

Rider Definitions

It has been our experience that the following terms and phrases may be new to some clients. To facilitate a clear understanding and ensure the best possible results for both the Artist and Purchaser, please review the following definitions:

Sound Check

In addition to verify that every piece of equipment is functioning, the sound check is the one chance for the performers and sound crew to blend the levels of audio for the stage and the room. Correct sound on stage allows the performers to sing on key, balanced sound for the room makes for a pleasurable listening experience for the audience.

Dressing Room

The Timebenders' performance is a wildly energetic and varied stage show as much as it is great dance music. The content of the show takes the audience through the past 5 decades, exposing them to some of the greatest hits and stars of those eras. As a result, the costuming is constantly changing not only between sets but also sometimes from song to song. For this reason, the dressing room requirements must be met. Close proximity to the stage (even with "pipe and drape") is paramount. *Mirrors, lights and power* are other important elements to the dressing room, integral to the success of any Timebenders' show.

Production

The Timebenders require specialized sound and lighting equipment suitable for the venue in order to perform, it is the purchasers responsibility to make sure that appropriate arrangements are made in advance of the show (see attached production rider).

Parking

If the purchaser is supplying the production (PA and lights), the Timebenders arrive in a Cargo Van and a passenger van – Unless flying to the show, in which case they travel in two passenger vans, which need to be parked safely during the sound check and performance at the sole expense of the purchaser.

If the Timebenders are supplying production, there will be additional vehicles, the passenger vans as mentioned above and a large cube van full of PA and Lighting gear. It is imperative that convenient parking be arranged so as not to take away from the allotted set up time.



RIDER AGREEMENT

The following terms and conditions listed in this Agreement are to ensure the best possible show for the Purchaser. Any matters of concern should be directed to Jesse Bannerman (250-216-4369 jesse@timebenders.com)

1) TECHNICAL PRODUCTION:

The purchaser is responsible for ensuring the requirements listed in the attached production rider are supplied in their entirety either by hiring a production company of their choice or hiring the Artist to supply the production (location dependent).

Any omissions or substitutions must be approved by the Artist prior to the event. Failure to meet these requirements may be considered a breach of contract.

2) ACCOMMODATION:

All performances outside Victoria, and the surrounding lower-Island municipalities will require the Purchaser to provide clean and reputable accommodation as follows:

Where the Purchaser is supplying production and crew – 4 rooms with 2 double beds/room

Where the Artist is supplying production and crew – 5 (call to confirm) rooms with 2 double beds/room.

All rooms should be registered or referenced under the band name. There is a complete list of names and rooming assignments on the last page of this rider, please ensure there is enough rooms and beds booked according to the guide above. Please provide confirmation numbers to the Timebenders' office.

3) PARKING:

Where the Purchaser is supplying production and crew:

– 2 parking spaces. The two vehicles will be a Cargo Van (equipment) and a passenger van (performers)

Where the Artist is supplying production and crew:

– 3 parking spaces. The three vehicles will be a 1-ton cube van (carrying the PA and Lights) and the others mentioned above.

Parking spaces need to be located as close as possible to the stage, this is important as any difficulties with parking directly affect the efficiency of set-up.

4) DRESSING ROOMS:

Due to the frequency and pace of costume changes the location of dressing room must be within 50' of the stage. If this is not possible, a separate "quick change" pipe & drape area measuring no less than 8' x 10' must be erected within 30' of the stage.

Please have the following requirements available in the dressing room upon the band's arrival:

– 10 chairs

– 1 full length mirror

– 2 portable clothing racks

– 1 8 ft. banquet table for props and accessories.

– 1 15amp circuit

– access to running water is an asset, but not a necessity. – Appropriate lighting

4) CATERING:

Please have the following available upon the artist's arrival:

– 24 1 litre bottles of water

– a small tray of nibblies with a selection of meat, cheese, veggies and nuts. – an assortment of beverages including juice, coffee and tea.

Please have the following available after the artist's soundcheck:

– 8 hot meals or small buffet with an assortment of hot and cold entrees served in the bands dressing room.

- OR a \$450 meal buyout

6) STAGE REQUIREMENTS:

Minimum 24' x 16' x 2' or larger continuous, clean deck capable of supporting 125 lbs/sq ft. Stairs must be provided on one side of the stage and at downstage center.

Two risers measuring no less than 6' x 8' must be placed according to the attached stage plot. In lieu of risers, a stepped stage arrangement is also acceptable where the back half of the stage is 16" higher than the front half.

Should the performance be outdoors, stage cover large enough to cover entire stage area is required.



7) TECHNICAL POWER REQUIREMENTS:

If the artist is providing production:

- a minimum of a 50 amp range receptacle is required, please confirm the exact power requirements with the artist far in advance of the show.

Any costs incurred to accommodate this requirement including but not limited to, permits, electrician's fees or venue charges are the sole responsibility of the purchaser.

The quality and success of the show hinges on this request.

8) ACCESSIBILITY/SOUND CHECK/ROOM SET:

- The Artist requires unobstructed access to the stage no less than 2 hours prior to the scheduled start of the event to setup and soundcheck
- A comprehensive sound check (min. 45 minutes) is mandatory and is required prior to any performance.
- The front of house mix position must be established as per the attached production rider to ensure the highest level of production is maintained.

If the artist is providing production:

- The artist's crew must have unobstructed access to the venue no less than 4 hours prior to the start of the event.

9) PERMITS/LICENSE FEES:

Purchaser agrees to obtain any and all applicable permits and licenses and paying for any fees that may or may not be assessed in order to be in compliance with local and international laws and regulations.



PRODUCTION RIDER

SOUND

The Timebenders travel with their own mixing system for FOH and monitors and will provide the following inputs to the suppliers sound system (please note, these inputs will originate from a rack on stage):

- 1 – FOH Left
- 2 – FOH Right
- 3 – Monitor Mix 1 bass
- 4 – Monitor Mix 2 downstage centre 5 – Monitor Mix 3 keys left
- 6 – Monitor Mix 4 keys right

Supplier to provide:

- 1 gripped system technician knowledgeable in the system setup and operation for the duration of the sound check and the show.

- 1 32 channel professional digital console with 6 monitor feeds and 2 f/x sends. Acceptable brands include Digidesign, Digico, Allen & Heath, Yamaha, Soundcraft.

- 1 Professional 4way sound system (EAW, Meyer, or equivalent). System must demonstrate a frequency response of at least 40hz – 15000hz, provide proper coverage for the entire audience and be able to produce 110db SPL (peak) with no audible distortion at the mix position.
The Timebenders audio technician must be provided access to systems processor upon request.
Yorkville, Community, Peavey, Mackie and any fuzzy box of dubious origin are not acceptable for the front end PA unless approved by the Timebenders prior to the day of the event.

- 5 Monitor wedges, EAW SM200 or equivalent with appropriate processing and amplification (see stage plot for positions)

- 1 Mic package as per the attached input list (see below)

- 1 Mic stand kit for mic kit
All vocal stands should have short booms,

- 1 Mic cable package with at least 35 25' mic cables and 2 x 25' 12 channel sub snakes

- 1 Stage AC package (see stage plot for drop locations)

The FOH mix position must be located in a suitable position in the house, a side stage mix position is absolutely unacceptable! It is the purchasers/suppliers responsibility to ensure that there is adequate room for the mix position and that appropriate cabling has been arranged to make this happen. Failure to comply with the above will result in a delay of soundcheck/show while this situation is corrected.



LIGHTING

Minimum lighting requirements:

Supplier to provide:

- 1 gripped lighting technician knowledgeable in the system setup and operation for the duration of the soundcheck and show. Unless otherwise stated the supplier's technician is expected to operate the show.
- 18-24 ParCans(Par64 or equivalent)or LED fixtures
Assorted Gel for the above lights.
- 1 Followspot (Lycian Midget or equivalent) with operator.
- 1 Black back drop to cover the width of the stage, pipe and drape is acceptable.

Control and dimming for the above lights

Appropriate stands and/or truss to support the above lighting and drape

The following are recommended for enhanced lighting effect:

- 6 High quality moving head lights.

The lighting should be arranged to provide an even front wash covering the entire stage area and a 3 colour backwash. The purchaser is encouraged to arrange additional lighting to further enhance the show.

VIDEO

The Timebenders will supply an image to be displayed on any video screens located behind or near the stage during their performance.

NOTES:

Under no circumstances will The Timebenders ever consider Behringer equipment acceptable!
All systems shall be setup and operational before the arrival of The Timebenders crew.
Supplier is responsible for all labour required for the setup and strike of the above systems
The band enters and exits down stage centre throughout the show, route cables appropriately



BACKLINE

(may not be required for events on Vancouver Island and the lower mainland, please enquire at time of booking)

- 1 5 piece Yamaha Maple Custom or Oak Custom kit
22" kick
10" 12" and 14" toms
Zildjian Dark K, Zildjian A Custom or Sabian AA/HH cymbals 2 crashes
(16" and 17" natural finish preferred)
1 ride.
No Zildjian ZBT ZXT, ZHT, Z custom or Sabian B8 or B8 pro
- 1 Ampeg SVT Classic, Mesa, Mark Bass or Eden with a 4x10 cabinet
No Hartke or Yorkville
- 2 Fender Deluxe Reverb, Fender Twin Reverb or Fender Super Reverb
- 1 Fender Hot Rod Deville or Hot Rod Deluxe
- 1 Good quality acoustic guitar with pickup and strap
- 1 76 key synth action keyboard with midi out (To be used as a controller)
- 1 Apex Pedestal style keyboard stand
- 4 guitar stands
- 1 Manhasset solid back music stand (to be used as laptop stand)



INPUT LIST

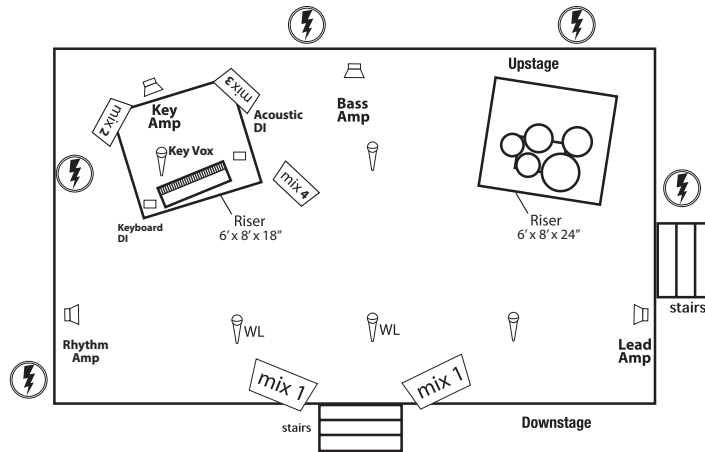
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1	Kick	Shure Beta 52A, Audix D6 or Sennheiser e902
2	Snare	Sennheiser e904 or Shure SM57
3	Hi Hat	AKG 451 or similar
4	Rack Tom 1	Sennheiser e904 or Shure Beta98
5	Rack Tom 2	Sennheiser e904 or Shure Beta98
6	Floor Tom	Sennheiser e904 or Shure Beta98
7	OH SR	AKG 414 or similar
8	OH SL	AKG 414 or similar
9	Bass DI	Active DI
10	Guitar Centre	Sennheiser 409, e906 or Shure SM57
11	Guitar SL	Sennheiser 409, e906 or Shure SM57
12	Acoustic	Active DI
13	Keys 1 L	Passive DI
14	Keys 1 R	Passive DI
15	Laptop L	Passive DI
16	Laptop R	Passive DI
17	Vocal Wireless Centre R	* Shure UHF Handheld with Beta 87 capsule
18	Vocal Wireless Centre L	* Shure UHF Handheld with Beta 87 capsule
19	Vocal Bass SR	* Beta 87a
20	Vocal Guitar SL	* Beta 87a
21	Vocal Keys	* Beta 87a



BACKLINE RIDER / STAGE PLOT

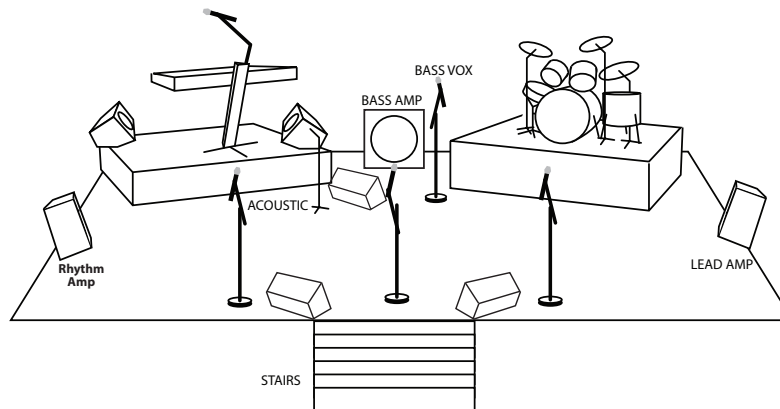
Please refer to Jesse Bannerman (Technical Director) for all technical questions



NOTES:

Drum Riser (24 inches preferred),
 Keyboard Riser 18 inches preferred,
 All the mic stands should be round-based booms
 WL = Wireless mics

= stage power required





Rooming List for Hotel Accommodation

Please note:

*Our check-in times can vary, therefore, please ensure that the hotel payment terms have been arranged and front desk staff (day and night) have been made aware that the rooms have been **pre-paid**.*

*All rooms must have a minimum two double beds. **No pull-out couches***

When **Timebenders supply** the production (PA, Lights & Crew):

5 double rooms are required -

1. Jesse Bannerman - **NON SMOKING**
Aaron Scoones
2. Brendan O'Byrne - **NON SMOKING**
Bryan Kelly
3. Allegra Bonifacio - **NON SMOKING**
4. Kiaran McMillan - **NON SMOKING**
Thomas Kinzel
5. Crew 1 - **NON SMOKING**
Crew 2

When the **client supplies** the production (PA, Lights & Crew):

4 double rooms are required -

1. Jesse Bannerman - **NON SMOKING**
Aaron Scoones
2. Brendan O'Byrne - **NON SMOKING**
Bryan Kelly
4. Kiaran McMillan - **NON SMOKING**
Thomas Kinzel
4. Allegra Bonifacio - **NON SMOKING**