Touring/Technical Rider

Contact Information

Advancing
Vince Tricarico
vince.tricarico@gmail.com
703-283-7484

Questions regarding PA
Burke Hunn
hunnamps@gmail.com
703-855-9454

'THE RUSH EXPERIENCE', hereinafter (Artist), are a true 3-piece/TRIO RUSH Tribute Act. Three musicians on stage fulfilling the traditional roles of Geddy, Neil and Alex – BASS, DRUMS and GUITAR. We will be playing period correct Guitars, Basses and Drums - to include a 1:1 replica of Neil Peart's Rotating Drum KIT (A-Stage) and a second 1:1 Replica of Neil Peart's 1982 Famed Candy Apple Red Tama's with symphonic percussion instruments (B-Stage).

Our Show Run-Time is two sets (length TBD) w/ a 20-minute intermission. For Casino/PAC performances we can tailor the show length pursuant to the contracted terms.

Artist requirements

1. Artist and Crew will arrive at the venue between 12pm & 1pm Local Time on Show Day (pending travel - TO BE ADVANCED). EXACT LOAD IN TIME CAN BE ADVANCED BY THE ARTIST/TOUR MANAGER AT LEAST 72 HOURS PRIOR TO SHOW DATE. Set-up and sound check usually take about 5 hours from arrival to finish.

2. Artist travels with a self-contained in ear monitoring system (IEM Rack and Console) located stage right of the drum riser equipped with 1:1 true split and cabling w/ 30' whip.

3. Artist requires 34 channels of stage box inputs in said location – A & B Stage.

4. Artist travels with its own Drums, Drum mics, Cables and Backline

5. *There is to be no other performances (i.e. Wedding Receptions, Corporate Events, Matinee Theatre Performances, etc.) at the venue on the contracted Show Day.* **If the venue cannot meet these conditions, please reach out as soon as possible so an alternative load in plan can be agreed upon in writing by the Artist prior to the ratified contract.**

6. ***Prior to Artist and Crew arrival*** - Please strike FROM STAGE house drum riser (if applicable) and all floor monitors/speakers/wedges (per advance). At this point in the day, we require no assistance from venue personnel, just access to a well-lit stage.

7. **A-Stage** -- The Artist travels with its own automated drum riser (8'x8'x22") which is an integral part of the show as well as ATA Rated Tour Cases. Our load requires a flat path push from the truck to the stage, free of stairs, exterior lifts and/or elevators (unless rated as freight). Ramps are acceptable with a slope of less than or equal to 4 inches of rise per 1 foot of run. The minimum size for the load-in doors must be 36 inches. **If the venue cannot meet these conditions, please reach out as soon as possible so an alternative load in plan can be agreed upon in writing by the Artist prior to the ratified contract.**

8. **B-Stage** -- The Artist travels with its own static drum riser (7'x8'w/ 1' rear extension x16" high) which is an integral part of the show as well as ATA Rated Tour Cases. Our load requires a flat path push from the truck to the stage, free of stairs, exterior lifts and/or elevators (unless rated as freight). Ramps are acceptable with a slope of less than or equal to 4 inches of rise per 1 foot of run. If a Ramp is not available, we have work arounds. However; the minimum size for the load-in doors must be 36 inches. **If the venue cannot meet these conditions, please reach out as soon as possible so an alternative load in plan can be agreed upon in writing by the Artist prior to the ratified contract.**

9. If/When the promoter/buyer adds a Support/Opening Act to the bill. Once set and after the Artist's soundcheck - the downstage left & right Mic Stands, Keyboard Rig, Taurus Pedals and downstage right, Guitar Pedal Board, Taurus Pedals and keyboard cannot be moved - No Exceptions. As well as side downstage right computer rig. No Exceptions. The Artist cannot share backline and drums. And once set, the Artist's mic inputs cannot be removed from the stage box location on stage to venues FOH position.

10. Artist travels with a self-contained in ear monitoring system (IEM Rack and Console) located stage right of the drum riser equipped with 1:1 true split and cabling w/ 30' whip.

11. Artist will require from venue Two (2) Boom Vocal Mic Stands and 2 or 3 Long XLR Mic Cables to travel to the In-Ear Rack. - per Attached Stage Plot.

12. Please reference Attached Stage Plots for required '4-Gang' A/C drops.

13. When the Artist will be using the Venues House Lighting personnel – NO STROB LIGHTS ARE TO BE USED DURING THE PERFOMANCE!! Chasers are usually okay, please discuss with the Artist. Haze is always welcomed.