



## FLORIDA PERFORMANCE RIDER

### I. BACKSTAGE ACCOMMODATIONS

#### A. Dressing Rooms

1. Purchaser shall provide a minimum of two (2) clean, well lit, and secure dressing room not accessible to the general public.
2. Room(s) shall be for the sole use of the Artist and shall have adjoining access to clean, adequately supplied restrooms. In the event there is no adjoining access, it is the Purchaser's responsibility to provide secure areas not accessible to the general public.
3. Each room shall comfortably accommodate up to eight (8) people, each containing a minimum of:
  - Two (2) or more standard grounded electrical outlets
  - One (1) large or full-length mirror, folding tables, clothing rack and fresh towels
  - Sufficient lighting and climate control (Heat/Air Conditioning)
  - One (1) large trash can<sup>[SEP]</sup>
  - Comfortable seating for number of people assigned to that room

#### B. Backstage

1. Only band, crew and venue working personnel will be permitted behind the stage. This area must be kept continuously secure from the moment of arrival until load-out is complete. For outdoor events, proper barricades must be provided backstage to ensure the safety of the band, crew, musical equipment and personal items. If barricades can not be provided, security personnel must be provided at any backstage entrance point.

#### C. Sound Check

1. Sound Check will be private and closed to the public, only venue working personnel will be permitted in the stage area at this time. Photographs or video of the Artist during sound check is strictly prohibited unless specifically authorized by Artist.

### II. HOSPITALITY

- A. Purchaser shall provide bottled water for dressing rooms and stage. Minimum of 36 bottles.
- B. Purchaser shall provide dinner meals for Artist (10) plus Crew (TBA, usually 2). Artist agrees to provide the final total number of people plus any dietary restrictions in the band/crew to

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the Purchaser with enough advance notice to ensure meals will be provided in a timely manner on the date of the event.

1. Option 1 – Hot Meal (Preferred) – Protein, starch, vegetable (or comparable). Coffee, tea, assortment of sodas.
2. Option 2 – Sandwiches, fruit, chips (or comparable). Coffee, tea, assortment of sodas.
3. Option 3 - \$20 per person meal buyout. Bottled water must still be provided, please.

### **III. LOAD IN AND PARKING**

#### **A. Load-In**

1. The Purchaser shall allow for a minimum of three (3) hours for loading of equipment, setup and sound check, prior to time doors open.
2. The Purchaser must provide free and clear access on a completely smooth, hard surface, (NO STAIRS/STEPS) for loading and unloading of equipment. Please notify Artist if conditions are different.

#### **B. Parking**

1. Purchaser shall provide free, pre-paid, or validated parking, as close as reasonably possible to the loading area for up to twelve (12) vehicles.

### **IV. AUDIO/VISUAL**

- A. Front of House System – Purchaser agrees to provide a professional quality, state of the art, stereo sound system capable of even coverage over entire audience area and producing a clear, undistorted sound. All cabling and stands necessary to make all systems fully functional must be included, as well as a minimum of 1 competent and professional sound engineer to control operation from time of Artist's load in through departure on day of show.
- B. Stage Sound - Purchaser agrees to provide a professional quality, state of the art stage monitor system, capable of producing a clear, undistorted sound. All cabling and stands necessary to make all systems fully functional must be included, as well as a minimum of 1 competent and professional sound engineer to control operation from time of Artist's load in through departure on day of show. For dates local to FL, Artist will provide 3 wireless in ear monitors, 7 wired in ear monitors, plus rack system with 24 channel splitter snake. Venue to provide all mics, stands, and cables (SEE INPUT LIST)
- C. Stage Lighting System - Purchaser agrees to provide a professional quality, state of the art stage lighting system, capable of producing a vivid, colorful, varied and exciting lighting theme for a theatrical live show audience. Exact lighting specs are at Venue/ Purchaser or operator's discretion. All cabling and stands necessary to make all systems fully functional must be included, as well as a minimum of 1 competent and professional lighting engineer to control operation from time of Artist's load in through departure on day of show. Spotlight and operator is strongly preferred.

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- D. Staging - Purchaser agrees to provide a level, professional stage free of motion and free of all tripping hazards (nails, staples, etc.) Outdoor stages **MUST** be covered from all elements (including sunshine) and kept dry. **Preferred stage size is 32 feet in width by 24 feet in depth**, excluding wings. Stage is preferred to include (1) 8'x 8'x 1' riser or equivalent for drums, where possible. Stage should also include (1) 20 amp / 110-volt quad box or similar on same power supply and grounding as PA system located at each musician's stage location.
- E. Backline – Purchaser agrees to provide the following, high quality microphones (Please see input list for suggestions):
1. Lead Vocalist – 1 wireless vocal mic on straight stand.
  2. Background Vocalists – 2 wireless vocal mics on straight stands.
  3. Guitar – 1 wireless vocal mic on boom stand, plus mic for guitar amp.
  4. Percussion – 1 mic for congas.
  5. Bass – 1 wireless vocal mic on boom stand.
  6. Drums – mics for 1 kick, 1 snare, 2 toms, and 1 overhead.
  7. Keys – 1 wireless vocal mic on boom stand.
  8. Trumpet – 1 mic on straight stand.
  9. Sax – 1 mic on boom stand.

ARTIST TO PROVIDE ALL INSTRUMENTS, AND PERCUSSIONIST WILL BRING HIS OWN WIRELESS HEADSET MIC.

- F. Direct Inputs – Purchaser to provide:

1. 1 for Bass Amp
2. 2 for Keyboards

I have read and accept the terms of this Technical Rider.

Print Name \_\_\_\_\_

Signature \_\_\_\_\_

Concert Association/Venue \_\_\_\_\_

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Date \_\_\_\_\_

## V. SUGGESTED INPUT LIST

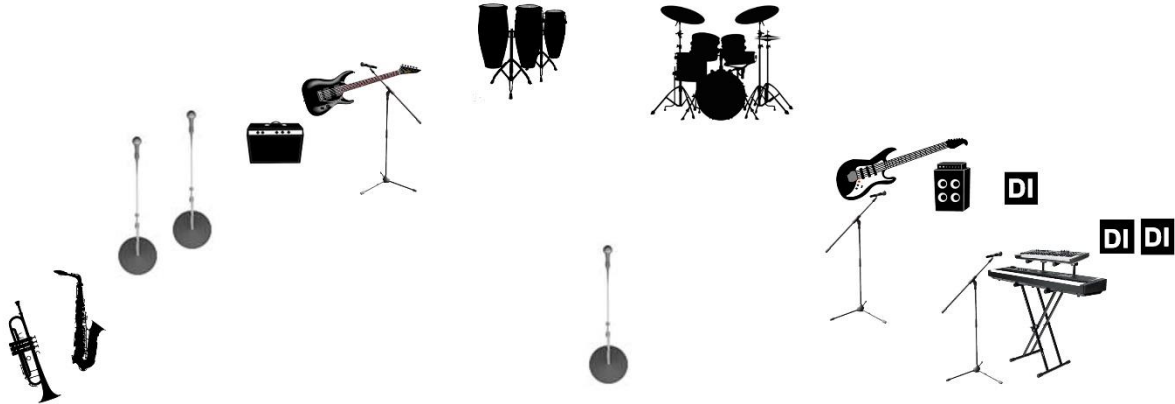
CHANNEL	INSTRUMENT	MICROPHONE	STAND	BASE	DYNAMICS
1	Kick	Shure Beta 91a			Comp 1
2	Snare	Shure SM-57	Claw/Boom		Gate 1
3	Tom 1	Shure Beta 56a	Claw/Boom		Gate 2
4	Tom 2	Shure Beta 56a	Claw/Boom		Gate 3
5	OH	Shure SM-81	Tall Boom	Tripod	
6	Congas				
7	Guitar	Sennheiser e609	Short Boom	Round	
8	Bass	Direct			Comp 2
9/10	Keys L/R	Direct			
11	Trumpet	Shure SM-57	Tall Straight	Tripod	Comp 3
12	Sax	Shure SM-57	Tall Boom	Tripod	Comp 4
13	Lead Vox	Shure SM-58	Tall Straight	Round	Comp 5
14	BG1 Vox	Shure SM-58	Tall Straight	Round	Comp 6
15	BG2 Vox	Shure SM-58	Tall Straight	Round	Comp 7
16	Guitar Vox	Shure SM-58	Tall Boom	Tripod	Comp 8
17	Bass Vox	Shure SM-58	Tall Boom	Tripod	Comp 9
18	Keys Vox	Shure SM-58	Tall Boom	Tripod	Comp 10
19	Percussion Vox	Wireless Headset	None	None	Comp 11
20	SPARE				
21	SPARE				
22	SPARE				
23	SPARE				
24	SPARE				

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## VI. STAGE PLOT



### STAGE PLOT 2023



Preferred Stage Size is 32x24

Questions: Contact  
Band Leader Brad Yerger  
at 727-239-1812

### IN ADDITION TO WHAT IS SHOWN, VENUE TO PROVIDE:

1. 1 mic for guitar amp
2. 1 mic for congas
3. 5 mics for drums
4. 2 mics for horns

### ARTIST WILL PROVIDE:

1. Wireless headset mic for conga player
2. Music stands
3. All Instruments
4. 3 wireless IEM's and 7 wired IEM's, plus rack system and 24 channel splitter snake. (FL dates only)

Initials \_\_\_\_\_ Date \_\_\_\_\_