges etc.

Assorted candy and nuts

Assorted beverages – soda diet and reg. (**Iced down in containers or refrigerated**)

2 cases of Spring bottled water (**room temp.**)

1 -12 pack of Gatorade or other sports drink

1- 6 pack of (Rockstar sugar free) or equivalent hi-carb drink (Iced down in containers or refrigerated)

Hot tea and coffee

Hot water

15 hand towels for the stage

Catering (MEALS) (minimum 2 meals per day) Artist and crew...

(PER ARTIST) (Enough to feed band and crew personal)

Meals consisting of:

Quality hot meal entrees off the venue restaurant or buffet.

All condiments and utensils needed for the above list.

Are to be provided by the purchaser at no charge to the band and crew of

“**ALL CONTRACTED ARTISTS**” .

Meals set up time is to be confirmed by artist tour manager / Band leader only.

MEAL BUYOUT (BAND AND CREW) **CASH ONLY**

\$22 per member – dinner - PER DAY

\$12 per member – lunch – PER DAY

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Artist Rider Requirements

LOAD IN / BACKLINE / SOUND CHECK:

“Venue / buyer” will provide said “Artists” with professional music backline according to artists backline rider , Venue / buyer will have the backline company set up and have all instruments in place according to artist’s production rider and stage plot .. Venue / buyer will allow artist full use of the venue and production staff day of show to perform a full sound check adequate enough to ensure the professional standards of said “Artists” Production rider prior to that night’s performance, sound check and load in time to be determined by said “Artists” tour manager and “Venue/ buyer.”

PARKING:

(If applicable) “Venue / buyer” will supply, make available, provide, reserve and or furnish Valet parking for necessary vehicles to said “Artists and crew” on the proposed arrival & performance date Any and all costs of said parking will be the sole cost and responsibility of said “Venue.”

GROUND TRANSPORTATION (TO AND FROM VENUE / HOTEL / AIRPORT):

(If required) “Venue / buyer” will provide all necessary ground transportation to artist and crew at no charge. Transportation requirements and scheduling is to be set up with artist tour manager or agent.

SECURITY:

“Venue/Buyer” will guarantee adequate professional insured security at all times to insure the safety of the general public, Artist personnel, their instruments, personal property, vehicles and Artist’s production from stage call through load-out.

MEET AND GREET / BACK STAGE / GUEST LIST:

Artist will grant a meet and greet for “Venue / buyer” after show only. Approval must come from artist tour manger. Artist will be granted a 15 personal vip guest list . At any time before or during the performance, no unauthorized personal are to be in the backstage area without proper backstage “all access” credentials. All credentials are to be given to the tour manager only for disbursement among crew and artist.

Purchaser initial: _____

“DON'T LOOK BACK”
“THE BOSTON EXPERIENCE”
Music Equipment “Back Line” Rider
Updated 02/01/2019

CONTACT: JOE LAMIA (Rock Steady Productions)

Ph: 602-350-9501 Fax: 1-866-973-3020

E-mail Address: rocksteadytributeshows@gmail.com

Drum Accessories

Note: Drum set must be from the following manufactures: Pearl, Yamaha, DW, Mapex or Tama.

Drums: 1 - 24"x18" Bass Drum w/ (rack mount or rack stand)
1- 13" OR 14" Rack Tom
1- 16" and 18" Floor Tom
1- 6 ½ x14" Snare Drum (wood preferred)

Stands:

1- Hi-Hat – double brace heavy duty, **(double pedal compatible)**

5- Boom Cymbal stands

1- heavy duty double brace leg snare stand

1- **(“roc sock” or “pork pie” brand)** Drum Stool (if available)

1 – dw 9000 bass drum double pedal (double chain drive)

Cymbals Required: 1-16" med. Crash / 1-18" med. Crash / 1-20" med. Crash / 1- 21" or 22" ride / 1 – 20" china type / 1 – set of 14" rock hi-hats...

Cymbals must be: paiste, zildjian , or sabian only please..**(No budget line series please!!)**

Guitars & Amplifiers:

1 – Red OR Black- Gibson SG Standard (no Epiphone series please)

2- Marshall JCM 2000 OR 900 triple super lead) Amplifiers

(must have master volume control and foot switches)

Speakers: 2- 4x12 **(Marshall brand 5referred)** speaker cabinets

Keyboards:

2- 88 KEY MODEL **(YAMAHA MOTIF OR KORG TRITON OR ROLAND PHANTOM)** SYNTHESIZER'S
Sustain and volume pedals for all keyboards.

(NOTE ALL KEYBOARDS MUST HAVE MODULATION AND PITCH BEND CONTROL)

All cabling for all keyboards / heavy duty music stand (to support laptop computer)

1 Double keyboard **VERY heavy duty** (tilt) stand

Bass & Accessories:

1 Fender precision Jazz bass (not Squire brand Please)

Amplifiers: 1 - 800w bass head W/ Eq **(Ampeg preferred)**

Speakers: 1- 8x10 SVT or 2- 4x10's Speaker Cabinets

Vocal Requirements:

1- SHURE WIRELESS MIC. W/ STRAIGHT 3 LEG STAND

4 – SHURE SM 58 VOCAL MICS W/ BOOM STANDS

1 - SHURE SM 58 VOCAL MIC W/ BOOM AND GOOSE NECK (FOR Drummer)

Rider Accepted by: _____

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“DON’T LOOK BACK”

INPUT LIST – updated 02/01/2019

INPUT #	INSTRUMENT	MICROPHONE	STAND USED
1.	KICK 1	BM-52	SHORT BOOM
2.	SNARE	SM-57	SHORT BOOM
3.	HI-HAT	SM-81	STRAIGHT
4.	OH S/R	SM-81	TALL BOOM
5.	RACK 1	SM-57	DRUM MOUNT
6.	FLOOR 1	SM -57	DRUM MOUNT
7.	FLOOR 2	SM -57	DRUM MOUNT
8.	OH S/L	SM-81	TALL BOOM
9.	KEYS STEREO	XLR LINE	XLR (R)
10.	KEYS STEREO	XLR LINE	XLR (L)
11.	BASS	XLR LINE OR SM 57	DI OR SM. BOOM
12.	GUITAR1	¼” Out From Board	DIRECT
13.	GUITAR 2 BOARD L	XLR LINE6 Board	DIRECT (R)
14.	GUITAR 2 BOARD R	XLR LINE6 Board	DIRECT (L)
15	BACK VOC G1	SM-58	BOOM
16	BACK VOC. G2	SM-58	BOOM
17	BACK VOC. G2	XLR From Processor	DIRECT
18	BACK VOC Keys	SM-58	BOOM
19	BACK VOC. Bass	SM-58	BOOM
20	BACK VOC. Drums	SM-58	BOOM W/ GOOSE NECK
21	LEAD VOC.	SM-58 BETA	STRAIGHT

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“DON’T LOOK BACK” “Artist” MINIMAL

UPDATED 02/01/2019

Technical Equipment Rider Venue Requirements 2018 :

ELECTRICAL REQUIREMENTS:

6-STANDARD 20AMP DEDICATED CIRCUITS

LIGHTING MINIMAL REQUIREMENTS:

MINIMUM : 40 – (64 OR 54) PAR CANS VARIOUS COLORS.

WITH CONTROLLER AND “LD”TECH...

1 - HI – DENSITY FOG MACHINE AND HAZER

SOUND REQUIREMENTS:

PA. MINIMAL REQUIREMENTS:

24 CHANNEL MIXER W/ AT LEAST 4 SEPARATE MONITOR MIXES

AND PROFESSIONAL QUALITY DELAY AND REVERB EFFECTS

15,000 WATTS OF POWER AMPS (MINIMUM OF 6000 WATTS FOR SUBS)

4 MAINS (EACH SIDE)

4 SUBS (EACH SIDE)

MONITORS:

1- DRUMMER W/ 15" OR 18" SPEAKERS

5- FRONT STAGE

1 - KEYBOARDIST

2- SIDE FILLS

MAKE SURE MONITORS CAN HANDLE GOOD BASS REFLEX FOR DRUMS.

MICS:

INSTRUMENT MICS:

BASS- RUN DIRECT

3 MICS FOR LEAD GUITARS

DIRECT BOXES: 2 - FOR KEYBOARDS. (LEFT / RIGHT) FROM LATOP

DRUMS:- 5- DRUM MICS (1 SNARE / 1 BASS DRUM / 1 RACK / 2 FLOOR)

2- OVERHEADS

1- HI-HAT

VOCAL MICS:

4- VOCAL MICS ON BOOM STANDS

1 – XLR LINE – VOCAL PROCESSOR – G2

1 – VOCAL MIC ON BOOM W/ GOOSE NECK (DRUMMER)

1 - MAIN VOCAL (STRAIGHT STAND) (LEAD VOCALS)

STAGE REQUIREMENTS :

**MINIMAL STAGE LENGTH = 25' WIDE
18' DEEP
3' HIGH (minimum)
8X8' MIN. DRUM RISER
4X8' KEYS RISER**

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Behringer PM16 Monitor Stage Mix for “Don't Look Back the Boston Experience”

UPDATED 02/01/2019

Artist travels with a Personal Monitor System Behringer PM16. Requirements are:

A digital mixer with a ULTRANET (Ethernet/network) Behringer compatible output. This method utilizes a single Ethernet cable run from the mixer location to the stage where a distribution unit will feed separate mixing consoles to each musician.

We require (1) Cat 5 cable long enough to reach the stage drum riser from the monitor mixing board to connect with our distribution module. Each musician has a cable to connect their personal monitor with the module.

Please tell us the name and model of the Monitor Mixer and it's location from the stage so we can verify compatibility in advance. This is the easiest method which requires the least amount of equipment and set up.

INPUT ASSIGNMENTS ON Behringer X32, Midas or any other Compatible Board:
Here is how to assign the instruments/vocals to our Behringer system via the Ultra Net output:

**** IMPORTANT**** *Please assign pre-fader so front of house changes do not affect the mix if using the same board! ****

Also, increase gains on input to following monitor channels since there is no processing: (CH 4 Lead Vocal , CH 6 Drum Vocal and... All Drum Mike Inputs going to CH 7 & 8)

17/ 1	Guitar Vocal Stage Right (GTR2)	(Sal)
18/ 2	Keyboard Vocal	(Maestro)
19/ 3	Bass Vocal	(Kenny)
21/ 4	Lead Vocal	(Gary)
15/ 5	Guitar Right Vocal (GTR 1)	(Rick)
20/ 6	Drum Vocal	(Dwain)
(1,2)/ 7	Drum Left	
(3,4)/ 8	Drum Right	
9	No input	
16/10	Guitar (2) Vocal (Dry Vocal from vocal processor) (Sal only)	
11/11	Bass Guitar (Kenny)	
12/12	Guitar 1 Stage Right (Rick)	
13/13	Guitar 2 Stage Left (right channel) (Sal)	
14/14	Guitar 2 Stage Left (left channel) (Sal)	
9/15	Keyboard (right channel) (Maestro)	
10/16	Keyboard (left channel) (Maestro)	

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OR if the board is not Ultranet compatible....

16 Direct Outs.... We can bring an analog to digital converter which can receive 16 audio inputs directly from the mixing board (XLR to TRS inputs) OR we can receive these inputs directly from a snake splitter on the stage. We ask production to supply one such as the SARMSS-16x515 - 16 Channel XLR TRS Combo Splitter Snake Cable - 5' and 15' XLR trunks

Using the 16 Direct audio outputs from the back of the board OR the splitter, here is how we route the vocals/instruments as referenced to in the [Production Input List](#) (sent separately) to our **Behringer Optical Inputs:**

- 17/ 1 Guitar Vocal Stage Right (GTR2) (Sal)
- 18/ 2 Keyboard Vocal (Maestro)
- 19/ 3 Bass Vocal (Kenny)
- 21/ 4 Lead Vocal (Gary)
- 15/ 5 Guitar Right Vocal (GTR 1) (Rick)
- 20/ 6 Drum Vocal (Dwain)
- 7 Drum Right (from submix) 1 Kick 2 Snare 3 HH (we bring drum submixer)
- 8 DRUM Left
- 9 No input
- 16/10 Guitar (2) Vocal (Dry Vocal from vocal processor) (Sal only)
- 11/11 Bass Guitar (Kenny)
- 12/12 Guitar Stage Right (Rick)
- 13/13 Guitar Stage Left (right channel) (Sal)
- 14/14 Guitar Stage Left (left channel) (Sal)
- 9/15 Keyboard (right channel) (Maestro)
- 10/16 Keyboard (left channel) (Maestro)

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MONITOR MIX (WEDGES) (important points)

UPDATED 02/01/2019

Backup vocalists:

Some use in-ears but also need to be heard in the wedges directly in front of them, and throughout the mix across the stage

All guitarists:

need to be heard all across all stage wedges at a fairly good volume

Keyboards:

need to be heard all across all stage wedges at a fairly good volume

Lead vocals:

need to be heard all across all stage wedges at a fairly good volume

lead vocalist requests in his wedges:

mild All Guitars

mild keyboards

mild Bass guitar

heavy Lead vocal w/ effects

heavy back up vocals

Drums:

need to be heard all across all stage wedges at a fairly good volume

All drums are to be mixed low end with emphasis on Bass Drum & Floor Tom
Nice punchy snare sound

Drummer likes in his monitor:

Heavy All Guitars

Heavy keyboards

mild Bass guitar

mild Lead vocal

mild back up vocals

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"DON'T LOOK BACK" STAGE PLOT (with vocal locations) *UPDATED 02/01/2019*

M= MAIN VOCAL (WIRELESS) - SM58

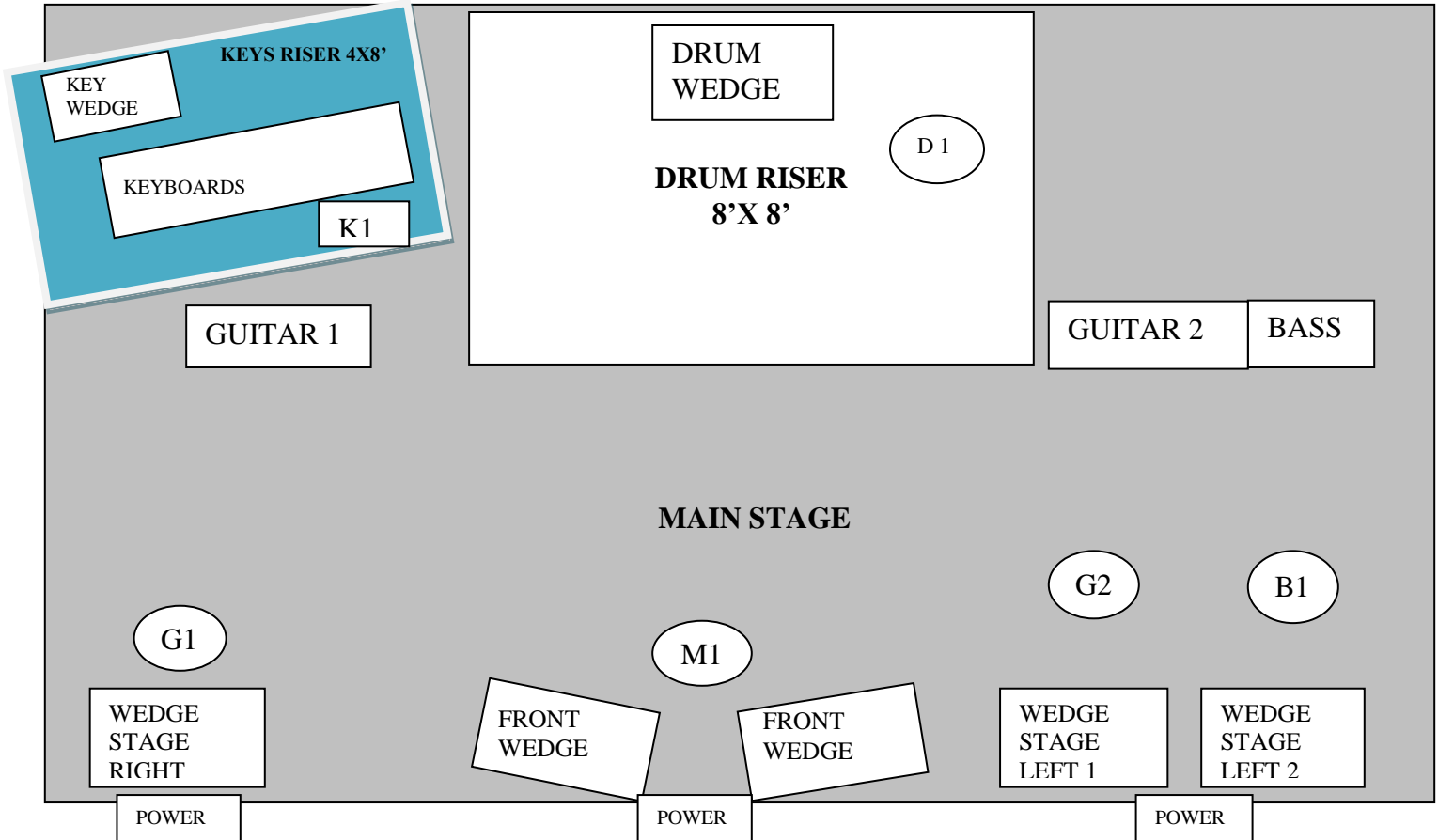
B = BASS VOCALS – SM58

K = KEYS VOCALS – SM58

G = GUITAR VOCALS – SM58

D = DRUM VOCALS – SM 58

Backstage area



AUDIENCE

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