

MJ The Evolution

Tech Rider



GENERAL AGREEMENT & PROVISIONS

1. PAYMENT

Final payment for all shows must be made prior to the performance, and presented to the tour manager no later than sound check, day of show. Payment information is as follows:

SPR & Promotions

Acceptable forms of payment are as follows: Bank wire, cashier's check, certified check, or cash

All checks must be drawn on US banks. MJ The Evolution does not accept: company checks or checks drawn on foreign banks. Please direct all inquiries to Production Manager.

2. CANCELLATION

Purchaser agrees that artist may cancel the engagement at artist's sole discretion, by giving purchaser notice of at least ninety (90) days prior to the commencement of the engagement hereunder.

3. SCALING

The specific capacity, gross potential and ticket price breakdown of the facility where MJ THE EVOLUTION (hereafter referred to as the "Show") is to perform MUST be printed on the face of the contract to which this agreement is attached. There will be no deduction for taxes or any other purpose unless said deduction is stated in the contract. In the event that the gross box office receipts and/or admission exceed those stipulated on the face of the contract, then the purchaser must pay the artist the difference between the stated potential gross and the annual gross. The scaling of the house and number of tickets at each shall be specified in the contract. Promoters, Casinos, and club bookings must make available a block of 40 free tickets **per performance** for MJ THE EVOLUTION. All Casino New Year's shows (private or ticketed) must make available a block of 40 free tickets **per performance** for MJ THE EVOLUTION.

4. TRIBAL CASINO JURISDICTION

Tribal Casinos Jurisdiction for any dispute shall be the state or federal court in which the Tribe has its principal offices, and the parties consent to such jurisdiction, and the choice of law shall be applicable federal law, and the parties further consent to the court's power to so resolve the issues in dispute according to such law.

5. LIABILITY INSURANCE

The purchaser hereby warrants and represents that it has and will maintain a liability insurance policy with a licensed insurance policy provides coverage for bodily injury (including accidental death) and property damage of no less than Three million dollars (\$3,000,000) per occurrence.

The Purchaser further warrants that said insurance policy shall name the producer, the Booking Agent, The Show, The Show's Management, The Transportation Companies, their servants and employees as additional insured parties for the full period of the engagement hereunder.

6. ACT OF GOD PROVISION

In the event of any acts of God, riot or insurrection, extreme weather conditions or natural catastrophes, or the exercise authority of any government body or agency, or any other act, cause, or event beyond the reasonable control of the Show which delays or prevents the Show from performing, the Show shall nonetheless be paid in full, per the time of the contract.

7. TAXES

Purchaser shall hold the producer and Show harmless of and from any and all state, city, Provincial or other taxes, fees, VAT's and the like relating to the engagement. The sums payable to the producer/Show shall be free of such taxes, fees, or dues.

TAPING RESTRICTIONS and PHOTOGRAPHY

1. TAPING RESTRICTIONS

MJ THE EVOLUTION does not permit any videotaping, filming, audio recording, or broadcasting of their live performances. Videotaping is permitted at live shows for publicity and promotional purposes by credentialed members of the press with prior approval from Management.

Guidelines are as follows:

- A. Purpose for taping is to publicize the performance of the show for television or cable broadcast news or talk show
- B. The first 30 seconds of any three songs
- C. No song may be recorded in its entirety
- D. No more than 90 seconds (in 30 second intervals) of the show may be taped
- E. Videotaped performance will not be reproduced or distributed

NO FLASH

2. PHOTOGRAPHY

All requests for shooting still photos of live performances must be specified in contract and advanced with management. Guidelines are as follows:

- A. Photographer's name, address, phone number, and website (if available) must be supplied to management with the signed contract.
- B. Still photos are to be used by the promoter's and/or venue's archival purposes only.
- C. Any other use of photos (venue promotion, advertising, marketing, etc.) must be approved by management
- D. Digital copies and copies of the negatives must be supplied to management no later than two (2) weeks after the performance.

All Inquiries: SPR Production Manager.

MEET AND GREETs

When schedule permits, MJ THE EVOLUTION cast would be happy to accommodate requests for autograph signings and meet and greets. Requests must be specified in contract and advanced with Production Manager.

Guidelines are as follows:

- 1. Private meet and greets are to be for no more than thirty (50) people.
- 2. Meet and greets can only occur after the performance and must be coordinated with:
Production Manager

LIGHTING SPECS

Lighting should at a minimum include back lighting, side washes, front wash, multiple focusable par cans, multiple movers and two follow spots. The following specs are a guideline:

(1) 90 channel CONSOLE WITH AT LEAST 2 SCENES, 10 CHASES, 20 SCENE MATRIX. Note: console position must have clear view of stage at all times, at least 100 feet on mixed platform.

ACCEPTABLE BRANDS: AVO DIAMOND, SAPPHIRE, PEARL LEPRICON 2000 OR 3000 (NO GRAND MA OR WHOLE HOGG DESK) (SEPARATE CONSOLE AND OPERATOR FOR AUTOMATED LIGHT)

SPECIAL:

- (16) 19 DEGREES LEKKO'S 8, DOWN STAGE TRUSS 8, UP STAGE TRUSS
- (4) MOLES FEYS
- (4) FOH SPOT LIGHTS LYCIEM LONG THROWS OR HMI
- (16) ACL'S PAR 64
- (2) D 50 HAZERS
- (2) MARTIN F 100 FOGGERS WITH FANS
- (6) MARTIN ATOMIC 300 WITH DMX CAPABILITY
- (16) COMPLETE MOVING LIGHT PACKAGE WITH OPERATOR
- (12) SOURCE 4 LIGHTS WITH GOBO BREAKERS PATTERNS TO BE PLACED ON THE DOWN STAGE

TRUSS MINIMUM (based on venues ceilings and infrastructure)

1. (2) chain motors (rigging)
2. (10) 8ft truss & fly pack. Truss & rigging can be rented form a local production houses

Note: Tour will provide console. Venue must provide dmx home runs and program position. Booth will need space to accommodate lighting, video, and audio. WE WILL NEED POWER CONVERSION!

NOTICE: THERE'S A SUGGESTED MINIMUM OF 120 LAMPS

BACKDROP: WHEREVER POSSIBLE WE SHOULD HAVE A BLACK BACKDROP. IF A STARDROP IS AVAILABLE, OR SCRIM/CYC WITH CYCLITES, THIS IS AN ADDED PLUS

For further details contact:

SPR Production Lighting Manager

LIGHTING PLOT

Lighting will be customized for each venue.

BACKLINE

CONTACT SPR PRODUCTION MANAGER

MICROPHONES AND MISCELLANEOUS

All Technical Specifications are customizable to individual venues. Specs shown are a guideline.

WE PREFER THE FOLLOWING IEM: SHURE PSM900, PSM1000, SENHEISER G3 OR BETTER. ALL EARS MUST BE IN THE SAME FREQUENCY BAND.

WIRELESS-NO SLX OR ULX- MUST BE IN A DIFFERENT FREQUENCY BAND THAN IEM.

FRONT OF HOUSE CONSOLE

- (1) 48-56 CHANNEL DESK (24 SENDS AND 4 STEREO RETURNS)
 - 1ST CHOICE YAMAHA PM5D or AVID PROFILE
 - 2ND CHOICE MIDAS H3000 OR XL4
 - 3RD CHOICE YAMAHA PM5000

FRONT OF HOUSE PROCESSING ONLY WITH ANALOG OR PM5D

- (2) TUBE COMPRESSORS (SUMMIT DCL200 OR AVALON 737)
- (8) GATES (DRAWMER OR BSS)
- (16) LIMITERS (DRAWMER OR BSS OR DBX 160s)
- (2) PCM 90 OR 91
- (2) SPX 2000 OR 1000
- (1) TC2290 OR D2
- (1) CD RECORDER
- (1) CD PLAYER

FRONT OF HOUSE AMP & SPEAKER REQUIREMENTS

NO HOMEBUILT SPEAKERS WILL BE ACCEPTED

3 WAY WITH SUBS PA WITH ACTIVE CROSSOVER BSS, XTA, SOUNDWEB

(MUST BE CAPABLE OF PRODUCING AT LEAST 115db AT 100 FEET FROM THE STAGE)

SPEAKERS ARE REQUIRED FOR FRONT OF HOUSE

LINE ARRAY: JBL VER TEC, L ACOUSTIC V-DOSC, GEO NEXO, D&b, or MEYER MILO

AMPS: LAB GRUPPEN, CAMCO, CROWN, CREST, OR QSC

MONITOR CONSOLE

- (1) 48 CHANNEL DESK (24 SENDS)
- 1ST CHOICE YAMAHA PM 5D RH
- 2ND CHOICE AVID PROFILE
- 3RD CHOICE MIDAS H3000

MONITOR PROCESSING

- (10) KLARK TECHNIK 1/3 OCTAVE EQs OR BSS (inserted across all mixes)
- (1) CD PLAYBACK

MONITOR AMP & SPEAKER REQUIREMENTS

- (8) 2-WAY MONITORS WITH 15 INCH AND (1) 2 INCH (MEYER, EAW, EV)
- (1) 3-WAY SIDEFILL BOXES WITH SUBS

AMPS: LAB GRUPPEN, CAMCO, CROWN, CREST OR QSC

***OUTBOARD GEAR IN MONITOR IS NOT NEEDED IF A DIGITAL
CONSOLE IS PROVIDED NO PASSIVE MONITORS!***

STAGE MONITOR CONSOLE ALWAYS LOCATED STAGE LEFT!

STAGING AND RISER REQUIREMENTS

MUST HAVE ACCESS TO THE FOLLOWING:

- STAGE RIGHT
- STAGE LEFT
- STEPS ON LEFT AND RIGHT MID-STAGE

PERFORMANCE AREA MUST BE A MINIMUM OF 40' X 30' WITHOUT INCLUDING SOUND WING

- 1) DRUM RISER 8 x 8 x 2 WITH 1 8 X 4 X 1
- 2) BASS & GUITAR RISERS 8 x 8 x 2
- 3) STAGE LEFT & STAGE RIGHT KEYS RISERS 8 x 8 x 3 (WITH STEPS)
- 4) BLACK SCRIMS SHALL COVER ALL RISERS

LED WALL EQUIPMENT RIDER

4, 300ft cat 6 cable runs to go from the LED wall to the front of house which is where the video wall processor will be.

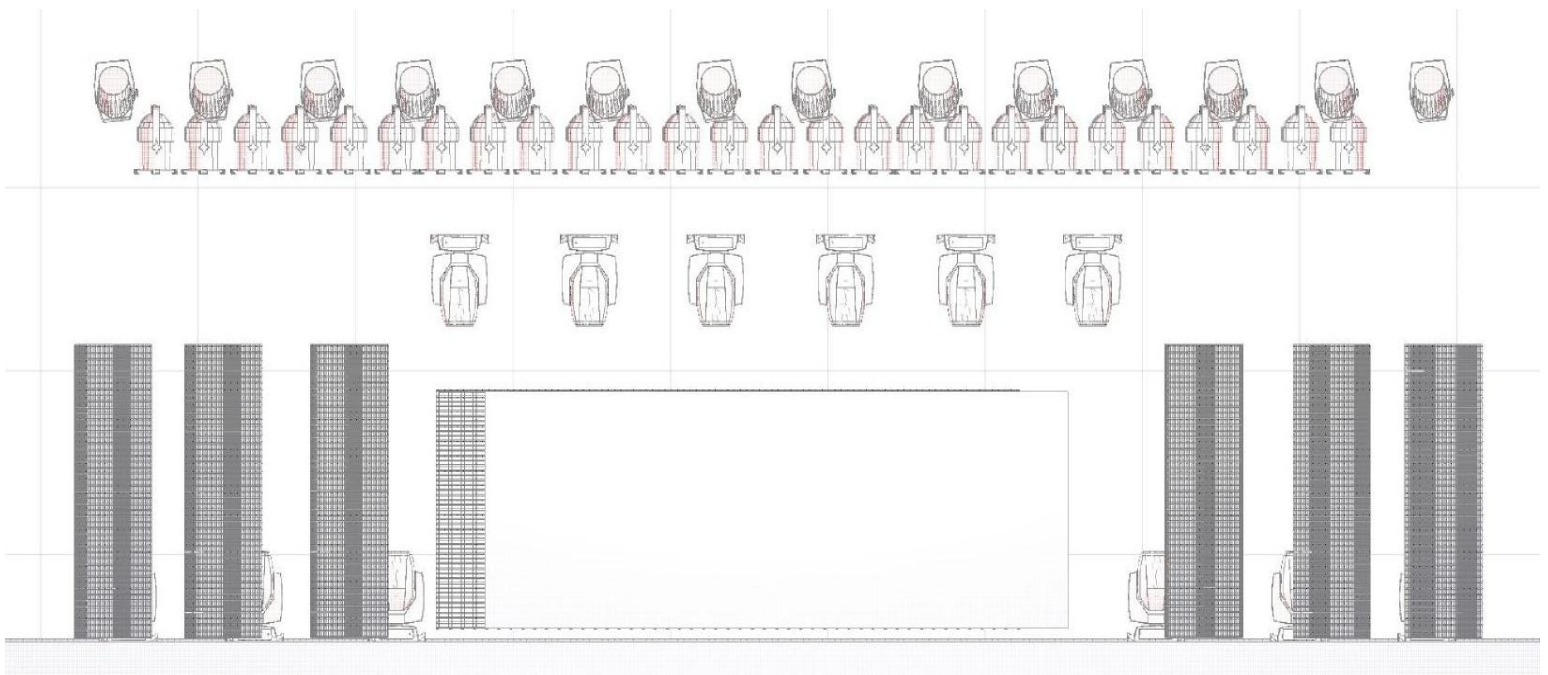
A MCTRL660 or MCTRL600 video wall processor by Novastar, 126 3.9mm video wall panels with nova star processors/receiving cards. (30ft wide by 12 foot tall total)

A windows laptop (windows 7) to run map and program the LED wall processor

(Please make sure that the video wall receiving cards and the video wall processor are both Novastar)

Depending on the venue 4 independent 12ft trust for the side screens and an arch trust to hang the middle main screen 12 ft high by 16ft width.

*See attached show specks & plot layout



LED Sub Snake:

Channels 1-14, 25-30, 33, 34 **Stage Left Sub Snake:** Channels 15-24, 13, 32

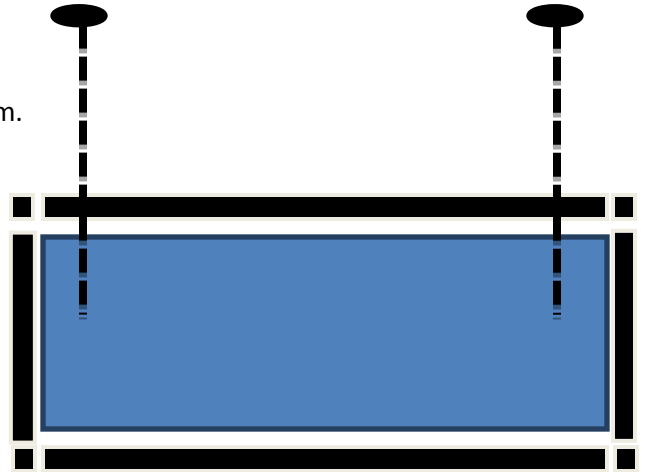
Main wall is 17'x11.66'. 10 panels wide, 7 panels high

Towers are 3.3'x11.66'. 2 panels wide, 7 panels high

LED Video Manager Chris Daniels Chris@mjevolution.com

Main Wall Flown: 20'x12' box.

- 20' of 12"x12" box truss along the top and bottom.
- 12' of 12"x12" box truss along the sides.
- Four 12"x12" corner blocks.
- Two One ton Motors, Rigging hardware.



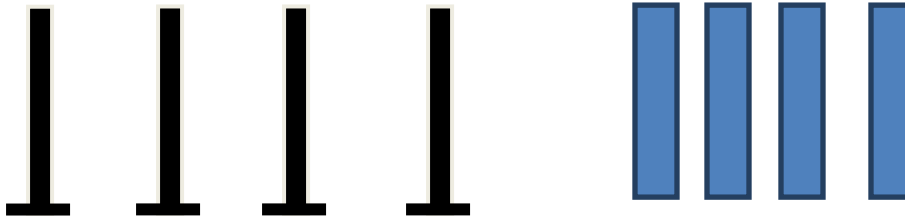
Main Wall Ground: 20'x12' arch

- 20' of 12"x12" box truss along the top
- 12' of 12"x12" box truss on each side
- Two 12"x12" corner blocks
- Two truss bases
- Rental company recommended hardware for hanging.



Four Towers: Four 12' of 12"x12" box truss

- Four truss bases.
- Rental company recommended hanging hardware.



Talent & Dressing Rooms:

2 Dressings Rooms required

1 Catering/ Green Room required

1 production/ crew room

1 Large dressing room with seating for 20 (couches and chairs). If no dressing rooms are available or if room is too small to accommodate all 20 people, promoter will provide, accommodations for talent

Rooms should contain: (2) Large tables

(20) Chairs minimum

(1) Refrigerator or 2 large coolers with ice

(1) Restroom with toilet and running water

(1) Coat rack with clothes hangers

(1) Trash can

Talent dressing room with table, chairs, trash can, and coat rack. Please see Hospitality 2018 rider for specific dressing drinks and food.

Note: All Rooms must have working heating and air conditioning and running water. All room sizes should be confirmed during advance with production manager. No exceptions.

All in house production changes will need to approved by Shows Production manager Anthony Gonzales at ant@mjevolution.com

In House Labor

1 House audio tech

1 House Lighting tech

6 stagehands are needed for truck unloading, setup, tear down, and truck reloading.

2 spot light operators

1 in house rigger for led wall setup.

Catering:

Promoter should provide lunch and dinner. Buy outs need to be advanced with production manager. Please see Hospitality 2018 rider.

Special Effect Equipment: Provided by Production

- (1) 2 Low mist fogger
- (2) 2 Non-oil base foggers
- (3) 4pc/lot 200W Co2 jet machine Gas dmx control for stage
- (4) 1 E Super Shooter Confetti Machine
- (5) 6 Air Dancer Blower

Lights:

1. (10) intelligent lights, (4) strop lights
2. Special Effects, lighting equipment & pack
3. (1) Laser machine, X Mobile Laser beat Max 2000
4. Lighting Gel pack

Sound:

1. Microphones, (2) wireless, (2) handheld & (2) back-up
2. (1) Audio & (1) Video playback machines
3. (10) Headsets and com systems for all production stuff
4. Band Plot (see attached layout & rider)

Video Screens:

1. (2) 20x15 screens with 4to3 ratio

Band Equipment:**DRUMS:**

- (1) KICK DRUM
- (1) 14 INCH SNARE
- (1) 8 INCH RACK TOM
- (1) 10 INCH RACK TOM
- (1) 12 INCH RACK TOM
- (1) 14 INCH FLOOR TOM
- (1) 16 INCH FLOOR TOM
- (1) DW KICK PEDAL
- (1) SNARE STAND
- (1) DRUM THRONES
- (1) SET OF 14" HI HATS
- (1) 15 INCH CRASH
- (1) 16 INCH CRASH (2 EXTRA BOOM STANDS)
- (1) 17 INCH CRASH
- (1) 18 INCH CRASH
- (1) 20 INCH RIDE
- (1) SET OF CHIMES (W/ STAND)
- (7) TOTAL CYMBAL STANDS

*In most cases show will travel with its own equipment

BASS:

- (1) FENDER PRECISION BASS
- (1) SHURE UHF WIRELESS UNIT
- (2) AVALON U5 PREAMP
- (1) DAVID EDEN 800 BASS HEAD OR SWR 900 (OR Similar)
- (1) 4 X 10" SPEAKER CABINET
- (1) 1 X 15" SPEAKER
- (2) 30'¼" CABLE

GUITAR:

- (1) FENDER STRATOCASTER
- (1) SHURE UHF WIRELESS UNITS (CHANNEL SELECTABLE AMP W/ PADDLE ANTENNAS)
- (2) ROLAND JC 120 AMPIIFIER (OR similar)
- (1) WIRELESS UNIT FOR GUITAR (TRUE DIVERSITY)
- (1) 30'¼" TO ¼" CABLE
- (2) GUITAR STANDS

EXTRA BATTERIES FOR WIRELESS UNITS

WIRELESS MICROPHONES (*SHURE UHF WITH 58 CAPSULES ONLY*)

- (4) SHURE WIRELESS HORN PACKS WITH MICS (*w/ COMBINER AND POWERED*)

ANTENNAS

- (4) SHURE SM 81 CONDENSER OR AKG 451
- (8) SHURE SM57
- (5) SHURE SM98 OR BETA 98
- (1) SHURE SM91
- (3) SHURE BETA 52
- (2) SHURE KSM32
- (15) ACTIVE D.I.s MINT CONDITION (COUNTRYMAN OR BSS)
- (9) STEREO WIRELESS IN EAR UNITS (*w/ COMBINER AND POWERED ANTENNA*)

HELICAL

- (3) HARD WIRED BELT PACKS (*w/ CABLES*)
- (2) STRAIGHT STAND (*w/ ROUND BASE*)
- (16) REGULAR BOOM STANDS
- (10) SHORT BOOM STANDS
- (1) CLEARCOM SYSTEM BETWEEN FRONT OF HOUSE AND MONITORS