

Long Shot Technical Rider

Sound:

- 3.5mm Jack On stage for Ipod.

Lighting:

- Warm General Wash to cover entire performance area using front light, top light and back light. Important to cover empty space above the performer (for juggling).
- Booms (if available) - positioned 2 stage left (1x upstage, 1x downstage) and 2 stage right (1x upstage, 1x downstage). 2 lanterns per boom (Fresnel or similar) one for mid level cover, one for high cover (above performers head)

Space:

- This show is designed to be flexible, therefore will adapt to the space available in terms of audience layout, however due to the nature of the show intimate venues work better.
- Stage size: Minimum 5m D x 7m L x 4m H
- No wings required
- Hard smooth floor (Plinths on castors need to be rolled around smoothly). Black Dance floor where available.

Other Information:

- A water balloon is burst on stage, the company tour with towels to clean this up.

Get-in time:

- Theatre/Rural Touring: Preferably from 11am for an evening show.
- Festivals: If there is another space to prepare the equipment, only 1 hour is needed on stage for tech. Pre-show 5 mins to set equipment on stage.

Get Out:

- 10mins to clear stage
- 1 Hour to exit venue

Technical Staff:

- Due to the nature of this show the performer operates this show from on stage and is technically competent.
- We ask that one technician is provided for the duration of the Get-in and Get-out and is on stand-by during the performance.

Total people on tour: 1

Contacts:

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