



**Bookings, Media, Contracts**

Bruce Bennett

Email: [coldasicetribute@gmail.com](mailto:coldasicetribute@gmail.com)

Mobile: 978-852-9167

[www.theultimateforeignertribute.com](http://www.theultimateforeignertribute.com)

**Production and Technical Info**

Bob Bouchard

FOH Engineer

Email: [rebouchard99@gmail.com](mailto:rebouchard99@gmail.com)

Mobile: 978-930-4704

# Cold as Ice – Regional Contract Rider

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This rider is herewith attached to and made part of the contract dated \_\_\_\_\_ between \_\_\_\_\_ (Purchaser) and CD Recycling Center of America (Cold as Ice).

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 "The CD Recycling Center of America Inc."

## **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 good quality drinking water
- 10 12-oz. bottles of assorted juice drinks (orange, apple, cranberry etc.)
- Pot of fresh hot coffee with cream and sugar
- Assorted Fresh fruit tray
- Roll of paper towels and napkins, drinking cups, coffee cups

## **Meal Requirements:**

The band and crew meal shall consist of a hot well-balanced meal or high-quality deli tray 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 \$25.00 per band / crew member 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 8 people. Purchaser has the option of a "Lodging Buyout" at a price to be determined during the show advance.

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**TECHNICAL RIDER** (Production Manager and FOH Eng.: Bob Bouchard - rebouchard99@gmail.com)

## 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
- NOTE: Artist at its option, may carry in FOH control package. This will be determined during the advance.

## Monitors

- Artist carries its own 5-Mix, stereo wireless IEM system and 32 channel splitter for FOH

## Microphones, Stands, Stage and Power

- Artist carries all microphones, direct boxes and drop snakes
- Venue to provide mic stands, mic cables, stage power and drum riser
  - 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 riser 8' X 8' with a 12-24 inch rise
  - Stage size 30' x 20'

## Video Requirements

- Venue to provide video projection capable of displaying either 16:9 or 4:3 aspect ratios. Projection screen behind band for intro video and dynamic background video throughout performance. Video is typically played through iPad to VGA or HDMI outputs. Video is in MPEG-4 format. Advance asap if this capability is not available.

## Lighting Requirements

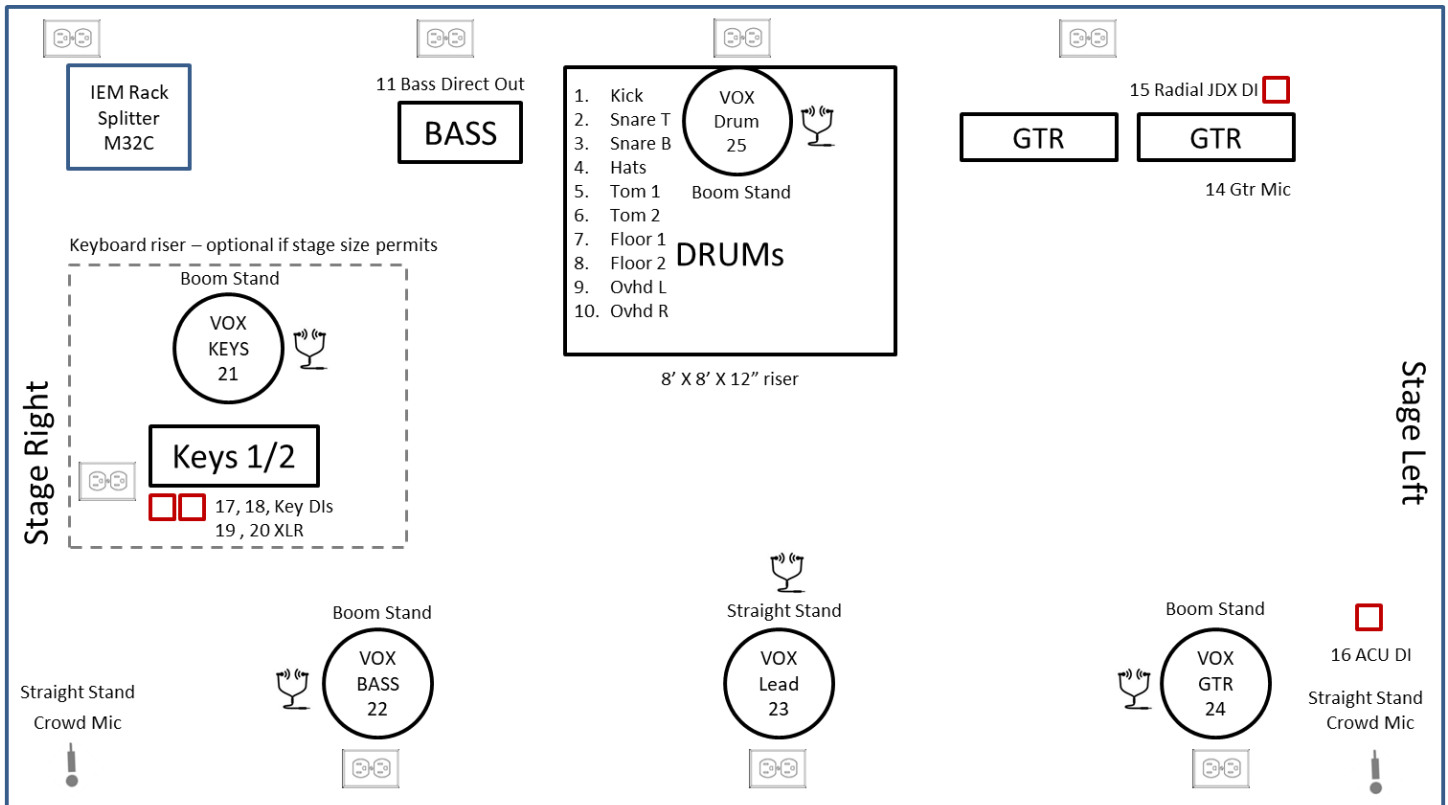
- Venue to provide professional grade stationary and intelligent lighting along with Lighting Designer
- No follow spots required, No disco dance floor lighting to be used as show lighting
- Spot LEDs, Wash Zoom LEDs, PAR56/64 or equivalent lighting and effects

## 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 4 hours prior to doors to ensure proper setup and sound check can be accommodated.

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## Stage Plot



## Input List

Input	Mic/DI	Input	Mic/DI
1 - Kick	Beta 58A	17 - Keys 1L	Radial Pro D2
2 - Snare Top	SM57	18 - Keys 1R	Radial Pro D2
3 - Snare Bottom	e604	19 - Keys 2L	XLR
4 - Hats	SM81	20 - Keys 2R	XLR
5 - Tom 1	e604	21 - Vox Keys (SR)	e935
6 - Tom 2	e604	22 - Vox Bass (SR)	e935
7 - Floor 1	e604	23 - Vox Lead	Beta 87A
8 - Floor 2	e604	24 - Vox Guitar (SL)	e935
9 - Overhead L (SR)	ADX51	25 - Vox Drum	e935
10 - Overhead R (SL)	ADX51		
11 - Bass Low	XLR		
12 - Bass High	XLR/Mic		
13 - Guitar SR (Spare)	e609		
14 - Guitar Mic SL	e609		
15 - Guitar DI SL	Radial JDX48	31 - Ambient SR	Condenser
16 - Acoustic SL	Radial Pro48	32 - Ambient SL	Condenser