

COMPLETE RIDER w/ Stage Plot and Input List

THE WORLD'S MOST AUTHENTIC POLICE TRIBUTE BAND

"It doesn't get any closer than this"

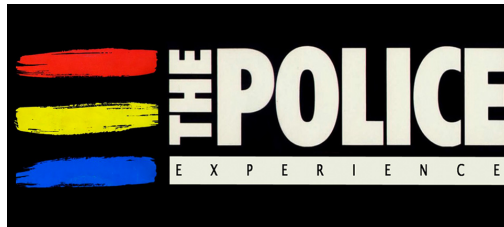
TPE Management

2215 Homewood Ave.

Simi Valley, CA 93063

Telephone: 818-792-7040/818-239-2083

Email: booking@policeexperience.com



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TRAVEL

Airfare

All band/crew members have up to date passports. Economy flights are acceptable. No flights will be "standby status" or "Employee Related Discount status". Please notify band management of flight itinerary before booking. The following names should be used for reservations/ticketing.

David Rasner - Band

Michael Nieland - Band

James Head – Band

TBA – Crew/Sound

Baggage

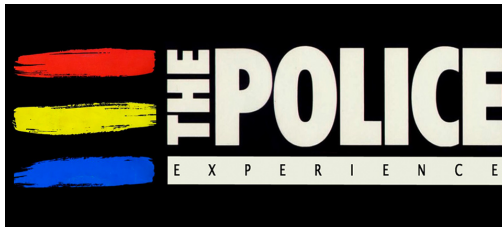
Each band/crew member travels with 2 pieces of checked luggage. All baggage follows minimum standards for weight and dimensions. All baggage fees **must be reimbursed to band**.

Ground Transportation

Because the band must bring key musical gear which is not in Backline Rider, there will be several additional luggage pieces, (gear flight cases), which may be larger than ordinary luggage. THERE MUST BE AN APPROPRIATE VEHICLE TO TRANSPORT THE BAND AND THEIR GEAR. Band will not be charged for any ground transportation unless flights are non-inclusive. Band and crew must have ground transportation from Airport to Lodging/Venue, Venue to Lodging, and Lodging/Venue to Airport.

Lodging

Band and crew must have 4 **separate rooms** at a clean and safe hotel. Hotel room may not be more than 30 minutes from venue.



BACKLINE

MUST PROVIDE 5 SEPARATE GUITAR STANDS.

GENERAL

- IF FLOOR IS NOT APPROPRIATE FOR DRUMS A **SUITABLE CARPET** FOR THE DRUMS MUST BE PROVIDED.
- A **CONDENSER MIC** OR ANY MIC APPROPRIATE FOR PICKING UP AMBIENT STAGE NOISE.
- Two **AUX SENDS FROM THE MONITOR BOARD** (1/4 inch or XLR), (Inner ear monitors for drums/SR Vocals).
- **3 CIRCULATOR FANS** (If playing in hot or humid weather)
- Large **PROJECTOR SCREEN**. If applicable
- 1 **SHORT THROW PROJECTOR** (Minimum 3000 lumens). If applicable

BASS

MUST INCLUDE TWO of ANY of the following **AMPLIFIER HEADS**, AS LONG AS THEY ARE OF THE TUBE VARIETY, (PARTICULARLY THE PREAMP OUT), AND AT LEAST 500 WATTS.

SWR, EDEN, ASHDOWN, AMPEG, OR FENDER.

ALSO, **MUST INCLUDE TWO 4X10s OR 6X10s OR 8X10s** of the following **BASS SPEAKER CABINET COMPANIES** listed below, unless specified.

AMPEG, EDEN, SWR, GALLIEN-KRUEGER, ASHDOWN, HARTKE, OR PEAVEY.

NOTE:

- 1) Amp heads **MUST MATCH CABINETS** in terms of power handling, (ohms, watts, etc.).
- 2) Speaker cables must be appropriate from AMP to CAB, (speak-on, 1/4 inch, Banana, etc.)
- 3) Speaker cables must be no shorter than 6 Feet, no longer than 10 FEET. If shorter than 6 feet, verify that it can reach from the amp to the cabinet!
- 4) If no **DIRECT OUT** exists on amp head, a **PASSIVE QUALITY direct box** is needed for each of the two AMPS.

GUITAR

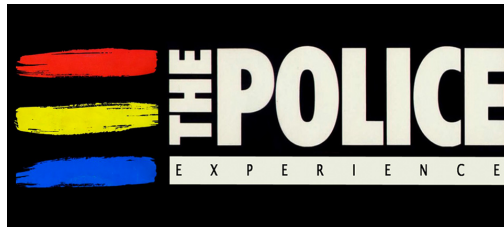
ONE of the following **AMPLIFIER HEADS** listed below.

- **MARSHALL (1980's) 2205 w/channel switching MARSHALL (1980's) 2210 w/channel switching MARSHALL Jubilee Series**
- **MARSHALL 2000 100-watt**
- ONE of the following **SPEAKER CABINETS** listed below, unless specified
- **MARSHALL 1960 Vintage Series 4X12 Straight MESA BOOGIE 4X12 Straight w/Vintage 30's**

DRUMS

TAMA Starclassic Maple or Birch , DW Maple or Birch

- 16x22 kick (1)
- 8x10 tom (1)
- 8x12 tom (1)
- 9x13 tom (1)
- 16x16 floor tom w/legs (1)
- 5x14 Stewart Copeland signature snare drum



DRUMS (Cont'd)

HARDWARE:

TAMA or DW

- HC73BW Boom cymbal stands (3)
- HTC77W Combination TT/stand (1) - HS70W SD stand
- HH905 Hat stand
- HP900R BD Pedal
- HC62R Straight Cym Stand
- 3 boom cym arms w/clamps
- Professional quality Drum Throne

CYMBALS: PLEASE CALL 818-792-7040

P.A. REQUIREMENTS

A FULL, PROFESSIONAL GRADE, SOUND SYSTEM MUST BE AVAILABLE THAT IS CAPABLE OF HANDLING THE SUB-SONIC FREQUENCIES OF THE BASS GUITAR, KICK DRUM, AND LOW KEYBOARD SOUNDS.

PLEASE SEE "STAGE PLOT/INPUT LIST" TO VERIFY IF FOH BOARD HAS APPROPRIATE NUMBER OF CHANNELS.

IF THERE IS NOT A SIDE-STAGE MONITOR BOARD, AN MONITOR AUX SEND MUST STILL BE PROVIDED.

INCLUDE FOLLOWING PRO-AUDIO GEAR:

- Boom Mic Stands, (or Mini-Mic stands where appropriate) (11)
- Shure SM58 or comparable vocal Mics (3)
- Appropriate drum Mics for Snare, Overheads, High-hat, Octabans, Guitar Cabs.
- Effects Processor for Reverb
- Compressor
- Kick drum Mic
- At least 3 monitor wedges (High Power)
- At least 8 SEPARATE/DEDICATED AC POWER OULETS
- Enough EXTENSIONS CORDS to appropriately distribute power sources seen in "STAGE PLOT/INPUT LIST".

MONITOR MIX:

BASSIST/LEAD SINGER (Stage Right- In-Ear Monitors)

Note: Uses inner ear monitors. Only 1 aux send, (XLR or 1/4 Inch), is needed.

Lead Vox

Full Drum Kit

Bass

Guitar

Keys

Back-up vocals

GUITARIST (Stage Left wedge)

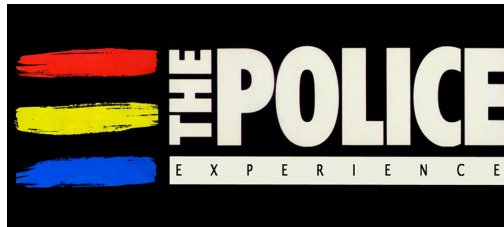
Bass

Full Drum Kit

His own vocals Lead Singer's vocals Drummer's vocals Guitar

Backing Track

NO KEYS



DRUMMER (In Ears / Sub Wedge)

Kick/Snare, Overall Drum mix

Guitar

Delay Return (Snare/Hat)

All vocals

NO KEYS

LIGHTING BACKLINE 818.792.7040/818-239-2083 FRONT OF HOUSE LIGHT BAR

1. 3 ELIPSOIDS focused on stage right boom stand area (Lead singer/Bassist).
2. 3 ELIPSOIDS focused on stage left boom stand area (Guitarist).
3. 3 ELIPSOIDS focused on drum riser.
4. PAR CANS (Red Wash) as many as needed to fill stage.
5. PAR CANS (Blue Wash) as many as needed to fill stage.
6. PAR CANS (Yellow Wash) as many as needed to fill stage.
7. PAR CANS (Green Wash) as many as needed to fill stage.
8. PINSPOT (white) focused on mirror ball.
9. TECHNO-SPOTS (as many as possible), or any other automated luminaires.

ONSTAGE

1. LED WALL/ARRAY (as large as possible) behind drum kit facing audience.
2. 1 PAR CAN (No Color) on floor of drum riser focused up at drummer from the left.
3. LED STRIP stage left offstage.
4. LED STRIP stage right offstage.

DOWNSTAGE BAR (directly overhead of bassist/lead singer and guitarist)

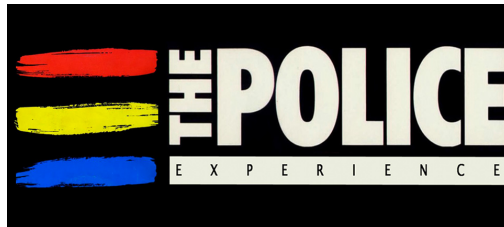
1. VARI-LITE stage right directly over bassist/lead singer.
2. VARI-LITE stage left directly over guitarist.
3. MIRROR BALL with motor.
4. STROBE LIGHT(S).

UPSTAGE BAR (directly overhead of drummer)

1. PAR CANS (Red Wash) half facing audience and half onstage.
2. PAR CANS (Blue Wash) half facing audience and half onstage.
3. PAR CANS (Yellow Wash) half facing audience and half onstage.
4. PAR CANS (Green Wash) half facing audience and half onstage.
5. ELIPSOID (white) focused on bassist/lead singers back.
6. PIN SPOT (Yellow) focused on mirror ball.
7. VARI-LITE stage left directly over drummer.
8. TECHNO-SPOTS (as many as possible), or any other automated luminaires.

MISC.

1. FOLLOW SPOT and Follow spot operator.



BACKSTAGE/GREENROOM RIDER 818.792.7040/818-239-2083

PAYMENT

ITEM 1.

If a deposit has been made in advance and any remaining balance is due to the band, the entire balance must be paid IN CASH, IN A BROWN PAPER BAG, BEFORE THE BAND SETS UP THEIR GEAR- UNLESS OTHERWISE SPECIFIED

ITEM 2.

If full payment is to be made at the venue, the entire payment must be paid IN CASH, IN A BROWN PAPER BAG, BEFORE THE BAND SETS UP THEIR GEAR- UNLESS OTHERWISE SPECIFIED.

DRESSING ROOM

ITEM 3.

A lockable dressing room/changing room with a power outlet and access to the stage will be available to the band from before sound check to after the performance.

ITEM 4.

Band will have access to a toilet, mirror and sink with running water that is not used by the public.

ITEM 5.

12 bottles of bottled water and a case of cold beer will be provided in the dressing room before the performance.

ITEM 6.

At least 3 clean towels will be provided.

ITEM 7.

Dressing room will be available to only members of the band, and no one else.

ITEM 8.

Small Guitar Amplifier (Minimum 35 watts)

ITEM 9.

The dimensions of the stage will be at least 20' WIDE by 15' DEEP

ITEM 10.

STAGE

The platform/area where the drums will be placed must be at least 8' by 8'.

ITEM 11.

There will be lighting focused on every member of the band. If lighting is not focused on every member of the band, "promoter" is responsible for re-focusing lighting during sound check.

ITEM 12.

There must be at least 6 true power outlets onstage.

SOUND CHECK

ITEM 13.

Band will have access to the stage at least 3 hours before performing.

ITEM 14.

Band will be able to line check all instruments, backing tracks, and vocals before performance.

ITEM 15.

Set-up and line-check will be finished so that sound check may start at least 1 HOUR before performing.

ITEM 16.

Band will be allowed to sound check AS A WHOLE, (bass, drums, keyboards, vocals, and guitar), at FULL VOLUME, for at least 10 minutes.

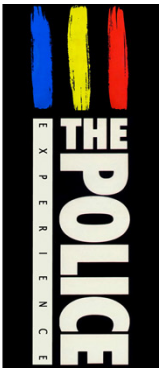
ITEM 17.

It is the responsibility of "promoter" to insure that a COMPLETE sound check has been performed and finished with an HOUR to spare before time of performance. If there is a delay it will result in a delayed show-time.

ITEM 18.

BAND REPRESENTATIVE / SOUND CREW MUST HAVE FULL INPUT ON BOTH F.O.H. AND MONITOR MIX- NO EXCEPTIONS!!

This rider is an addendum to the main contract. Therefore it is a contractual agreement between 'Promoter' listed in main contract and "Artist" listed in main contract that all of the following terms will be honored completely or "Promoter" may be responsible for breach of contract with artist, and held accountable to terms listed in contract for said breach of contract.
"PROMOTER" _____ date: _____ "ARTIST" _____ date: _____



Stage Plot/Inputs
818.792.7040
818.239.2083

F.O.H.

- 1- KIK
- 2- SN
- 3- HAT
- 4- EFX RTN *
- 5- T1
- 6- T2
- 7- T3
- 8- FT
- 9- RIDE
- 10- OH R
- 11- OH L
- 12- OCT 1
- 13- OCT 2
- 14- OCT 3
- 15- OCT 4
- 16- TRAX R
- 17- TRAX L (ears only)
- 18- BASS DI
- 19- BASS
- 20- KEYS L
- 21- KEYS R
- 22- GUIT
- 23- LEAD VOX (SR)
- 24- SL (GUIT) VOX
- 25- DRUM VOX

24

Mon 2 (wedge)

- kik
- sn
- guitar
- trax (R)
- bass
- SL Vox

23

Mon 1 (ears)

- keys
- all vox
- kik
- sn
- hat
- bass
- guit
- Trax (L/R)

22

Mon 3 (drum ears)

- kik
- sn
- OH L & R
- EFX RTN
- Guit
- Bass
- All Vox
- TRAX L/R

11

10

18,19

12 5

6

7

9

3

2

8

14

13

15

25

4

16&17