

# Wounded Hand – A Tribute To Stone Temple Pilots

## Technical and Hospitality Rider

### I. Contact:

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### II. Billing

Billing for all advertising, marketing materials, announcements, marquees, etc. shall be billed as follows:

#### Wounded Hand – A Tribute To The Stone Temple Pilots

### III. Authorizations, Fees and Taxes

- The purchaser must obtain all necessary permits, licenses and authorizations from any and all government agencies and music industry representation.
- The purchaser agrees to pay all necessary fees and taxes associated with this live performance.

### IV. Hotel Rooms

- If the purchaser is providing hotel rooms they shall be three rooms of business class or above with two double-beds in each room.
- The hotel should be in close proximity of the venue.

### V. Dressing Room

- One clean dressing room is required and must be available for Artist's sole use on the night of the performance.
- The dressing room should include seating for 5 people, a mirror, bathroom and sink.
- The dressing room must have close access to the back entrance of the stage.
- The dressing room should include one case of room temperature water

### VI: Loading and Parking

- The loading and backstage areas should have clear and unrestricted access prior to load-in and load-out for the event
- The band should be provided at least three parking spaces that are as close to the backstage as possible.

## **Wounded Hand – A Tribute To Stone Temple Pilots**

### **VII. Opening Acts**

Wounded Hand encourages a local support act of a similar genre to be booked for each performance. Please let all opening acts know that they may not play any Stone Temple Pilot material during their performance.

### **VIII: Stage Sound Requirements:**

- One main mixing board with at least 16 input channels
- Four (4) independent monitor mixes for stage monitors
- One front of house mix for in-ear monitor systems (IEM provided by Artist)
- At least one vocal effects processor with reverb for vocals
- Two (2) vocal microphones (SM58 or equivalent) with mic stands and cords
- Two (2) instrument (guitar) microphones (SM57 or equivalent) with mic stands and cords
- Adequate number and type of microphones, stands and cords for reproduction of drums in the main mix
- One direct box for bass guitar
- Sound engineer who must be present for sound check and entire performance

### **IX: Lighting Requirements**

- Overhead lighting with at least (8) par 56 lights with appropriate controllers
- Motion lighting is preferred either automatically or engineer controlled
- Lighting engineer who must be present for sound check and entire performance

### **X. Stage Specifications:**

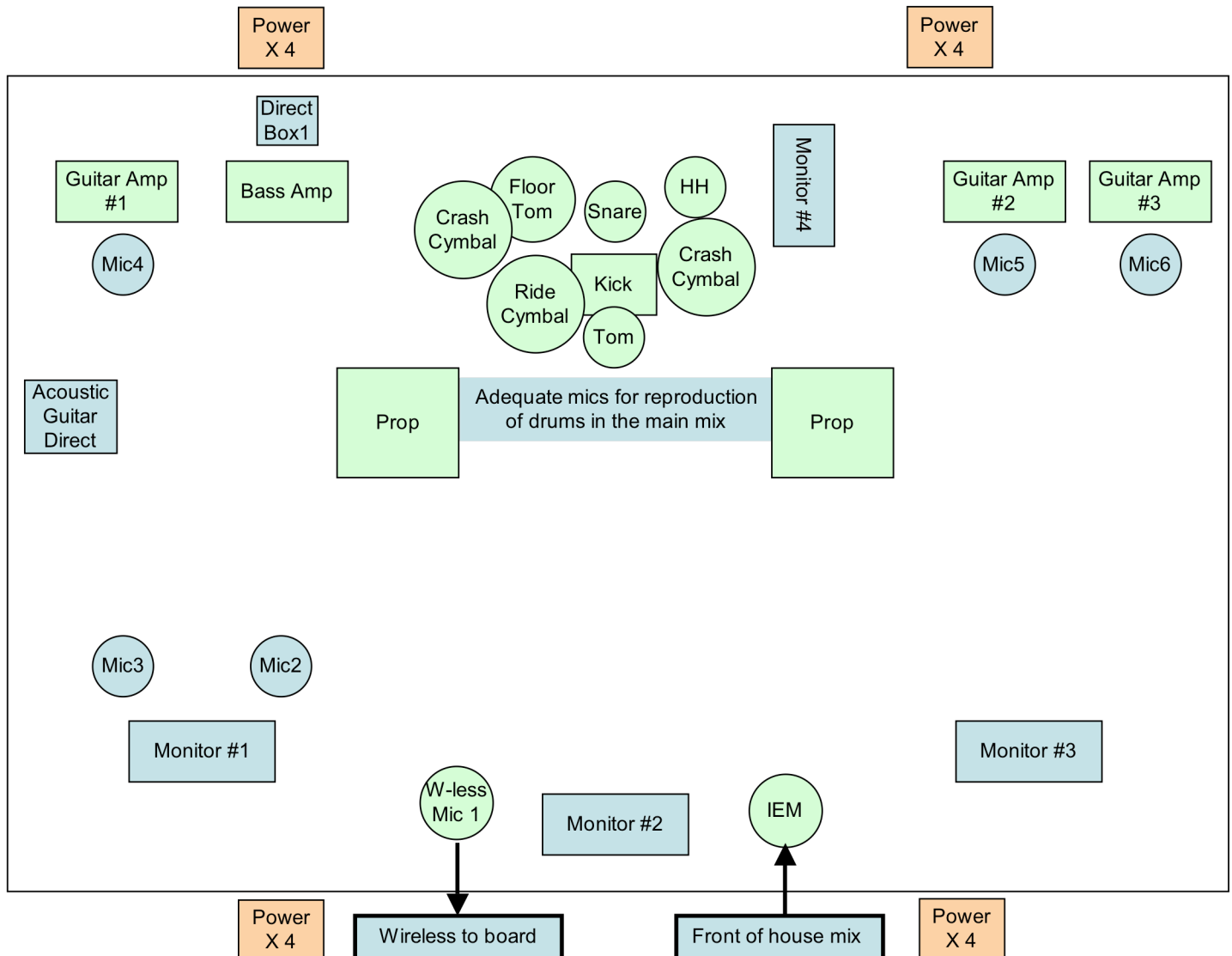
1. Drum riser – minimum 8' by 8' and raised at least 2 feet from the stage
2. Stage size – minimum of 8' from drum riser to stage left and stage right
3. Stage size – minimum of 12' from drum riser to front of stage
4. Stage must be raised at least 3 feet from the front-of-stage floor
5. Stage must be level and suitably stable for live music performances
6. Outdoor stage must be protected from sun, wind and rain

### **XI. Electrical Specifications:**

1. Four (4) four-way outlets are provided as shown in the stage drawing supplying a properly grounded and secure 120 volts of three-phase power.
2. The stage power must be a completely independent, minimum 20-amp circuit.

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## Wounded Hand Stage Plot



\* Equipment in green provided by Artist, equipment in blue and orange provided by venue

### XII. Wounded Hand Input List:

1. Mic #1 = Lead vocals from wireless mic (wireless mic and stand provided by Wounded Hand)
2. Mic #2 = Back-up vocals 1 from dynamic vocal mic and stand
3. Mic #3 = Back-up vocals 2 from dynamic vocal mic and stand
4. Mic #4 = Rhythm guitar amp #1 from instrument mic and stand
5. Mic #5 = Lead guitar amp #2 from instrument mic and stand
6. Mic #6 = Lead guitar amp #3 from instrument mic and stand
7. Mic #7 to ?? = Drum mics adequate for reproduction of drums in the main mix
8. Acoustic Guitar direct box to board
9. Direct Box #1 = direct box from Bass guitar

Note: Wireless mic1 requires one XLR cable from front of stage to board

Note: Onstage IEMs require one front of house mix provided via XLR cable at front of stage

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### XIII. Backline Rider (for shows with client supplied backline only):

When the venue is providing the backline, the following equipment is required:

#### **Guitar Amp #1:**

- First Choice: Marshall JCM2000 TSL100 head and 4 X 12 Marshall cabinet with pedal
- Second Choice: Mesa Dual Rectifier head and 4 X 12 Mesa cabinet with pedal

#### **Guitar Amp #2**

- First Choice: Mesa Dual Rectifier head and 4 X 12 Mesa cabinet with pedal
- Second Choice: Marshall JCM2000 TSL100 head & 4X12 Marshall cabinet with pedal

#### **Guitar Amp #3**

- First Choice: Line 6 Flextone III XL with shortboard pedal
- Second Choice: Fender Twin 100W all-Tube Combo Amp with pedal

#### **Base Amp:**

- First Choice: 1000 watt head and Ampeg SVT bottom with eight 10-inch speakers
- Second Choice: 800 watt head and two cabinets - each with four 10-inch speakers

#### **Drums:**

- Four piece drum-set with 18”X22” kick, 6”X14” snare, 12”X10” mounted tom and 16”X16” floor tom (Pearl or Mapex)
- 14” Hihat and stand, 22” ride cymbal and stand, two (2) 18” crash cymbals and two (2) stands (Zildjian or Sabian), kick pedal (Pearl or Mapex) and drum throne