| Artist Rider Requirements  |  |  |  |  |
|--|--|--|--|--|
| This rider attached hereto and made part of the contract dated:            |  |  |  |  |
| By and between: "Breakdown" The Tom Petty Experience_Artist Booking Agency |  |  |  |  |
| (Hereinafter referred to ("Artist/Artist Booking Agency")                  |  |  |  |  |
| And: (Hereinafter referred to as "Venue/Buyer/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 Booking Agency immediately.

### **Artist Rider Requirements**

### **Advertising**

- A. <u>BILLING:</u> "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 <u>no cost</u> 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) concession tables to be placed at least two (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 to sign autographs to the general public after the show is completed.

#### **Hotel / Lodging:**

Artist will require <u>five (5) single queen or king</u> hotel rooms. (includes spouses)

Hotel must be a "brand name" <u>4 -star minimum grade</u> hotel, located no more than 15 minutes from venue.

All rooms to be non-smoking.

All rooms to be checked in by artist.

#### **Artist Rider Requirements**

#### **Dressing Rooms:**

Artist shall have two dressing rooms with adequate lighting, heating and air-conditioning, a private bathroom and a lighted mirror. Dressing rooms 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

**REQUIRED** Assorted beverages to include regular and diet soda (**Iced or refrigerated**)

**REQUIRED** 1 case water (room temperature)

**REQUIRED** 1 case water (chilled)

1 - 12 pack of Gatorade or other sports drink

**REQUIRED** Hot tea and coffee

**REQUIRED** 10 hand towels for the stage

#### **CATERING:**

#### MINIMUM OF 1 MEAL PER DAY - Artist and crew.

Quality, hot meal entrees to be provided by the venue restaurant or buffet, to include all condiments and utensils.

Meals to be provided by the purchaser at no charge to the band and crew of "ALL CONTRACTED ARTISTS"

Meal set up time is to be confirmed by artist/artist management only.

#### **MEAL BUYOUT:**

\$25.00 per person, BAND and CREW

| 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 and 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. 5 passes/admissions must be included for artist spouses. 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 and spouses.

## Music Equipment "Back Line" only when provided by venue in contract

#### Drums and Drum Accessories:

Drum set must be from the following manufacturers:

Tama Silverstar or Silverstar Classic Series or Yamaha (Stage Custom or equivalent) (preferred)

- 1 22" Kick Drum w/rack mount for toms or rack stand
- 1 10" Rack Tom
- 1 12" Rack Tom
- 1 16" Floor Tom
- 1 14x6 or 14x5.5 or 14x6.5 Primary Snare Drum
- 1 Snare Drum Stand, double-braced
- 1 Hi-Hat Stand, double-braced (double pedal compatible)
- 3 Boom Cymbals Stands, double-braced
- 2 Straight Cymbals Stands, double-braced
- 1 Cushioned Drum Stool
- 1 DW 5000 or 9000 Double kick pedal or 1 Tama Iron Cobra double-kick pedal

Cymbals Required: 1 pair 14" Hi-Hat Cymbals, 1 - 20" Ride, 1 - 18" crash, 1 - 16" crash, 1 - 18" China, 1 - 8" or 10" splash. Cymbals must be: Paiste, Zildjian, or Sabian only please (no budget line).

#### **Guitar Amplifiers:**

2 Electric Guitar Stands

#### Keyboards:

Organ – electronic, one of two options:

- 1 Organ Emulator Keyboard: Roland VK-7, VK-8, VK-88
- 1 Hammond XK-3 or XK-1 with Leslie (122, 147, or Motion Sound)

Piano - electronic

1 Yamaha Brand only, Weighted action 88 Keys: (CP33, CP4, CP50, CP40 or CP1)

Keyboard Amp

Roland Brand 1 x KC550 or KC350, or equivalent

- 1 Keyboard Stand (must support 2 keyboards at sitting height); Ultimate, Quicklock, or OnStage
- 1 Keyboard Bench (must be adjustable)
- 1 Pro-line, OnStage, Musicians Gear Sustain Pedal for Stage Piano, or equivalent
- 1 Yamaha Brand Leslie High/Low Speed Foot Switch, or equivalent

#### Bass Accessories:

1 Electric Guitar Stand

#### **Vocal Requirements:**

1 Shure SM 57, NO SUBSTITUTIONS, with Boom Stand - Lead Vocals, Center Stage

3 Shure SM 58, or equivalent, with 3 Boom Stands - Backup Vocals 2 stage right one stage left

## INPUT CHANNEL #s AT DESCRETION OF SOUND ENGINEER

| 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.      | TOM 1                   | SM-57               | DRUM MOUNT    |
| 6.      | TOM 2                   | SM -57              | DRUM MOUNT    |
| 7.      | FLOOR                   | SM -57              | DRUM MOUNT    |
| 8.      | OH S/L                  | SM-81               | TALL BOOM     |
| 9.      | DRUMMER SAMPLER         | 1/4 BAL LINE        | INTO DI       |
| 10.     | KEYS<br>AMP             | 1/4 BAL LINE        | INTO DI       |
| 11.     | KEYS<br>ACOUSTIC GUITAR | 1/4 BAL LINE        | INTO DI       |
| 12.     | BASS                    | XLR LINE            | DI OR SM.BOOM |
| 13.     | GUITAR L                | XLR LINE            | NONE          |
| 14.     | GUITAR L<br>ACOUSTIC    | NOTHING NEEDED      | NONE          |
| 15.     | GUITAR R                | XLR LINE            | NONE          |
| 16.     | GUITAR R<br>MANDOLIN    | NOTHING NEEDED      | NONE          |
| 17.     | GUITAR R VOC            | SM-58               | воом          |
| 18.     | BASS VOC                | SM-58               | воом          |
| 19.     | LEAD VOC.               | SM-57 NO EXCEPTIONS | воом          |
| 20.     | KEYS VOC                | SM-58               | воом          |

## **Technical Equipment Rider - Venue Requirements**

## **NOTE: THESE ARE MINIMUM REQUIREMENTS**

#### **ELECTRICAL:**

6-STANDARD 20 AMP DEDICATED CIRCUITS

#### **LIGHTING:**

30 - (64 OR 54) PAR CANS VARIOUS COLORS WITH CONTROLLER AND "LD" TECH

#### **SOUND:**

PA

24-CHANNEL MIXER WITH 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
- 4 FRONT STAGE

#### **INSTRUMENT MICS:**

BASS – DIRECT XLR GUITAR – DIRECT XLR 1 – DIRECT BOX FOR KEYBOARDS

### **DI BOXES:**

- 1 DRUMMER (SAMPLER)
- 1 KEYBOARD ACOUSTIC GUITAR

#### **DRUM MICS:**

- 5 DRUM (1 SNARE/1 BASS DRUM/2 RACKS/1 FLOOR)
- 2 OVERHEADS
- 1 HI-HAT

#### **VOCAL MICS:**

- 3 BACK-UP VOCAL MICS ON BOOM STANDS SM58 MIN
- 1 LEAD VOCAL ON BOOM STAND SM-57 (NO SUBSTITUTIONS)

#### **STAGE:**

MINIMUM DIMENSIONS: 25' WIDE, BY 18' DEEP, BY 3' HIGH 8 x 8' DRUM RISER, CARPETED OR WITH DRUM RUG

## **Monitor Sound Mix**

**Note:** this is very generic starting point. The band will direct changes at time of sound check. Lead vocalist uses "passive pass thru" in-ear monitor system plugged in at mic location and will control his ear mix and pass thru the un-changed XLR signal

| All | guita | rists: |
|-----|-------|--------|
| ЛП  | guita | 11313. |

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

#### **BASS:**

Needs 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

#### **Drums**:

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

## **STAGE PLOT**

LEAD VOCAL - SM57 ALL OTHER VOCALS - SM58



