

THE RETURN – CONTRACT RIDER

PRESENTER shall supply pertinent information including maps/directions, contact name(s) and telephone number(s).

PRESENTER shall reserve and pay for 5 single hotel rooms.

PRESENTER shall provide THE RETURN access to private area near the stage to use as a dressing room. Area must have running water, electricity, mirror(s), 4 hand towels, bottled water and fruit tray available.

PRESENTER shall provide meals for THE RETURN the night of the performance or choose a \$125 buyout option.

PRESENTER shall provide bottled water during and after performance.

PRESENTER shall provide an area near the stage for the sale of merchandise. THE RETURN reserves the right to retain 100% of merchandise proceeds.

PRESENTER shall provide following **staging requirements**:

Stage: Minimum 20'1 x 16'w x 1'h. If stage is portable, it must be set up prior to scheduled arrival of The Return.

Drum riser: Required on all fly-in dates. Minimum 6x6 riser elevated 3ft above stage level. (The Return carries their own riser on driving dates only).

Sound/light boards: There must be sufficient room for all sound and light boards, power amps, and other necessary equipment next to the stage and in the FOH position.

PA/Light Wings: There must be sufficient room for speaker enclosures and lighting on both sides of stage.

PRESENTER must supply 2 able bodied loaders to help load in/load out equipment before and after the show. If loaders are not supplied, PRESENTER shall pay a fee of \$100 to have The Return's subcontracted labor do it.

IF ARTIST IS PROVIDING SOUND & LIGHTING, FOUR (4) DEDICATED CIRCUITS ARE REQUIRED.

IF PURCHASER IS PROVIDING SOUND & LIGHTING, THE FOLLOWING ARE MINIMUM REQUIREMENTS:

1. 24 ch. FOH (front of house) console with necessary audio snake(s).
2. Monitor board capable of 4 separate mixes.
3. Four (4) 1/4 inch outputs (and cables) from monitor board for The Return's Sennheiser in ear monitor system.
4. Effects rack(s) containing sufficient reverb, delay, EQ, compression & gates.
5. FOH speaker enclosures sufficient to cover room size and/or expected attendance.
6. Sufficient power amps and EQ(s) for FOH.
7. Engineers for FOH and monitors – The Return has a full time sound engineer who will mix FOH.
8. Three (3) vocal straight stands and at least Shure SM58 or better vocal mics. (Note: The drummer's vocal stand must have a round base)
9. Sufficient mics/cables to cover 3 vocals listed in #8 and drum set consisting of kick, snare, hi tom, low tom, hats, overhead(s) for cymbals, and floor mounted cowbell.
10. Two (2) extra XLR cables for guitar amps (Pod line 6's w/direct outs).
11. Two (2) DI boxes for acoustic guitar and bass guitar.

LIGHTING: Lighting requirements will vary due to size, location, time of day, and type of event. Adequate stage wash needed. Prefer no green or orange.

THE RETURN

Stage plot

Vocal 3 (10)
Drum Set (1,2,3)

<u>Bass Gtr</u> <u>DI (4)</u>	<u>Gtr 1/Lead</u> <u>DI (5)</u>	<u>Gtr 2</u> <u>XLR (6)</u>	<u>Acoustic</u> <u>DI (7)</u>
	<u>Vocal 1 (8)</u>	<u>Vocal 2 (9)</u>	

Input List:

- 1) Kick
- 2) Snare
- 3) Overhead
- 4) Bass Guitar (DI needed)
- 5) Guitar 1 (Lead – DI needed)
- 6) Guitar 2 (Rhythm – XLR needed/direct out)
- 7) Acoustic Guitar (DI needed)
- 8) Vocal 1 (Stage right)
- 9) Vocal 2 (Stage left)
- 10) Vocal 3 (Drummer)

Monitors:
(in ear)

Aux 1: Bassist
Aux 2: Stage right guitarist (Gtr 1/Lead)
Aux 3: Stage left guitarist (Gtr 2 & Acoustic)
Aux 4: Drummer

Misc:

- IEM's require (4) $\frac{1}{4}$ in aux outputs from monitor console
- 3 DI boxes are needed (Bass, Gtr 1/Lead, & Acoustic)
- Digital modelers are used in place of guitar amps
- Drummer needs straight stand for vocals