

JASON LEVASSEUR

PERSONAL APPEARANCE RIDER

Included with contract # BSE - _____

Bass/Schuler Entertainment, 4001 W. Devon Ave., Suite 510, Chicago, IL 60646
Phone (773) 481-2600 * Fax (773) 481-2601

Technical requirements (when necessary):

- One (1) vocal microphone (Shure SM 58 is the industry standard)
- One (1) boom microphone stand (the kind that has two parts so that it can bend, not a straight upright one)
- One (1) mixing board with at least two ¼ inch inputs and 2 XLR inputs
 - ¼ inch is for the guitar, XLR for mics
- Two (2) ¼ inch cables
- Two (2) XLR cables
- Two (2) speakers (adjust size based on size of room)
- One (1) monitor (if available, not necessary if room is 20' x 20' or smaller)
- Standard house lights are adequate.

Hospitality:

- Overnight accommodations in a non-smoking room
- Bottled water for the performance
- One meal
- Sound check one (1) hour prior to performance

State Withholding: Some states levy a nonresident entertainer tax and require colleges to withhold a percentage from the final payment amount. **If you plan on withholding any part of the agreed payment amount, this must be communicated** to Bass-Schuler Entertainment **DURING the negotiation process** so that the deduction can be taken into account when calculating a performance price. If the withholding is not negotiated at the time of contracting, PURCHASER agrees that it will be solely responsible for any nonresident taxes incurred (i.e. the amount of the payment will be increased so that the final check will be for the amount agreed to).

Jason will be allowed to cancel his performance with no prior notice in the event that he is hired to appear on a Television show, in a feature film, or a Television commercial at a time that conflicts with his scheduled performance. In the event that Jason cancels his performance, Jason or the agency representing Jason for that performance will supply a suitable replacement or reschedule Jason on an agreed upon date.

AGREED AND ACCEPTED:

Purchaser

Date

Artist

Date