



CONTRACT RIDER

This rider is herewith attached to and made part of the contract dated _____ between _____ (Purchaser) and Michael Yorkell Productions, LLC

AGREED and ACCEPTED BY: Purchaser _____ 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 Michael Yorkell Productions, LLC

Complimentary Tickets

- Purchaser to provide 10 complimentary tickets prior to or on the day of performance. Tickets may be used by artist for promotional events or other discretionary distribution purposes.

Hospitality and Catering

- Purchaser to provide at least one dressing room or green room to accommodate up to 8 people. Dressing 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 to 48 16-oz. bottles of **SMART WATER**
- 10 12-oz. bottles of assorted juice drinks (orange, apple, cranberry etc.)
- Pot of fresh hot coffee with ½ Real Cream with assorted sweeteners & Hot Water with Assorted hote teas and "throat" Coat
- Assorted Fresh fruit tray & Snacks (Tortilla Chips and Salsa, etc.)
- Roll of paper towels and napkins, drinking cups, coffee cups

Meal Requirements

- The band and crew meal shall consist of a hot well-balanced hot meal or high-quality deli tray w/ Boar Head brand with assorted meats, breads, rolls and condiments. No fried bar appetizers or pizza etc. If the purchaser chooses to not provide a meal, purchaser has the option of a meal "buyout" of \$35.00 per band / crew member (6) 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 date or where performance is at a distance that requires overnight lodging, purchaser shall provide appropriate hotel rooms for up to 6 people. Purchaser has the option of a "Lodging Buyout" at a price to be determined during the show advance.



TECHNICAL RIDER

Front of House Minimum Requirements

- 32 channel tour grade digital mixing console (Preferred – Avid SC48, Midas Pro1, 2/C, M-32)
- 3-Way concert grade FOH mains, stereo drive/subs on aux sufficient to cover the venue up to 100 dbA at FOH mix position
- 1 (A1) level audio tech to support house sound system

Monitors

- Separate Monitor Mix
- Minimum 6 separate monitor sends (2 for Drummer for Wedge and Tracks with Click for his IEM)
- Minimum 4 wedges, Drum monitor requirements 18" sub with 12" highs, Lead Vocal (Lead Vocal has Separate Mono IEM System) 1 keyboard Monitor Wedge, 1 Lead Guitar (Lead Vocal has Separate Mono IEM System) & Bass (Bass has Separate Mono IEM System)

Microphones, Stands, Stage and Power

- Venue to provide mic stands, mic cables, stage power, drum / keyboard riser per specifications in technical rider.
- Stage power per stage plot 8 locations (2 x20 amp, 110-120 VAC, 1-Phase circuits)
- 6 standard boom stands, 4 short boom stands, 4 straight stands
- Drum & Keyboard Riser 8'(width) x 8'(length) x 32"(height) Each
(The riser will be Once Complete Riser sectioned off with 8' x 8' for drums, 8' x 8' for keyboards & 3' x 8' separation with stairs with lights between the riser of the stairs w/ black curtains to hide structure / support)
(If Risers are not available please advise)
- Desired Stage size to be 20' deep x 30' length (If similar size stage is not available, please advise)

Lighting Requirements

- Venue to provide professional grade stationary and **intelligent lighting** along with Lighting Designer
- Follow spots & No disco dance floor lighting to be used as show lighting
- Spot LEDs, Wash Zoom LEDs, PAR56/64 or equivalent lighting and effects (LED Preferred)
- **2 (Haze) Machines** (Optional)
- **2 Geyser P7 Cryo / Pyro Simulator** (Optional)
- **4 (Four) Light truss Towers** (2 x 4' high w/ intelligent movers & 2 x 6' high w/ intelligent movers w/ lights between trusses) Optional



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 stair cases or if deadlifts over 2 feet are required.
- Venue must be available for load-in at least 8 hours prior to doors to ensure proper setup and sound check can be accommodated.



INPUT LIST

INPUT	MIC/DI	INPUT	MIC/DI
1 - Kick 1	Provided	18 - Tracks L	Direct
2 - Snare 1 (Top)	Provided	19 - Tracks R	Direct
3 - Snare 2 (Bottom)	N/A	20 - Lead Vocal	Provided
4 - Hi Hat 1	Tech Choice	21 - Bass Vocal	Beta 58 Wired
5 - Tom 1	Provided	22 - Guitar Vocal	Beta 58 Wired
6 - Tom 2	Provided	23 - Drum Vocal	Beta 58 Wired
7 - Tom 3	Provided	24 - Audio Inter 1 L	Direct
8 - Floor 1	Provided	25 - Audio Inter 2 R	Direct
9 - Floor 2	Provided	26 - Click Track I / O	Direct
10- Overhead L	Provided		
11 - Overhead R	Provided		
13 - Bass	Direct		
14 - Guitar	Tech Choice		
13 - Keyboard 1 L	Direct		
15 - Keyboard 1 R	Direct		<i>* Tech Choice on</i>
16 - Keyboard 2 L	Direct		<i>vocal mics if Beta</i>
17 - Keyboard 2 R	Direct		<i>58s not available</i>

Foreigners Journey

Artist

Foreigners Journey

