

The Adventures of the Little Ghost

**Technical Rider
2016**

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Please find the information below for our show The Adventures of The Little Ghost, any problems or questions with this rider should be directed to Ed Yetton (see contact's below) at the earliest opportunity in most cases a suitable solution will be found. We look forward to meeting you and your staff in the coming weeks.

Office Contacts	Sophie Nüzel	07828 315121	sophienuezel@googlemail.com
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Technical Contacts	Ed Yetton Production Manager	07557 378989	edyetton@yahoo.co.uk
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Front of House and General Information

Show running time:	Act 1	45 Mins
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Please note that latecomers may only be admitted at a point in the performance designated by the company.

The Little Ghost Company will not be liable for any costs incurred in meeting the following technical requirements.

We require exclusive use of the performance space from the start of the get-in until the end of the get-out. The full complement of the venue's technical equipment, as listed in its technical specification, to made available for the entire duration of the company's stay. If any item becomes unavailable or cannot be made to function correctly, The Little Ghost company may require, at no cost to us, suitable alternative equipment to be hired as soon as possible.

The touring company consists of

- 2 x Touring Technicians
- 4 x Professional Dancers
- 1 x Young Dancer
- 1 x Artistic Director

The Adventures of the Little Ghost is a community based show that works with 4 professional performers, a young dancers and a community cast of 30 people aged 10 - 100. This rider only covers the technical elements of the show and not the arrangements of the community cast

Set

The Set is transported in Box Luton Truck. Please advise the Little Ghost company Production Manager at the earliest opportunity should access be restricted to your venue. We will require un-restricted access to your venue for this truck from 9am on the morning of the fit up until the end of the get out.

The show is preformed in the round with the audience sitting within the set boundaries. The set consists of 3 portals;

- One "Town House" portal - 3m wide by 4m high
- One "Castle" portal - 3m wide by 4m high
- One "Tree" portal 3m wide by 4.5m high
- A hung Muslin curtain, creating the outer walls of the set.
- One Wooden Table
- One Big Wooden Chest

The Town House and Castle require weighting down with 4 stage weights each and securing to overhead points with scaffold bars.

The Tree portal is mounted on a box truss frame, which will need securing to a solid structure (e.g screwing into the ground or bracing off of the grid).

The Muslin curtain is hung on scaffold bars on drop down points and secured onto each portal.

WE REQUIRE THE VENUE TO PROVIDE ALL SEATING.

Staging

Minimum stage size: 14m x 14m
Minimum grid height: 6m

Smooth, sprung or semi-sprung floor covering the entire performing area.

Black up-and-down masking around the outer limits of the space.

12 x 12.5kg stage weights

If a scenery piece, 4m x 1m cannot be got-in to the theatre, please contact the Little Ghost company's Production Manager as soon as possible.

WE REQUIRE 2 FORMS OF TALL ACCESS EQUIPMENT - Ladders are fine, but at least one form of access should be able to reach your grid height and the other at least 4m.

Sound

PA/Speakers

We require a full range system, with a minimum of two 12" subs, capable of high quality music reproduction with extended low frequency range and without distortion, hiss or static noise, able to produce an acceptable level with good coverage of the auditorium and listening for the audience.

All amplifiers and crossovers of each set of speakers should be of the same manufacturer and model. The F.O.H. system should have a stereo graphic EQ of good quality, (Klark-Teknik, BSS or similar equivalent), inserted across it.

PA Arrangement

We require the PA to be set up as a four point system with subs in two of the corners

Mixer/Playback/Outboards

We require use of the venue sound desk, with separate feeds to the four speakers and subs.

We will provide a mac with the show run via qlab.

Venue to supply all other cabling and connectors.

Lighting

Venue to supply:

The following lighting requirements might be varied by agreement with the little ghost's Production Manager and Re-lighter

We require the use of the venues lighting desk and someone available to plot the show.

62 x 2kW dimmers with RCD protection

26 x 1kW Fresnels

17 x Narrow Zoom Profiles

8 x Wide Zoom Profiles with Gobo holders

7 x 50 deg Profiles with Gobo holders

9 x Par64, CP62

6 x Source 4 Par WFL

9 x Pendent lights for house lights

13 x Rosco 77119 Gobo (or something similar)

2 x Rosco 77805 Gobo (or something similar)

1 x Hazer

All profiles to have four working shutters.

All Fresnels to have rotatable barn-doors.

ALL lighting, (including floor lanterns), to be rigged, plugged and working before the company's technicians arrive. A lighting plan will be sent to the venue by our Re-Lighter no later than a week before our arrival at your theatre.

A tallescope or other similar access platform is required for focussing. Please advise us if there are issues with movement of person's on the access platform.

The show will be operated by our re-lighter.

Staffing and Schedule

Experienced stage technicians to be provided by the venue. For the purposes of our show and fit up process we do ask that all staff cross between departments.

Lighting, (including floor lanterns), to be rigged, plugged and working before the company's technicians arrive

The schedule is as follows

Day 1			
		Stage Dept	LX/Sound
0900 - 1300	Tip Truck Rig LX Build Set	2	1
1300 - 1400	Lunch		
1400 - 1800	Finish Set Build	2	1
1800 - 1900	Dinner		
1900 - 2200	Finish Tech work	1	1
Day 2			
		Stage Dept	LX/Sound
0900 - 1200	Finish Tech work and Focus LX	1	1
1200 - 1300	Lunch		
1300 - 1700	Plotting and sound time	1	1
1700 - 1800	Dinner		
1800 - 2000	Tech rehearsal with Pro cast	1	1
2000 - 2100	Tech rehearsal with Community cast	1	1
2200	Call ends		
Day 3			
		Stage Dept	LX/Sound
1000 - 1200	Dancers time on stage with Full Run Through	Duty	Tech
1200 - 1300	Lunch		
1300 - 1325	Set up for show	Duty	Tech
1325	Half hour call		
1345	Open House		
1400 - 1445	Show 1	Duty	Tech

We require at least on hour break between shows.

Get out times are depend on get out routes to van, but are expected to be 2 hours.

Other information

We require the exclusive use of at least three heated, well lit dressing rooms with toilets and showers. One for company members, one large space for the community cast and one that acts as a production and technical office.

We will require the use of a suitable rehearsal area for the company. This should have appropriate flooring and be heated to similar conditions as found in the main performance space.

We ask that the venue provide one and a half litres of mineral water per day for each performer and crew member, or provide access to fresh/bottled water facilities.

Please make known to our technical crew and staff of your buildings specific health and safety policy's as well as any evacuation procedures.