

DEAD MAN'S WALTZ TECH & HOSPITALITY RIDER

THIS RIDER IS ATTACHED TO AND MADE PART OF THE CONTRACT AGREEMENT
DATED _____ BETWEEN DEAD MAN'S WALTZ
(HEREINAFTER REFERRED TO AS "ARTIST") AND _____
(HEREINAFTER REFERRED TO AS "PURCHASER").

1. TECHNICAL / SOUND SYSTEM REQUIREMENTS

Purchaser agrees to provide a first class, full range sound system with up to six (6) Monitor cabinets and up to six (6) monitor mixes along with competent, experienced sound technician(s) to fully set up and wire stage according to the attached input list and stage plot at Purchaser's sole expense (completed prior to artist arrival) Purchaser agrees to provide a competent, experienced FOH sound engineer to mix the show, an experienced sound engineer to at the monitor mix position (if applicable) and a competent, experienced stage manager to run the show (if applicable)

Mic Stands:

Six (6) tall booms for vocals.
Two (2) short booms for guitar amps
Two (2) short booms for Leslie High and Low
Stands for two (2) 4 piece drum kits including two (2) overheads each.

DI Boxes:

Two (2) DI for keys, one (1) bass guitar DI

Microphones:

Vocal mics should be Shure Beta 58 or something comparable, Good drum mics any brand... Leslie low should be a kick mic and Leslie high should be an SM 57

2. STAGE, LIGHTS

Purchaser agrees to provide a covered (when outdoors) stage should be at least 24' wide and 18' deep. Purchaser should provide a minimum of two (2) competent, experienced stage hands for the entire day at Purchaser's sole expense. Purchaser agrees to provide a first class stage lighting system along with a competent, experienced lighting tech at Purchaser's sole expense.

3. DRUM RISERS

DEAD MAN'S WALTZ HAS 2 DRUMMERS. Stage should have two (2) 8'X8, Drum Risers. If Risers are not available, stage must have enough free floor space to accommodate two (2) side by side kits behind the guitar amp line. **Absolutely no single risers.**

4. LOAD IN / SOUNDCHECK / REHEARSAL

Stage must be fully set and wired, according to the attached input list and stage plot prior to artist arrival.

Pre-Show Production Schedule

2.5 hours before doors/dinner - band load in (stage must be fully wired)
2 hours before doors/dinner – sound check/rehearsal
Doors open and/or Dinner Break – crew and band dinner break (1 hour min)

5. HOSPITALITY / ACOMIDATIONS

Purchaser agrees to the following at his/her sole expense

1. (When applicable) six (6) single hotel rooms on night of show within 5 miles of venue. Hotel should be at the quality of a "Best Western" or better.
2. Adequate backstage dressing room(s) / green room space for no more than eight (8) people
3. Catering (dinner) for no more than eight (8) people - *Note – one band member has an allergy to mushrooms and seafood, one vegan meal please.
4. One (1) 12 oz. container of fresh chicken salad (kept cold)
5. One (1) case of bottled water (cold)
6. One (1) case of local craft beer (cold)
7. One (1) six pack of Diet Pepsi - Not Pepsi 0 (cold)
8. One (1) Container of hot coffee (ready upon arrival - refreshed throughout the day), one (1) Carton of half & half, one (1) box of sugar packets or jar of sugar, one (1) small box of "Stevia" or "Splenda" packets, one (1) Small container of Coffee Mate – Zero Sugar Liquid Creamer (any flavor, kept cold).
9. One (1) large container of corn tortilla chips with salsa (to be refreshed).
10. Twelve (12) bottles of cold water on stage.
11. Six (6) black stage towels on stage

Production / Hospitality Contact

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