



PURCHASER shall furnish ARTIST at PURCHASER's sole expense, the following for the engagement here under:

Please have you tech person visit http://www.nizer.com/pages/techinfo_form.html and fill out the form there to help advance the show.

1. LIGHTS, SOUND & STAGE EQUIPMENT

- A. An adequate sound system consisting of one(1) hand held microphone (for introduction and backup). Mark Nizer will provide his own wireless lavalier microphone (Shure SLX L4 with a B6 Countryman headset) with XLR or 1/4 output.
- B. Four (4) Grounded Power supplies:(1) upstage on stage left,(2&3) in the stage right wing with one capable of being moved to center stage by performer, third(3) upstage center.
- C. One person backstage.
- D. Mixer – capable of controlling at least three separate inputs. Speakers must be in front of stage (not behind performer).
- E. Basic Stage Lighting – bright lighting to illuminate the performer onstage. Performer will control lights via DMX or MSC (See Light Plot).
- F. Blackout capability in the theatre.
- G. Performance area must be at least 16'-0" x 24'-0" with a minimum 13' deck/floor to ceiling clearance (the higher the better). If performance area is a platform stage, make sure they are securely fastened together. Floor area without a stage is also acceptable.
- H. Special Considerations – Mark Nizer will use a standard Roscoe fog machine (which artist will supply) to accentuate special effects. The amount of fog is minimal, but some smoke detectors are sensitive to fog machines and should be shut off or accommodated for during the performance.
- I. Optional: Video Projector to project video on a screen, wall or cyc behind performer. Can be front or rear projection. Place VGA or HDMI input for projector stage right.

2. DRESSING ROOM

- A. PURCHASER to furnish a dressing room whenever available.
- B. PURCHASER shall provide two (2) large bottled waters, one(1) rip banana, one(1) large apple, 4 rolls of Scott Toilet Tissue (4 pack) (see http://nizer.com/pages/ridger_items.html for details).

3. TRANSPORTATION

- A. Artist will make his own airline arrangements and notify PURCHASER of arrival time for airport pickup, if purchaser is providing a pick-up (see contract).
- B. Travel expenses can be included in artists' check, if applicable (see contract).

4. ACCOMMODATIONS

- A. PURCHASER agrees to provide and pay for one (1) double hotel room for Artist in a first class hotel or quality hotel whenever available. Room must have own phone, TV, bathroom and internet access. One meal provided at hotel or a per diem of \$25 to be added to the artist's fee.