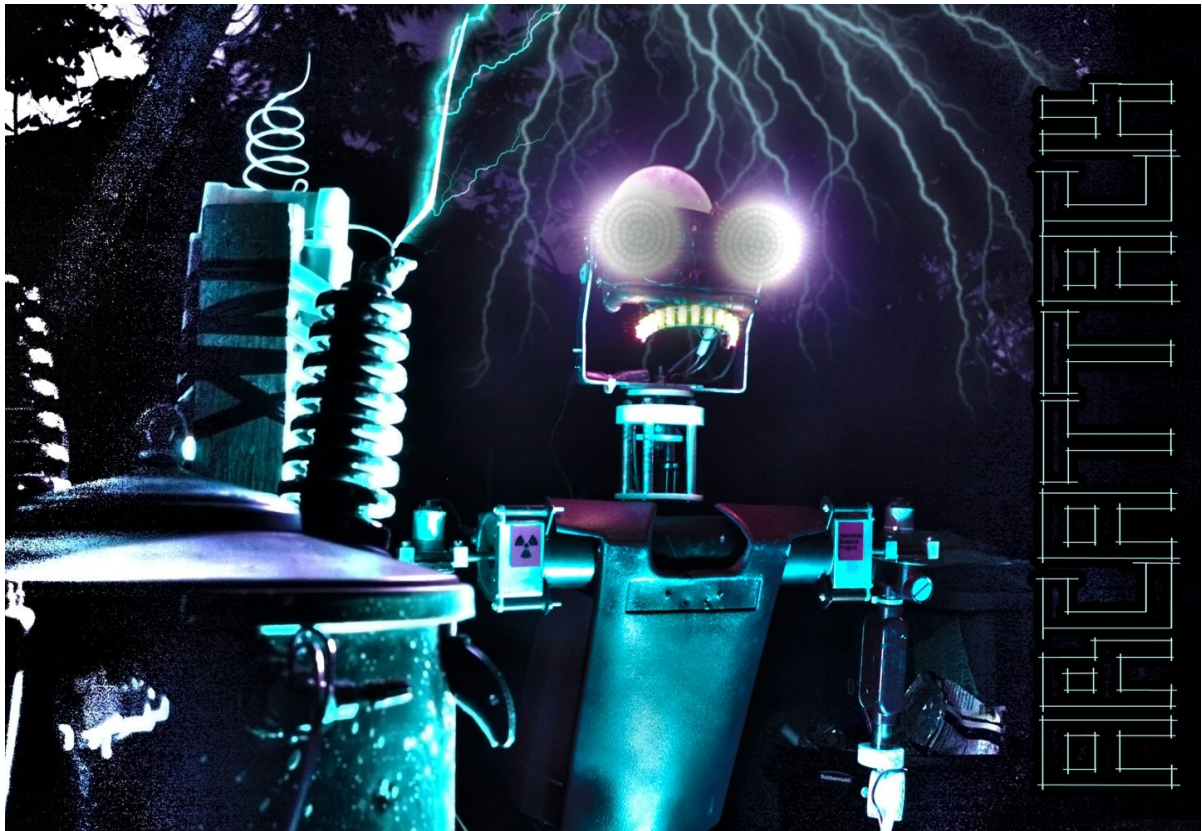


Official
TECHNICAL RIDER



Following is an *Official* Technical Rider for the 2015 / 2016 Touring Production for
"ArcAttack"

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Contact Information

Please include: a house technical kit which includes all pertinent lighting, sound, stage and theatre specifications as well as dressing room and loading dock information.

IF YOU HAVE ANY QUESTIONS OR CONCERNS about anything in this technical rider please contact ArcAttack

Joe DiPrima
Phone: 512-809-1452
Email: info@arcattack.com

General Notes

- **PLEASE NOTE: The foregoing are the estimated STANDARD requirements.**
- Please email a copy of the **current technical package (including ground plan, section, dressing room layouts, etc.)** to the office of ArcAttack upon confirmation of the engagement. Please advise of any special load in considerations including distance from loading dock to stage, obstacles, elevators, or ramps.
- The Production will use house sound equipment and will be using house PA (see details under equipment) ArcAttack will bear no costs related to use of house equipment. If ArcAttack is not using house equipment, as per advance conversations with the Production Technical Director, the equipment must be cleared prior to the load-in.
- For **theatres**, doors to the seating area for the performance will open at half (1/2) hour prior to curtain. **THIS IS FOR SAFETY CONSIDERATION.**
- Before the start of the first call, **all areas** of the venue, stage, loading docks, dressing rooms, storage areas, and production offices must be **completely clear and broom clean**, and in readiness for the sole use of this production. These areas must remain reserved for the exclusive use of this production for the duration of the load-in, performance, and load-out.

- To assure the proper, efficient and safe functioning of the production, the attraction's managers, supervisors and members of its crew will be present for load-in, show calls and load-out and will provide technical direction and technical instructions directly to local personnel. A venue representative must be available to the Production from one hour prior to the load-in to the end of the first performance.
- All requirements of this addendum must be fulfilled prior to the show's arrival in order to protect the first performance. In the event that the facility does not conform with the attraction's minimal technical requirements as stated above, additional local personnel may be required and/ or some amendments to the physical production may be necessary. If the facility does not conform to show's minimum requirements, please notify the ArcAttack immediately.

Crew List

CREW

1. **Joe DiPrima** – 512-809-1452 info@arcattack.com
2. **John DiPrima**
3. **Sam McFadden**
4. Varies - Musician
5. Varies - Tech hand, may travel without

Parking & Local Ground Transportation

ArcAttack will typically travel with their own transportation. However, it may be necessary for certain venues to provide local ground transportation on some dates. In those situations the PURCHASER agrees to arrange for local transportation from airport to venue & hotel as needed.

The PURCHASER agrees to provide safe and adequate parking secured near the venue for one (1) cargo van plus trailer. Additional parking may be needed subject to advance. **Parking must be available from the night prior to load into the night of load out at PURCHASERS expense.** Please provide parking specifics as well as directions to your loading dock in the advance prep.

Loading Access

The ArcAttack crew must be able to bring all vehicles right up to the performance area for load in and Load out. Load in must be done on a paved or cemented surface. If vehicles cannot be brought up to the stage or performing area, purchaser must provide at it sole cost and expense, means to move equipment to the performing site.

I.e. dolly plus additional labor for load in. If performance area is on a different level from the loading area, a freight elevator must be made available.

Labor Requirements

LOAD-IN AND LOAD-OUT

PURCHASER will be solely responsible for any local union or non-union requirements for labor, Teamsters, or any other such personnel and for any such fees, salaries, penalties, dues, benefits etc in connection with the presentation of the production.

No load in will take place between midnight and 6:00 am, unless mutually agreed upon in writing at least thirty (30) days prior to the performance.

PURCHASER agrees to provide a minimum of the following crew for load-in and load-out of the production.

- Loaders - 2 individuals
- Electrics - 2 individuals (Lighting department head plus assistant)
- Sound – 2 individuals

Note regarding crew: *Labor can be adjusted for the appropriateness of the house. If there are questions, please verify during advance.*

ArcAttack rarely takes longer than 5 hours to load in; however the PURCHASER agrees that should it be necessary, all crew shall remain on-site until such time as ArcAttack Crew agrees that they may leave.

Stagehands:

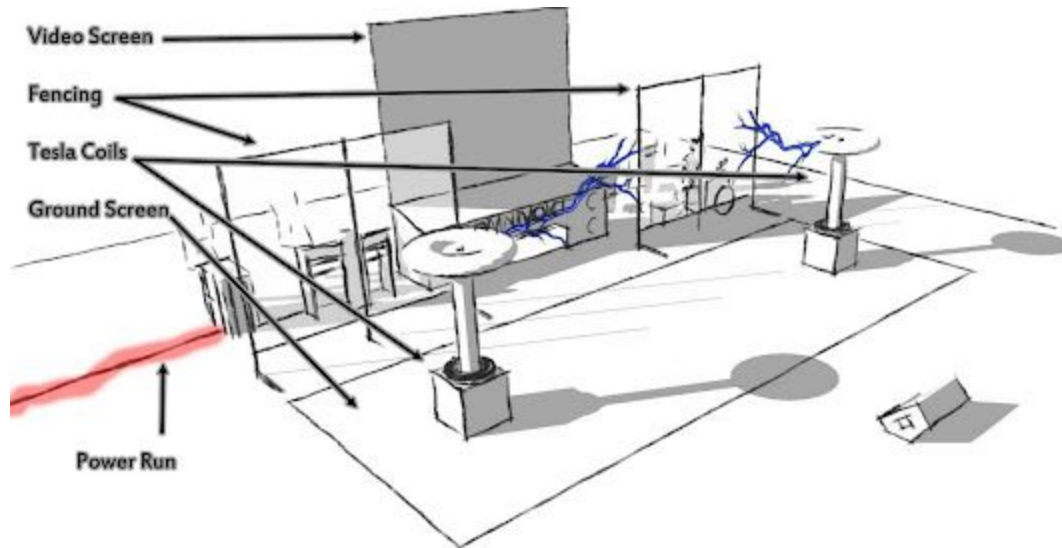
- All personnel called for the load-in, load-out, and performances of the Production must be qualified in their department and prompt for the starting times of all calls. All stagehands employed are expected to bring basic tools.
- It is expected that when a stagehand begins working in one department that the stagehand will continue in that department for the duration of the load-in. It is also expected that the stagehands that will be on the running crew will work the load-in and the load-out in the same departments that they are working on the run of the show.
- Stagehands will be **required** to wear blacks, including long sleeved black shirts, black socks and shoes during performances.
- All labor costs are the responsibility of the promoter.

Estimated Running Time

School Performances: 60 minutes (no intermission)

Public Performances: 75 minutes (intermission depending on venue preferences)

Stage Requirements



For more staging diagrams with rough measurements, please refer to the associated stage diagram document.

Please consider these points:

- The distance from the stage to the lowest hanging point from the light rack should be at least 18' for best possible Tesla coil effect
- Stage should have at least 50' x 50' of open floor space.
- In venues where space is limited, Tesla coils can be manually turned down to accommodate restrictions.
- Wing space must be clear of all unnecessary equipment (Pianos, etc.) and cabling
- All wing space and must be safely lit with a minimum of two blue gelled lights for each area.
- The purchaser must provide at its sole cost and expense adequate masking such that the audience and general public have no visual access to the wing areas, crossovers, backstage areas or dressing rooms or the access to them from the stage.

Load in Schedule

If the first show is an a.m. school performance, ArcAttack must load in the night before the first show. If it is a public performance after 12 noon ArcAttack can load in

the morning of the concert.

In order to facilitate an efficient load-in, venues should prepare the following in advance:

- Water and cups provided backstage. ***This is very important as crew members of ArcAttack are generally very thirsty.***
- All back-line Equipment needs to be ready for use by artist at day of arrival.
- Stage is completely clear of wiring and all equipment with the exception of back-line.
- No cabling should be done on stage before ArcAttack's arrival.

Power Requirements

Please read this section carefully because it is very important for this installation.

- 5 wire 3 phase - rated at 100 amps per phase with e1016 type cam-lok connectors. (if specific connectors are not possible please advance with ArcAttack, in many cases the show can adapt)
- ArcAttack will have 80' of 3 phase cable
- 3, 20 amp 110 circuits for computer/guitar amp/robot drummer/accessories.
- It is preferred if one of these circuits is on isolated audio power, venue permitting.
- 110 circuits should be 3 separate quad boxes on extension cables.
- Building wiring must be up to code, ***and building must have a solid earth ground connection.***
- In some situations it may be necessary to rent an additional power generator. Typical generators can be rented between \$300-600.
- Power for computers, battery chargers etc. must be left on at all times.
- Qualified personnel must be available for electrical hook-ups for the load-in and load-out.

Equipment

Prior to the arrival of the Production, the stage must be clear and ready to receive equipment. All production areas of the stage and venue **must** be cleared of all house equipment that may obstruct ArcAttack's stage and venue requirements.

ARCATTACK WILL BRING THE FOLLOWING:

- 2 Tesla coils
- Power supply stack, industrial EMI filter for Tesla coil power

- 80' of 6 AWG, 5 wire extension cable for 3 phase
- Controllers for the Tesla Coils
- A drum machine
- 4 sections of protection fencing
- Faraday Cage
- Robot (King Beat)
- Robotic parts of drum kit
- Projector screen
- 1 guitar/amp rig
- 1 bass-guitar/amp rig
- A show control unit with 4 XLR outs.
- Ground screen for underneath Tesla coils
- Various audio components
- All required cabling for our own equipment.

ARCATTACK NEEDS THE FOLLOWING:

Amplifiers

- PA A minimum of 1500 watt PA system with matching subwoofers. ArcAttack recommends JBL SRX series speakers.
- 4 monitor wedges with separate power amps
- All equipment must be recently tested and in full working order

Drum Kit

- High tom
- Floor tom
- Bass drum
- Snare
- Crash cymbal / Hi-hat
- Drum key
- All supporting hardware (complete drum set)

Microphones

- 2 wireless handheld microphones
- 4 wireless lavalier microphones

Mixer etc

- Minimum twelve channel mixer with at least 3 aux sends.
ANALOG MIXER PREFERRED. Contact us if your only mixer is digital.
- All interconnecting cables, such as mic cables, speaker cables etc.

Various equipment

- 2 **PASSIVE** DI boxes
- 1 floor mic stand
- 3 boom stands
- Cables to connect everything together. I.E. mic cables, aux send cables,
- 3 guitar stands
- 2 small foldout tables for stage left show operator and safety tech.
- 4 chairs
- 1 roll of white gaff tape
- 1 roll of black gaff tape

Audio Setup

Main mixer inputs:

1. Backing Tracks left
2. Backing Tracks right
3. Drum Tracks left
4. Drum Tracks right
5. Guitar input from a microphone. An Sm57 is preferred.
6. Bass guitar from a microphone. Any bass drum mic will suffice.
7. Mic 1 - John. Headset mic. Countryman or similar is preferred.
8. Mic 2 - Joe. Headset mic. Countryman or similar is preferred.
9. Mic 3 - Sam. Headset mic. Countryman or similar is preferred.
10. Mic 4 - Spare. Headset mic. Countryman or similar is preferred.
11. Mic 5 - John. Wireless handheld. SM58 is preferred.
12. Mic 6 - Spare/ICE. Wireless handheld. SM58 is preferred.

Notes:

Tracks 1 and 2 will be coming from our the control unit's first two xlr outputs, and include backing musical tracks, robot vocals, and various sound effects.

Tracks 3 and 4 will be coming from a drum machine and has two balanced quarter inch jacks.

All vocal mics will be for speaking.

Monitor Sends:

- Send 1 should be a mix of everything. This monitor will be used by ArcAttack's show control operator.
- Send 2 should be a mix of only drums, extremely loud and will only be used during the lightning guitar portion of the show. This monitor will be located

- downstage, center.
- Send 3 for guitar player.
- Send 4 is for bass player.

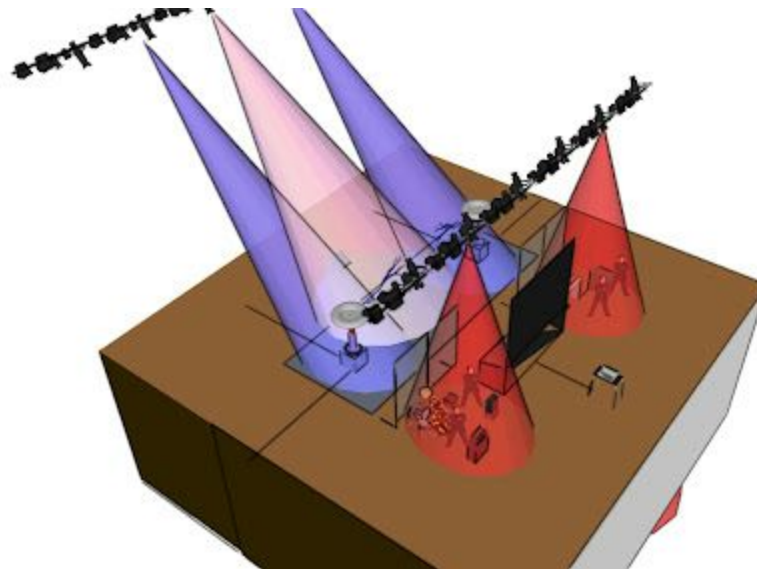
Notes of importance:

Due to the nature of the Tesla coils, the audio system setup must be done after the Tesla coils have been setup and tested. To limit the amount of noise into the system, full wiring of the P.A. system should be done after the Tesla coils are up and operational under the advisement of the members of ArcAttack. The main amps, main speakers, aux amps and monitor speakers can be setup before hand but no further wiring should be done. This is to troubleshoot any potential interference problems.

In order to avoid possible complications, the following should be considered:

- All speakers must be non-powered.
- The use of any digital equipment(Room correction, Feedback control, EQ etc.) is not suggested by Arcattack **(Ideally- SEE BELOW.)**
- **Digital equipment within 50' of stage should be bypassed (processing, effects, etc.). We can work (and have worked) with nearly any configuration, but ADVANCED NOTICE IS NECESSARY to eliminate noise in the system.**
- No equipment should be substituted without asking first. Certain pieces of equipment do not play well with with the Tesla coils and can induce unwanted noise into the system.
- If possible ArcAttack would like to be in contact with the sound tech as soon as possible and the audio portion of the tech rider should be given to them as well.
- In some situations, it may be necessary to use a setup technique not outlined by this rider. Since every venue is different, techniques may vary. There is usually no way to determine this until the setup is in progress.
- **IF IN DOUBT, ASK!**
- The HOUSE SOUND ENGINEER must be a sound professional experienced in the setup of and live mix with the specific sound system being used for the production and must be present for the load-in, show call, and load out.

Lighting



This diagram is an approximation, exact focus points will depend on stage size and the final positioning of the Tesla coil system. This diagram is to serve as a basic guide line. For more diagrams, please refer to the associated lighting diagram document.

- Two washes upstage covering performer behind fence
- Three washes downstage covering coils and performers
- The center piece between the two red washes is a projector screen. The main point of importance is to light the area behind the fences without washing out the projector screen.
- In some situations, ArcAttack will be required to clip ferrite beads on DMX/Ethernet cables in order to eliminate interference. This is usually done to long cable lengths, from the lighting console to the dimmer packs for example.
- All strings of DMX lights must be properly terminated. ArcAttack carries a handful of DMX terminators. If you do not know what this means, **PLEASE CALL AND ASK.**
- A lighting cue sheet will be provided by ArcAttack upon arrival to the venue, due to possible changes in show dynamics.

Dressing Rooms

Dressing Rooms must be available at the beginning of the load-in schedule.

- Minimum 1 dressing room is required:
- Each dressing room must be stocked with 2 large, fresh towels per person per show
- Each dressing room must be stocked with 12 1L bottles of water at room temperature per show. (See catering requirements)
- Dressing rooms must be private and out of public view with direct and unobstructed access to the stage- NOT THROUGH THE PUBLIC AND COMPLETELY OUT OF PUBLIC VISUAL ACCESS.
- Each dressing room must contain 6 chairs, 1 table, 1 mirror and a space to hang clothes
- Each dressing room must be clean well lit and maintained at a comfortable temperature.
- Each dressing room must have private access to clean showers.
- Ice must be readily available.
- **One (1) full sized washer and one (1) full sized dryer must** be provided on the premises for the production's exclusive use. Washers must have individual cycle capabilities and water levels. If In House laundry is not available, PURCHASER agrees to provide sufficient wardrobe staff to transport and launder the costumes at an off site facility. Coin operated machines will be at the expense of the theater. Appliances must be in full running condition on the first day of load in.

Hospitality

Purchaser, at its sole cost and expense, must provide the performers and crew with the following:

- ArcAttack's crew consists of five (5) members
- No processed food of any kind please, including meat and cheese.
- Please provide appropriate dinnerware, cutlery and napkins.
- There must be a non-public place for the cast to eat.
- 24 1L bottles of water PER SHOW each day – room temp
- If an AM load in:
 - Donuts, muffins, bagels, coffee, tea, fruit juice, cereal, etc. must be provided for all crew members during all load-ins. These refreshments shall be available two hours after the start of load-in. *When load in begins after 12noon, other appropriate food may replace the aforementioned items.
- If load in begins after 12noon with a show on the same day:
 - A full lunch must be provided to crew at their break; A full HOT DINNER must be provided FOLLOWING performance. Please discuss with crew for specific times.
- Separate from the above, Soda (Cola, Diet Cola, Sprite, Root Beer), fruit juices,

coffee, tea, individual bottles of water, and fresh fruit must be provided for all personnel two (2) hours prior to each performance.

Security

- NO PERSONS NOT DIRECTLY RELATED TO THE PRODUCTION ARE PERMITTED BACKSTAGE WITHOUT THE CONSENT OF ARCATTACK.
- A minimum of three security personnel must be on duty for all show calls and in between any performances on the same day.
- House staff should be instructed to keep patrons off stage at all times UNLESS specifically invited on stage by ArcAttack during the performance as part of the production.
- During setup, Theatre crew will be briefed on safety protocols used during testing and performance times.

Additional Requirements

BILLING & PUBLICITY

ArcAttack is to have 100% type size billing in signage (with the exception of festival billing in certain situations), print, and advertising. Please refer to contract for specific size & type.

PUBLICITY AND ADVERTISING ARTWORK

All artwork used in connection with the performance and for the publicity and advertising must be approved by ArcAttack. If Purchaser creates artwork, Purchaser agrees to provide copy to ArcAttack for its own use.

SHOW DESCRIPTION

- **See contract face page for title.** This title is to be used in all signage, advertising, and promotion with the billing and Publicity provision set forth herein.
- See publicity package for full show description or contact Geodesic Management

Tour Merchandise

TOUR MERCHANDISE

- During the dates of this engagement - Purchaser will not sell or authorize any third-party to sell any souvenir merchandise, of any nature, other than the tour merchandise supplied by ArcAttack. This applies to the place of the performance and any adjacent place under its control.
- Two (2) skirted tables should be provided in the front of house location that merchandise will be sold.

Music Licenses & Comp Tickets & Settlement

MUSIC LICENSES

Purchaser warrants and represents that it has obtained all necessary music public performance licenses from ASCAP, BMI, and SESAC that are required in connection with the **ArcAttack** performance pursuant to this agreement.

COMPLIMENTARY TICKETS

Purchaser agrees to provide at no cost to the Producer Ten (10) complimentary tickets for each public performance day for use by the Company. The seats will either be released or requested prior to show time by the crew.

SETTLEMENT REQUIREMENTS (public shows with % clause)

- Box Office – ArcAttack will make contact with either the venue contact or the box office manager for the following information: audit & combined audits broken out per show clearly stating the number of paid and comped patrons and gross ticket sales.
- Should there be a percentage clause in the contract additional payment shall be made via company check or cash upon settlement with box office.
- All documented expenses should be presented prior to the beginning of the last show of the run. These expenses should include any “off the top” expenses as well as a detailed list of any fixed expenses.

Hotel

HOTEL ROOMS

- Purchaser must, at no cost or expense to the Producer, provide five (5) single hotel rooms with king sized beds. On Occasion ArcAttack’s crew may travel with only 4, as is the minimum required to run the show. Exact number of rooms will need to be confirmed before rooms are booked.

- Hotels must be no less than three (3) stars, booked and confirmed to Producer at least **four (4) weeks** in advance of performance date or Producer will make arrangements for the accommodations, which will be reimbursed by the Purchaser at a rate of \$150 per room per night. Reimbursement for rooms is to be made to ArcAttack **prior** to the first performance on the first performance day.
- The Purchaser will be billed directly from the hotel for the rooms and associated taxes. All other expenses incurred at the hotel will be billed directly to the crew.
- All Hotels must have parking for one (1) tour van and trailer at no cost or expense to ArcAttack.
- All Parking fees shall be the responsibility of the Purchaser.

SIGNED:

FOR PURCHASER DATE

SIGNED:

FOR ARCATTACK DATE