# ROVE ON \*

# **Preliminary Technical Rider**

This document consists of five (5) pages.

<u>A. COMPANY</u> – The Company consists of 6 performers, and 2 production staff, traveling by 2 Vehicles. Parking should be made available near the theatre for the duration of the run at no expense to the company.

**<u>B. RUNNING TIME</u>** – The full production runs approximately 130 minutes with one 15 minute intermission.

<u>**C. ADVANCE**</u> – The Tour Production Manager will contact your Technical Director at least two weeks prior to show date. See contact info on Page 5 should you have questions pertaining to this Rider or any other production aspects.

**D. LOAD-IN REQUIREMENTS** – A minimum of 6 hours is required for "Day of Performance Load-in" to load in and focus all elements, providing all lighting equipment is pre-hung, gelled, and patched according to the information sent. The following steps are designed to make sure that *Rave On*'s load-in is a hassle free experience for all involved. If ANY of the steps below cannot be completed before our staff arrives, please contact our Tour Production Manager so that we can prepare to alter our load-in plan.

**1. Preparation** – In preparation for *Rave On*'s load in, the following steps are to be taken prior to the crew's arrival:

- All lights must be hung, patched, gelled and tested according to the suggested light plot sent by a member of *Rave On*'s technical staff or venues house plot
- All soft goods should be hung
- The stage should be clear and swept

Load in will commence approximately 6 hours prior to curtain time.

**2. Personnel -** Local crew required for load-in, setup, run of show, and load-out assistance:

Load-	In/Out and Setup	<b>Show</b>	
1	Lighting Director	1	Lighting Director
1	General Tech	1	Audio Engineer
1	Audio Engineer	1	Followspot Operator

The above crew requirements are based on a typical load-in/show situation. If the local union requires an additional complement of crew, these will be provided at no expense to the Company. The above figures are only estimates and may be altered slightly at the time of advancing the show by the Tour Production Manager.

**3. Loading Door -** The loading door should be close to the stage. All obstructions must be removed prior to the Company's arrival. The loading ramp must be free of ice, salted if necessary and well lit. The loading door should have a minimum height of seven feet and a minimum width of eight feet. Our truck must be able to unload at the loading door or loading platform.

# E. LIGHTING AND ELECTRICAL

The light plot must be hung, circuited, gelled and tested prior to the Company's arrival. Refer to the suggested *RAVE ON!* light plot and documentation provided. If the Venues house plot is sufficient, the Production Manager may opt to use instead. Please call the Production Manager to discuss.

### PLEASE REFER TO ATTACHED LIGHTING PLOT FOR SPECIFIC INSTRUMENTS AND PLACEMENT.

The venue will supply all necessary cable required to circuit ALL light plot fixtures provided by the venue.

#### COLOR MEDIA:

All gel is Roscolux and is supplied by the venue See attached Color Schedule for specific colors and cuts

# F. GENERAL STAGE NOTES

#### **ITEMS USING STAGE BATTENS:**

The venue is required to provide a black curtain to hang in an upstage position, a plain white or light blue sky drop or cyc to hang upstage of the black curtain and 3 Platforms (see dimensions below).

#### ITEMS ON DECK

There are three riser platforms provided by the Presenter for the band as indicated on the light plot.

A 8'x 8'x2' riser, set stage center accommodates a drum set. Right of center is a 4'x8'x8" riser for the bass/guitar players. Left of center is a 4'x8'x8" riser for the lead guitar player

If a grand piano is available, the venue is asked to provide at no additional cost to the company. It will be set DSR.

Venue is asked to provide A LeMaitre Radiance Hazer (or similar) to be used throughout the show and is generally placed in one of the wings.

If the use of haze is not allowed in your venue, disregard the request.

## **G. HOUSE DRAPERY**

The venue is to provide appropriate sets of black legs and borders to properly mask the stage.

If the venue has a standard house hang of black legs and borders, it should do for the show.

On stages with prosceniums less than 38', the black legs should hang no further on stage than the proscenium opening. Rave On Tech. Rider p. 2 of 5 As of 1/11 All trims will be set by the Production Manager prior to light focus.

As previously noted, the venue is to provide a plain white or light blue sky drop or cyc.

**<u>H. SOUND</u>** – Venue is asked to provide all Sound according to the attached Stage Plot and Input List. Backline is also required. Please see the attached list for specific requirements.

**<u>I. DRESSING ROOMS and RESTROOM</u>**- One (1) large chorus-type dressing rooms are required, as well as one (1) star dressing room. The dressing rooms must be near hot and cold running water with easy access to restroom facilities not used by the public.

An assortment of Hand and Shower towels should be made available for the band prior and during the show.

**J. WARDROBE**- *Rave On!* will provide all costumes for *Rave On! Band*. An ironing board, iron, and commercial steamer should be made available for our use as well. Portable costume racks should be available throughout the wardrobe work area and in all dressing room spaces. A washer and dryer should be made available for Company use. For multiple performances and runs, the Company will need dry cleaning services at no additional cost to the Company.

<u>K. HEADSETS</u> – The Local Presenter is required to provide headsets to the following positions: Stage Manager position (backstage), lighting console, followspots, and sound console. This is a must if lighting/sound positions are in separate areas of the house.

**L. MERCHANDISING** – The local presenter will provide, at no cost to the production, one well-lit area of high-traffic, for merchandise sales. In each of the merchandising areas, the local presenter must provide a table with black tablecloth, 2 "Sharpie" style pens and access to a power strip.

<u>M. LODGING</u> – The Local Presenter shall provide 8 non-smoking king or queen single rooms at no expense to the Company in a minimum 3-star hotel (*i.e. Holiday Inn Express, Hampton Inn, Radisson*), unless outlined otherwise in the contract. Prior to booking the hotel, please contact Production Manager to confirm number of rooms. In some cases, the company will be arriving a day earlier and may request the rooms to be broken up for two nights.

#### IT IS EXTREMELY IMPORTANT THAT THE ROOMS BE ALLERGY FREE, MEANING NO HOTELS OR ROOMS WHERE PETS OR SMOKING WERE OR ARE ALLOWED!

**<u>N. HOSPITALITY</u>** – On load in day, there should be light foods for coffee break for production crew, as well as local crew consisting of bottled water, coffee, soda water (La Croix or similar in Lime flavor), coke, vegetables, fresh fruit, etc. We also request a package of Ricola cough drops in lemon honey or similar.

Prior to each show there should be a health conscience hot meal with the option of being dairy free (example, cheese, butter, etc. can be provided on the side), and no MSG due to allergies. This will be provided for the production cast and crew (8 people). Please let

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Production Manager know if there are any questions, or if you need any meal suggestions. An assortment of beverages, bottled water, soda water, hot water, lemon, honey, coffee, cream, sugar, etc should be made available throughout the day, from load-in to load-out.

**O. EMERGENCY INFORMATION** – Presenter must post on a bulletin board backstage, or the Stage Manager's desk, the names, addresses, and 24-hour phone numbers of hospitals, fire department and police stations that may be needed in case of any emergency. Directions to the theatre should also be provided.

<u>**P. SECURITY</u>** – The Company believes that the security of instruments, personnel, scenery, costumes, properties and personal belongings is of utmost importance. For this reason, theater space used for Company property must be restricted.</u>

<u>**O. FIRE DETECTION SYSTEMS**</u> – *Rave On!* uses a haze machine with water-based haze throughout the performance. It is the responsibility of the venue to ensure this will not set off any fire detection alarms.

**R.** *RAVE ON!* **TECHNICAL CONTACTS** – If you have any further questions about the details of our production, please feel free to contact any of *Rave On*'s Production Staff listed below. We are always happy to help you with your preparations in any way we can.

Kate Whitecotton PRODUCTION MANAGER Rave On Productions 402.682.2868 kate@billymcguigan.com The staff, cast and crew of *Rave On!* are extremely excited about bringing our production to your facility. We also request that you include a scaled ground plan and technical information about your theater, as this will help us to become familiar with your facility. If there are any particular problems that other groups have encountered when playing your facility, please describe them in writing to us. Like you, we want to present the best performance possible. If you have any questions concerning anything in the Rider, please do not hesitate to contact us.

# AGREED:

Presenter

Print: \_\_\_\_\_\_

Date: \_\_\_\_\_

TECHNICAL DIRECTOR

Technical Director

Print: \_\_\_\_\_

#### **Rave On! Backline Requirements**

#### Drums

22" Bass Drum, 13" Mounted Tom, 16" floor Tom, 14" snare drm w/ stand, hi hat stand, 3 cymbal boom stands, BD pedal, and throne.

Cymbals: 14" – 15" hi hats, 20" – 22" Ride, 18" – 20" Crashes (2); brand names – Zildjian, Paiste, Sabian, Cresent, Bosphorus

#### **Bass Amps**

Fender Bassman or Equivalent

#### Piano

88 Key Grand Piano or 88 Key Korg Chrome Keyboard or Equivalent

#### **Guitar Amps**

Fender Twin Reverb or Equivalent

Suggested Input List:	
SOURCE	

SOURCE	INPUT TYPE
1. Kick	D112 or Equivalent
2. Snare	Beta 57 or Equivalent
3. High Hat	SM81, AKG 451 or Equivalent
4. Rack 1	Senn 421 or Equivalent
5. Rack 2	Senn 421 or Equivalent
6. Overhead L	SM81, AKG 451 or Eqivalent
7. Overhead L	SM81, AKG 451 or Equivalent
8. Bass Amp	D112 or Equivalent
9. CS Guitar Amp	Beta 57, Sennheiser E906 or Equivalent
10. SL Guitar Amp	Beta 57, Sennheiser E906 or Equivalent
11. Keyboards L	DI
12. Keyboards R	DI
13. CS VOX	Rave On! Will Provide
14. Acoustic Guitar VOX	Beta 87A or Equivalent
15. Bass VOX	Beta 87A or Equivalent
16. Keys VOX	Beta 87A or Equivalent
17. SL Guitar VOX	Beta 87A or Equivalent

#### Notes:

Musicians will require their own separate monitor mix as indicated on "Stage Plot". Please note that "Buddy" CS will require 2 monitors at his position.



