

TSwang and The S Squad BAND

Contract Rider

Flight Information

ARTIST will submit a preferred flight schedule for ticketing to **Talent Buyer/PURCHASER**, or the equivalent monetary amount may be sent directly to **ARTIST**& representative for purchase of the same. Immediate advisement of choice by **PURCHASER** is necessary.

Do not purchase any ticket without approval of schedule by **ARTIST** or **ARTIST** representative.

Delay resulting in increased cost or loss of seating preference availability shall be at **PURCHASERs** liability.

Airport pick-up and drop-off to be specified by FunkHop Producitons LLC

ARTIST prefers to have Talent Buyer/**PURCHASER** contact FunkHop Productions LLC for arrangements.

ARTIST and crew prefer & aisle seating in non-bulkhead rows. If available

Two (2) round-trip Coach – South Bend, IN

Nine (9) round-trip Coach – _____

TSwang and S Squad BAND GROUND TRANSPORTATION

REQUIREMENTS:

Talent Buyer/Purchaser shall provide and pay for, at no cost to **TSwang** or the **S Squad Band**, transportation

from airport to hotel upon arrival,

between hotel and place of engagement for load-in as well as prior to and upon completion

of Sound Check and engagement, and hotel to airport upon completion of engagement

hereunder, plus any other transportation requirements, i.e.: Promotional activities (e.g.: to a

local Radio Station) necessitated by agreement between **Jr Walkers Allstar Band** and

Promoter. Transportation company information with contact and all numbers must be given

to tour manager 21 days prior to performance. All changes of company and needs must be

mutually agreed upon.

SAID TRANSPORTATION SHALL CONSIST OF THE FOLLOWING:

> Two (2) LATE MODEL, CLEAN, WELL MAINTAINED FIFTEEN (15) PASSENGER VANS FOR THE TSwang and S Squad BAND AND Dance CREW.

☐ ☐ ONE (1) LUGGAGE VAN

☐ ☐ TRANSPORTATION IS REQUIRED FOR THE MUSICAL EQUIPMENT, IF AIR FREIGHTED TO PERFORMANCE, FROM AIRPORT TO SITE OF ENGAGEMENT.

ALL CLEARANCE AND HANDLING CHARGES ARE PRODUCER'S RESPONSIBILITY.

Billing: ATTENTION AGENTS, TALENT BUYERS AND
PROMOTERS MARKETING STAFF

All Contracts, Billing, & Advertising must read:
TSwang Solo or and The S Squad BAND

Security:

- a. Talent Buyer/Purchaser shall provide one-3 security person to escort to and from the stage during performance.
- b. Purchaser shall provide secured parking six hour prior to and through one hour after completion of performance for all band vehicles.

Talent Buyer/Purchaser shall provide proper security at all times to ensure the safety and security of ARTIST, ARTIST's crew, ARTIST instruments, sound and lighting equipment, personal property, and ARTISTS's privacy.

A guard will be required outside of ARTIST dressing rooms during the entire time ARTIST is within the building.

A second guard shall be required at the backstage entrance from the start of load-in until 30 minutes after completion of load-out.

A third guard (uniformed) will be needed at the house mixing board from the time the doors are open to the public until the house has been cleared of all patrons.

A minimum of five (5) additional security persons shall be assigned to the production manager, and be on-duty 30 minutes prior to the venue opening to the public, until 30 minutes after the conclusion of the ARTIST's performance.

They will take direction exclusively from the production manager who will be their sole director. All security personnel must have been trained and have experience in providing ARTIST protective services.

DRESSING ROOM REQUIREMENTS

Talent Buyer/Purchaser shall provide at no cost to the Artist, two (2) heated and air conditioned dressing rooms for the exclusive use of TSwang and The S Squad Band

The 2 dressing rooms are to have mirrors and toilet facilities

1 dressing room to accommodate (8) people

1 female dressing room to accommodate (6) people all with secured locks.

TSwang Dressing Room

Deli Turkey or Chicken sandwiches, fruit and cheese platters, light snack, hot and cold

beverages, bottled water, for (15) people. (1) case of bottled water for stage.

(10) white, freshly laundered, full size towels for stage.

FOOD: - (2) Hot meals for 11 people to consist of Beef, Chicken, Turkey and Pork options with vegetables, soft drinks, and desserts. MEALS MUST BE APPROVED BY ARTIST

REPRESENTATIVE. The ARTIST can do a “buy out” Meal for eleven (11) people at the rate of \$25 dollars per person, per meal.

HOTELS: Purchaser shall provide (11) eleven single hotel rooms at a four-star facility at no cost to the ARTIST. This information is to be given to ARTIST representative (2)

3 weeks prior to performance date.

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Revised Input 2021

Channel MIC_____Insert

2. Kick Shure Beta 52,D112 Gate

3. Snare Beta 57A Gate

4. Hi Hat Shure SM 81
5. Rack 1 Beta 56 or 98's Gate
6. Rack 2 Beta 56 or 98's Gate
8. Floor 1 Beta 56 or 98's Gate
10. OH / Left Shure SM 81
11. OH / Right Shure SM 81
14. Kick Shure 91 Gate
15. Snare Beta 87 Gate
16. Hi Hat Shure SM 81
17. OH / Left Shure SM81
18. OH / Right Shure SM81
19. Floor Beta 56 or 98's Gate
19. Bass DI Comp
20. Guitar Shure SM57
21. Key DI
22. Hammond B3 Shure SM 57
27. Mackie L DI
28. Mackie R DI
29. Sax Sennhieser 421, Beta 57a
32. Vocal RF 58 Comp
33. Vocal RF 58 Comp
34. Vocal RF 58 Comp
35. Vocal RF 58 Comp
36. Drum Vocal RF 58 Comp
40. Conga OH / Left Shure SM 81
41. Conga OH/Right Shure SM 81
42. Spare
43. Spare

All wireless microphones shall be Shure UHF Wireless (with Beta 58 Heads) with amplifier and antenna paddles.

3 Shure Wireless Handheld mics w/ Beta 58 Heads

1 Shure Wired Handheld w/ Beta 58 Head (Sax Vocals)

1 Shure Wireless Headset (Drum Vocals)

1 Sennheiser 421 Mic for Sax

LIGHTING AND EFFECTS

PURCHASER agrees to furnish a first-class professional lighting company, staff, and equipment for the ARTIST's performance. Two lighting designers shall be provided and present all day for design, focus, and performance.

The designers will be utilized by the production manager as he feels necessary, including lighting board/controller operation and spot cueing.

PURCHASER shall provide at his sole expense:

(120) par 64 Lighting Instruments

(9) Source 4 pars

(4) 26 Degree Lekos

(1) White or Light Grey Cyc to be hung on upstage truss

(6) Floor Cyc Lights, four cells each.

(2) 9 Light Audience Blinders

(4) Super Troopers Follow Spots w/ operators

(2) D-50 water-based hazers

The name and phone number of the Lighting Company should be provided to Artists

Production or email: not less than 3

weeks before engagement.

If the performance is prevented from continuing because of an equipment failure,

ARTIST shall be paid in full for the performance.

STAGING

1. Clear stage dimensions are: Twenty-four (24) feet deep, forty (40) feet wide, and four (4) feet high. Or a Minimum of (24) feet deep (30) feet wide,

The clear space above the stage deck to the lowest obstruction shall be greater than twenty (20) feet. Stage surface must be solid, level and free of holes, cracks and projections. All sections of the stage must be level, with taped joints, and securely attached to one another. The stage shall be able to support 150 lbs. per square foot of live load. **Talent Buyers/PURCHASER** shall provide lighted steps on both sides of the stage for safe access to the stage. PURCHASER shall provide barricade sufficient for the size and type of audience expected across the entire width of the stage and sound wings.

2. Sound Wings: Two (2) platforms for P.A. if the speakers are not being flown.

Each platform shall be large enough to leave two feet, in both dimensions, of clear space after the speakers have been stacked and shall be at the same height as the stage.

All sections of the wing must be level and securely attached to one another. The front of the sound wings shall be level with the front of the stage. The sound wings shall be smooth, free of obstructions and capable of supporting an appropriate amount of weight.

3. Monitor Wing: One (1) platform placed directly behind the stage right sound wing.

All sections of the wing must be level and securely attached to one another. This platform shall be a minimum of eight (12) feet wide, eight (12) feet deep at stage height.

4. FOH Mix (12) feet deep, (12) feet wide for Sound Mix. (8) feet deep. (8) feet wide on a 12" high riser for Lighting Console. Bicycle rack or another similar barricade will be placed entirely around riser.

5. Stage Risers: Three (3) stage risers 8' wide, 8' deep, 18" high and One (1) keyboard riser 8' deep, 4' wide, 12" high. Both risers will be covered with low-nap, black or gray carpet that covers the entire riser, and is secured to the riser. Indoor/outdoor carpeting is not acceptable. All sections of these risers must be level, with taped joints, and securely attached to one another.

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BACKLINE

2 Drum Kits... Maple Shell Ludwig/ Yamaha/ Tama

2-16x16 Floor Toms

2-12x10 Mounted Toms

2-13x11 Mounted Toms

2-Heavy Duty High Hat Stands

2-22 Inch Kick Drums

2-Ludwig Snares with Stands

12-Heavy Duty Boom Symbol Stands

2-Regular Heavy Duty Symbol Stands

3-Drum Risers---8 Feet X 8 Feet---30 Inches High

2- Foot Pedals

1- Yamaha MOTIF -7 or 1 Korg TRITON PRO 61

1- Hammond B3 organ with 2 Leslie speakers

1- Fender Twin Reverb Amplifier

with switching channels and foot switch (First Choice)

1-Roland JVC 120 amp with chorus (Second Choice)

(2) guitar Stands

1----SWR—SM—900 Bass Amplifier or Equivalent

2---Goliath III Cabinets

CYMBALS

Hi -hats 4-14” Zildjian Quick Beats

2-16” “Crash & 2-12” Splash” Zildjian Med.

2-20” Ride- Zildjian or sabian

2-20” “China”

1 Shure Wireless Headset Microphone for Drummer

Percussions

LP or Equivalent Percussions are preferred but all must be matching colors

1-LP 522x-1 11 in Quinto

2-LP 589x-1-113/4 in Conga

2-LP 552x-1-121/2 in Tumbadora

5-LP Super Conga Stands

1- Heavy Duty Tama Drum Thrown

1- Saxophone Stand

Any Questions please contact Production Mgr. Chris Kelly @ 313-732-5505 or
clent@aol.com

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Speaker System:

A high quality 4-way speaker system capable of providing clear, undistorted and evenly distributed sound throughout the venue. System must be able to sustain frequencies from 40Hz to 16Khz at an average level of 105db (C weighted) at the mix position. (Midas Milo, Nexo, Turbosound TMS-3, EAW KF-850)

All power should be Crown, QSC, AB or similar quality.

Front of House:

(1) 40 channel consoles with four band EQ (at least two sweep able mids) and at least four post fader sends. (Midas XL-4, Yamaha 4K/M3K) or Equivalent

(2) 1/3 octave EQs (Ashley, White)

(2) system compressors (dbx 160)

(5) channels of insertable gates (Drawmer)

(10) channels of insertable compression (dbx 166)

(2) stereo reverbs (PCM-81, SPX-990)

(1) digital delay (Symetrix, TC)

(1) CD Recorder player for recording performance.

(1) FOH engineer if one is not provided

(1) DAT Machine

Monitor System:

(1) 40 X 8 monitor console (Yamaha 4Km, Crest Century)

(6) 31 band graphic Eqs (Ashley, White)

(1) Reverb (LXP-1, SPX-90)

(8) Bi-amped monitor mixes (see stage plot for placement):

- Mix one: 3 floor wedges (1" X 15") (3 DS Vocals)

- Mix two: 2 floor wedges (Sax)
- Mix three: Side fills: (5 Feet Tall)
- Mix four: 1 floor wedge (Guitar)
- Mix five: 1 floor wedge (Percussions)
- Mix six: Drum fill (Drummer)
- Mix seven: 1 floor wedge (Bass Player)
- Mix eight: 1 floor wedge (Keyboards)
- (1) Monitor engineer if one is not provided

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MERCHANDISE

ARTIST has sole right to merchandise any and all products

pertaining to their name or the name of the tour or show, at no

Expense to the ARTIST, excluding normal hall and vending fees.

A space, table, and adequate lighting must be provided for this purpose.

PURCHASER will not allow himself nor allow any other party to sell

any merchandise bearing the name, likeness, or logo of ARTIST before,

during, or after the concert date or any other merchandise except food and beverages.

PURCHASER will not permit the recording or broadcast, oral and/or visual

of any performance without expressed prior written consent of ARTISTS.

ARTIST's Approval of Interviews and Autograph Sessions:

At all times hereunder, ARTIST reserves the right of advance approval of all radio,

television, newspaper and media magazine interviews and autograph sessions made

in conjunction with Artist's performance. Talent Buyer/PURCHASER shall not

arrange any press interviews, autograph sessions or MEET AND GREETINGS

without the prior consent of ARTIST or Artist's representative. Talent Buyer/Purchaser will provide an

8-ft. table with 5 chairs. .

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THIS PAGE MUST BE SIGNED FOR ALL OUTDOOR EVENTS

(FOR ALL OUTDOOR EVENTS, ARTIST WILL BE PAID RAIN OR SHINE)

Purchaser's Authorized Representative Date

Artist's Authorized Representative Date

SOUNDCHECK (BEFORE ALL SHOWS)

1. A minimum OF 2 HOURS IS NEEDED for ARTISTS SOUNDCHECK and should be given to the Artist. Before Venue opens to the public after PA/backline/stage/lighting setup is complete.

2. NO PERSONS OTHER THAN SOUND, LIGHT, OR STAGE CREW MAY BE PRESENT AT SOUND CHECK (UNDER ANY CIRCUMSTANCES) UNLESS APPROVED BY ARTIST. THIS SOUNDCHECK IS TO BE SCHEDULED WITH PRODUCTION MANAGER AND DOES NOT INCLUDE STAGE SET-UP TIME.

A. If technical and/or other difficulties cause the start of sound check to be delayed or occur during sound check disrupting same, Artist reserves the right to use his full-time allotment for sound check or to extend his sound check up to the time doors open to the public in order to solve any such difficulties. If there are difficulties with concluding sound check to Artist's satisfaction, other than Artist's tardiness, if any, before the doors are scheduled to be opened, such opening of doors will be delayed pending conclusion of sound check.

B. In the event that sound, light, and/or staging quality and/or performance of sound, light and. or production personnel are below the minimal professional standards of Artist, Artist may exercise the right to refuse to perform until such deficiencies are corrected or, if such deficiencies are not immediately capable of being corrected,

the right to cancel Artist's appearance without prejudice to or forfeiture of his full fee or right to the performance of the other provisions of this performance contract by Purchaser and be free of any and all further obligations to perform under this contract.

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TSwang and The S Squad Band

CONTRACT SIGNATURE PAGE

A binder deposit of 50% is required upon signing of contract in order to hold date.
No personal checks, (western union, cashier check, or bank wire transfer accepted).
Remaining balance must be paid in full in cash no later than 4-hours before doors open.
For Artist's convenience, Purchaser shall include small denominations as part of Balance Payment (dollar bills, that can be easy to travel with for the group.)
Purchaser will withdraw from sale for Artist's use 20 complimentary tickets and 20 backstage passes per performance. If unused, Artist will release these tickets to Purchaser for sale prior to performance.

Under no circumstances, will any Phone Device, video recorders, Camcorder, tape recorder or any other recording devices be allowed during performance unless they are approved by the Artist.

Date and Location of Engagement: (_ - _ - _)(_____)

Print name of artist representative Print name of agent or purchaser

Date & signature of artist representative Date & signature of agent or purchaser

Name of business Name of business

Phone number Phone number

Any questions or comments contact: Anthony J Gullens 574-485-4973

We Thank You for Your Business and We Look

Forward to Giving You A Great Musical Show!

Sincerely, TSwang and The S Squad Band and Staff

TSwang and the S Squad Band

STAGE PLOT

Risers needed:

3-8x8x2 Skirted

Monitors:

Vocals -3

Sax Vocals -2

Drums#1-1

Drums#2-1

Congas-1

Bass-1

Keys-1

Guitar-1

Side Fills-2

Total = 13

All Production Questions SHOULD BE DIRECTED
TO PRODUCTION MGR. FunkHop Productions LLC @
574-485-4973 OR EMAIL: funkhopmusic@gmail.com
Any Other Questions SHOULD BE DIRECTED TO
FunkHop Productions LLC 574-485-4973

Leslie

Side fill

Congas M Drums M
Vocal

Drums M

B3 M
Keys
Bass M Guitar M

Leslie
esli
e

Voc
M

Voc
M

Voc
M

Voc & Sax

Sidefill
M M

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Mix Sheet

Mix Position_____ Contents

Mix 1 DS Vocals: All Vocals

Mix 2 Sax: Vocals, Sax, Kick

Mix 3 Side Fills: Everything

Mix 4 Guitar: Everything

Mix 5 Percussions: Everything

Mix 6 Drums: Vocals, Kick, Keys, Guitar, Bass