Greg Adams – (7 Piece) Contract "Rider"

Total Nine Persons (Seven Band Members, One Crew, One Management)Updated: July 2006Contractual/Logistics questions call ALM Mgmt. – Andrea Adams Office818.609.9528Booking Inquiries call ALM Mgmt– Richard HartOfficeZechnical questions call FOH Engineer – Michael Oliver0ffice/Cell707.567.1707

Dressing Rooms:

Purchaser shall provide one (1) Dressing Room for the artist. This should be "private" and not shared with another performer. Restrooms should be near the dressing room and available throughout the day. The Dressing Room should be available from the time of "load in" until a minimum of one (1) hour after the end of the show. All "drinks" should be served in this dressing room. Please provide Ten (10) Hand Towels.

Hospitality:

Purchaser shall provide for the artist the following liquid refreshments:

- 1) 48 _ liter bottles of drinking water (i.e. Evian, Arrowhead)
- 2) 24 cans of Coca Cola or Pepsi
- 3) 12 cans of 7up or Sprite
- 4) 12 cans of Diet Coca Cola or Diet Pepsi
- 5) 24 bottles of premium beer (i.e. local microbrew [Anchor Steam] or imported [Becks]) Please NO HEINEKEN as it has Formaldehyde as a preservative.
- 6) 1 750ml bottle of premium vodka (i.e. Smirnoff, Grey Goose, Kettle One)
- 7) 1 bottle of premium Red wine (Pinot Noir, Cabernet, Merlot)
- 8) 1 bottle of premium White wine (Pinot Grigio, Chardonnay, Sauvignon Blanc)
- 9) Coffee & Tea service (including cups, assortment of Teas, assortment of sugars, lemon & cream) Note: These refreshments should be available throughout the sound check and performance.

Purchaser shall provide Nine (9) Meals for the artist:

Meals are to include:

- 1) 1 Main Entrée, (Fish or Chicken or Pasta)
- 2) 1 Side dish, (Rice, Potatoes, Pasta)
- 3) 1 Vegetable dish (Corn, Beans, Broccoli etc.)
- 4) Desert would be greatly appreciated *Note: A "Deli Tray" can be substituted for meals at the discretion of the artist confirmed in advance.*

Production: All production details shall be confirmed in advance with artist's representative. Note: The band will look and sound it's best on the best stage. Bigger is better for Stage, Sound & Lights

<u>Stage</u> shall be a minimum of 24 feet wide by 18 feet deep and 30 inches tall.

Power shall consist of 4 x 20amp 110-volt circuits on stage with appropriate quad boxes and cables.

<u>Lighting</u> System shall consist of a minimum of $16 \ge 1000$ watt Par cans and 1 -Spot Light. Please have enough light to fully cover the performance area. Qualified L.D. shall be provided.

<u>Sound</u> System shall consist of Stereo 3-way or 4-way system with enough power and coverage to fully cover the audience area and maintain 112db at the FOH mix position. Monitor system shall consist of 10 - wedges on eight mixes, each mix discreet with equalizers on every mix. One qualified "monitor engineer" shall be provided and also one "systems tech." See attached Input List page for details.

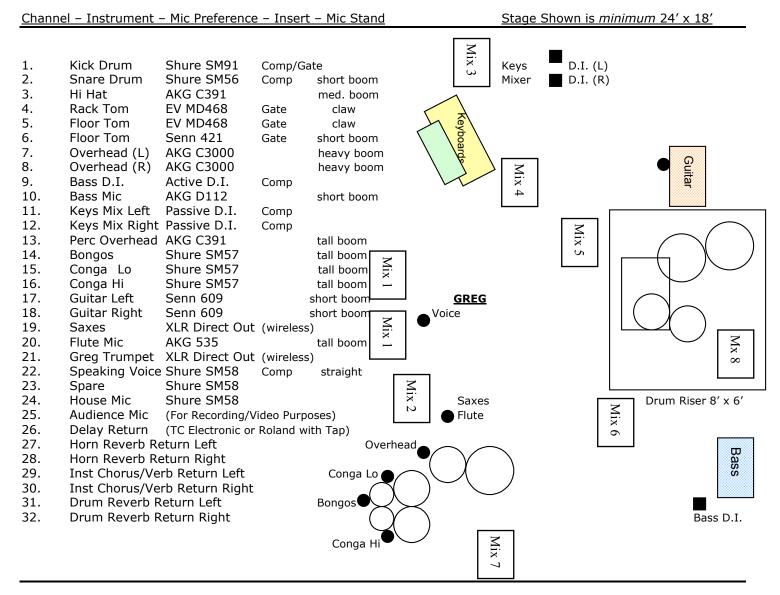
If the band is traveling out of the immediate Los Angeles area, the producer shall provide the following "backline" equipment for the artist. The backline shall be available to the artist from the moment of "load-in."

- 1) 1 DW or Yamaha Drum Kit including:
 - a. 22" x 16" bass drum
 - b. 14" x 5" snare drum
 - c. Choice of toms 10", 12", 14", 16" (usually set up as rack, floor, floor)
 - d. Cymbals 14" hi-hats, 20" ride, 14", 16", 17" crashes and 12" splash
 - e. Comfortable Drum Throne
 - f. All cymbal stands, hi-hat stand, snare stand, tom-tom mounts, wing nuts, felts etc.
- 2) 1 Eden or SWR or Ampeg or GK Bass Rig including:
 - a. Bass Amp Head
 - b. $2 4 \times 10^{\circ\circ}$ speaker cabinets
 - c. 1 Bass Guitar Stand
- 3) 2– Guitar Amplifiers (Set Up as Stereo)
 - a. Marshall half-stacks (2- head, 2- 4 x 12" speaker cabinet) OR
 - b. Line Six combo head **OR**
 - c. 2 Fender Twin Reverbs
 - d. 2 Guitar Stands
- 4) 1 Percussion Rig including:
 - a. Set of Congas (Conga, Thumba)
 - b. Set of Bongos
 - c. Set of Timbales
 - d. Percussion Table or Tree
 - e. 2 Cymbal Stands
 - f. All Stands and Hardware to set up with player standing (Plus Wrench for Tuning)
- 5) 1 Keyboard Rig including:
 - a. 1-Korg Triton Pro with pedal (Note: model should have serial/SCSI port)
 - b. 1 Kurzweil PC-2X with pedal
 - c. 1 Six channel mixer with stereo output for sub-mixing keyboards (i.e. Mackie/Behringer)
 - d. 1 Two Tiered Keyboard Stand
 - e. 1 Piano Bench
 - f. All power adapters, MIDI cable and _" cables to connect six lines to mixer
- 6) Six (6) Music Stands with music stand lights or plexiglass sheets for outdoor shows.
- 7) 1 Percussion Table, (18" x 24" with Felt Top), for Greg Adams Horns

All "backline" shall be confirmed in advance with artist's representative.

FOH Engineer/Traveling Band Tech. – Michael Oliver	Office/Cell	707.567.1707
Contracts/Logistics – ALM Mgmt – Andrea Adams	Office	818-609-9528
Booking Inquiries – ALM Mgmt – Richard Hart	Office	253.582.3627
	andrea@almmanagement.com	
	ric@almmanagement.com	

Greg Adams – (7 Piece) Stage Plot & Input List Updated: July 2006



<u>Monitor System</u>: Monitor Console should have *minimum* of 24 Channels into 8 mixes. Each mix should have 31-band graphic or 5-band parametric equalization. We use wedges for every mix and cue, please NO large drum box. Speakers should be "bi-amped" with typical 15" woofer and 2" tweeter. Please provide onstage: 4 Quad boxes of A.C., 20 microphone stands, 6 direct boxes, 20 microphones, (see above).

House System: House Console should have a *minimum* of 24 microphone inputs, 8 aux sends and 8 effects returns. Prefer Midas Heritage or similar console, (Midas, Soundcraft, Yamaha). System should consist of speakers and amplifiers to completely cover audience area and have enough power to maintain 112db from 40Hz to 18kHz. Prefer Line Array, i.e. JBL Vertec, L-Acoustics V-dosc. Please provide CD player for playback and DAT and/or Cassette for recording purposes. Inserts and Effects will be needed as shown above, (6-comps, 4-gates, 1-Delay, 3-Verbs). When traveling, additional back line gear needs to be provided and will be listed on a separate sheet. We thank you for your attention to these matters.

House Engineer/Traveling Band Tech Michael Oliver	Office/Cell	707-567-1707
Logistics/Contracts – ALM Mgmt – Andrea Adams	Office	818-609-9528

Greg Adams – (7 Piece) Monitor Mix "Cheat Sheet"

Updated: July 2005

<u>Please try to accommodate these mixes as best you can and be prepared to pay attention to the stage for the entire length of the set.</u> We will put the wireless receivers in "monitor world" so you can see when they are receiving good signal and let the players know if they are not getting good signal from their transmitters.

We thank you for your good work and attention.

<u>Mix One – (Greg – "Star" Trumpet)</u>

Plenty of his trumpet wireless. Please note: You will have to ride this fader (post) up and down as he changes from the muted trumpet to the open horn and back again. Also needs a small amount of the rest of the horn section in an even blend. Please note: In this mix you will bring up the other horn mics when they come downstage to solo.

<u>Mix Two – (Johnnie - Saxes/Flute)</u>

Plenty of Johnnie's wireless Sax mic and a generous amount of his Flute mic with a small amount of Greg's Trumpet.

<u>Mix Three/Four – (Joey - Stereo Keyboards)</u>

Plenty of his Keys Mix in Stereo here with an even blend of the horn section in the offstage mix.. Rarely he may need bass, put it in the onstage mix if he asks for it. Tiny bit of the speaking voice mic.

Mix Five – (James - Guitar)

Some of his Guitar, with an even blend of the horn section. Rarely he may need bass in this mix.

Mix Six - (Brian - Bass)

Some of his Bass. Small amount of Kick, Snare, Hat, Guitar and Keys, (Left only please). Add an even blend of the horns. Tiny bit of the speaking voice mic.

Mix Seven - (Johnny - Percussion)

Plenty of the Conga mics and a generous amount of the Bongo mic. (You can roll off the low end)

Mix Eight – (Evan - Drums)

Some Kick and very little Snare. Generous amounts of Bass, Guitar, Keys, (Left only please). and Percussion . Greg, (Star Trumpet), should be heard above the Sax as he is playing melody. Add a tiny bit of the speaking voice mic. Note: The bottom Keyboard is playing a sample drum loop on the first song that needs to be heard clearly...thereafter lower the keys back to a reasonable volume.

Mixes Nine & Ten – (Downstage Side Fills – Only on really big stages)

Small Amount of Kick/Snare/Hat/Bass. Build an even blend of the Horns. Stereo Keyboards just below the horns. then add a tiny bit of guitar.

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