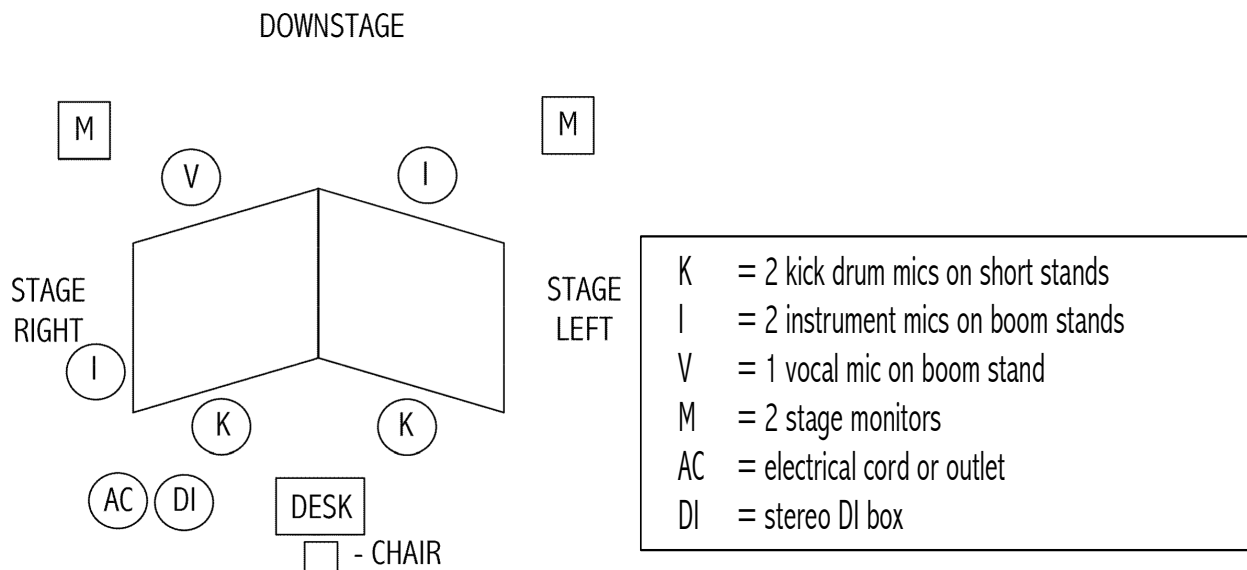




TECH RIDER B
Venue (Sm)
Junk Music™ with The Junkman™

To be provided by sponsor:

- A level stage area, minimum size of 15'x 15' (4.6m x 4.6m), with a smooth, flat surface
- Weather protection for equipment if event is outdoors
- One small desk/table to hold laptop computer, and one chair
- Standard house lighting for the entire stage
- Sound reinforcement to include the following:
 - Two kick drum mics on short stands
 - Two instrument mics on boom stands
 - One vocal mic on straight stand
 - One stereo direct box
 - Electrical power on stage (extension cord is fine)
 - Two stage monitors
 - All necessary cables and connectors
 - Mixboard, amplification, venue speaker system
 - Sound technician to set up, sound check, and operate sound system during performance as well as striking the equipment



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TECH RIDER C
Venue (Lg)
Junk Music™ with The Junkman™

To be provided by sponsor:

- A level stage area, minimum size of 16'x16' (14.8mx14.8m), with a smooth, flat surface
- Once sound/lighting check has been done, nothing on the stage can be moved
- Sound reinforcement to include:
 - Five kick drum mics
 - Four overhead condenser mics
 - Three instrument mics
 - One vocal mic
 - Five kick drum mic stands
 - Six boom mic stands
 - Two straight mic stands
 - Three stage monitor speakers
 - Two direct boxes
 - One AC line with two sockets
 - Mixboard, amplification, speakers (including subwoofer), cables & connectors to accommodate the above mics as well as the size of the venue
 - Sound technician to set up, sound check, operate during performance, and strike the above equipment
 - If possible, all kick drum mics should go through noise gates in house and monitor systems in order to boost the lows in the signal. These drum sounds need to be HUGE
- Visual projections & sound to emanate from a Mac computer via an A1307 VGA adapter. House will link to the female port (with 15 receptacles)
- Lighting:
 - One small spot light and operator from the house
 - Three lighting trees, each with a minimum of four fixtures (150 watts each) with gel assortment for each, cables, controllers/dimmers, and light technician to set up, operate during performance, and strike the above lighting equipment

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TECH RIDER D
Junkjams™
Junk Music™ with The Junkman™

Most all performances of Junk Music™ include a Junkjam™.

What's a Junk Jam™?

A Junk Jam™ is where The Junkman™ invites members of the audience onto the stage (or in front of the stage) to jam on pieces of junk and found objects that others have discarded.

In order to customise each Junkjam™ to its environment, The Junkman™ asks that the sponsor round up the following recycled materials:

- Minimum of four (4) 2'x4' (0.6mx 1.22m) wood studs. Lengths can be approximately 6' (1.82m) , 4' (1.22m), 3' (0.91m), and 2' (0.6m)
- Minimum of four (4) pieces of metal. Each piece needs to be of a manageable size and weight so that a person can hold it in one hand. Examples: a hubcap, pots, metal tubing. Any piece of scrap metal that produces a nice ringing sound
- Two (2) large plastic containers like a rubbish bin, paint bucket, etc. These are a must!
- Minimum of eight (8) other plastic objects. Again, they need to be a manageable size and weight.
- Eight (8) rocks, each about 4" (10cm) in diameter. Please rinse the dirt from rocks before the jam.
- Anything else that produces an interesting sound.

PLEASE, do not include objects with sharp edges, splintering wood, rusty nails/screws, or anything else that may cause injury to the user. And please, only include objects that have had a prior use.

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TECH RIDER E
Make and Takes
Junk Music™ with The Junkman™

To be provided by sponsor:

- Four tables, each 6' (1.8M) long
- 20 to 30 chairs
- One small desk/table to hold laptop computer, and one chair
- Access to power source

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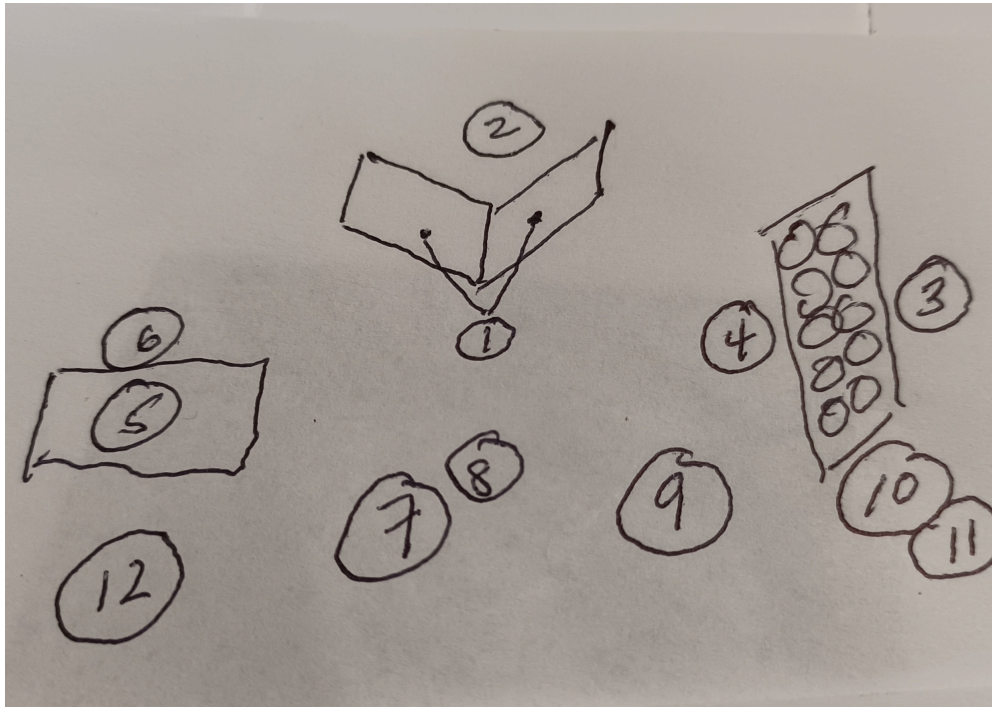
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TECH RIDER F

To be provided by Sponsor:

1. Two kick drum mics with short stands
2. One overhead condenser mic on boom stand
3. One overhead condenser mic on boom stand
4. One Sure 57 mic on short boom stand
5. One table, minimum 6" long
6. One overhead condenser mic on boom stand
7. One vocal mic on regular stand
8. One mono DI box (for prerecorded trax)
9. One kick drum mic on boom stand
10. A small table for computer and one chair for onstage sound tech to start/stop pre-recorded tracks
11. Power source
12. Instrument overhead mic for 2 drums on boom stand

Also needed: 1 1/2 hours for offstage set up near stage / Allow 10 minutes to set stage / Five minutes to strike stage / 30 minutes strike time off stage / two stage monitors / Subwoofer if available / All necessary cables & connectors / Mixboard & audio engineer



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