



# THE IRISH COMEDY TOUR

"A Comedy Show & Irish Pub in a food processor"

Featuring comedy, live music and video

## 2023 LIVE SHOW RIDER

### CAST (4) in order of appearance:

"Keno" Derrick Keane	Emcee (singer & guitarist)
Damon Leibert	Leprechaun (green suit – fiddle player)
Derek Richards	1 <sup>st</sup> Comedian
Mike Malone	2 <sup>nd</sup> Comedian

### Contact Information:

Derek Richards, *producer*, cell (561) 310-9662, [derekrichards@bellsouth.net](mailto:derekrichards@bellsouth.net)  
Damon Leibert, *technical director*, cell (207) 350-0780, [damon@liveartech.com](mailto:damon@liveartech.com)

## **PRODUCTION OVERVIEW :**

The Irish Comedy Tour (ICT) is a company of four, however some shows may include three Irish step dancers. Typical transport is van and the ICT typically loads in and sound checks in 90-120 minutes so long as we can advance as many of the technical aspects as possible. Typical venue staff to cover the production needs outlined here are three (3) or more competent persons. We prefer to do a tech advance via email and phone, in a period of weeks in advance of the show-date. The runtime is 90-100 minutes straight through with no intermission.

Show outline: Preshow Video (with audio) loops on house projection. The show starts with a show intro video, followed by the projection screen flying out revealing show banners hung upstage. The remainder of the show does not use video. The live show is broken into five parts.

I -	Emcee & Leprechaun*	20 min
II -	Comedian 1	30 min
III -	Emcee & Leprechaun*	10 min
IV -	Comedian 2	30 min
V -	All Performers	5 min

*\*set dancers may perform during portion of the segment on some tour dates*

**SET:** Neutral stage, black drape, and video screen/playback are only used preshow and at top of show for a show introduction video. Stage is preset with show banners hung upstage. Downstage: guitar/stand, microphone stand & audio foldback center-stage (or sidefills). Midstage: small (black) cocktail table or stool, and optional area carpet at center. When banners obstruct projection (ex. cyclorama) they can alternatively be projected. To be discussed in advance.

**Page 2 – Technical Requirements, Set & Audio**

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## **TECHNICAL:**

**Recommended minimum venue-provided technical staff:** 2-3 persons.

**Load-in, Setup & Sound-check:** MINIMUM of 60-90 min. before house opens.

**Damon Leibert**, *technical director*, cell: (207) 350-0780, [damon@liveartech.com](mailto:damon@liveartech.com)

Setting up and testing as much of this in advance of the show date, particularly the video playback, will make for a quick and smooth load in and soundcheck. Materials are available for download at <http://fiddler.net/ICT>  
Once reviewed a tech advance over phone is preferable, as well as to coordinate/set day of show (DOS) schedule.  
DOS, following Sound Check, TD will talk through running order with house staff & tech video / light cues. There aren't many.

**SET:** (average 15-20 minute setup, can overlap with audio setup) provided by venue unless otherwise mentioned:

- Optional 8' x 8' carpet on center – midstage/downstage, upstage of mic stand (round base with boom).  
*This would be only used in instances where the stage may conduct sound, such as above a hollow/covered orchestra pit. The carpet rug would prevent noise from movement on stage. **Not necessary if stage doesn't make sound.***
- Stool with no back or very small cocktail table, preferably black. (To place items on)
- Acoustic Guitar Stand
- ARTIST will provide **Banners** upon load in:
  - 8' x 8' Irish Comedy Tour (grommated) banner to be flown on-center, mid or up stage pipe.
  - 3' x 5' U.S. flag (grommated), stage right of Irish Comedy Tour Banner, stars positioned offstage side.
  - 3' x 5' Irish flag (grommated), stage left of Irish Comedy Tour Banner.
  - Banner/flags trim height: Visible from entire house and not blocked by performers if possible.
  - Banners cannot obstruct video screen, unless they can fly in after video finishes at top of show.
  - Banners are revealed at end of Video Intro/start of show, and should not be visible before then unless there is no projection.
  - Banners should appear to be floating. ARTIST has black fiberglass rods to span banners so it can be suspended with trick line (not provided). This prevents an ugly batten from being visible.
- Stage should have black drape upstage, behind the banner and flags, preferably with legs.
- For shows with Irish step dancers, deck should be hard for percussive dance/hard shoes (similar to tap dance) and not a soft Marley which could be susceptible to damage. During tech advance we'll detail if dancers are included in show.

**AUDIO:** (Average 20-30 minute setup/sound check)

- Venue shall provide an audio system of good quality that is suitable for musical acts, that shall provide adequate volume and coverage for the venue, as well as monitor/foldback for stage.
- Venue will provide Audio Playback for walkout music, artist will advance music as a download.
- Audio input from house VIDEO Playback.
- If there is no projection at venue, ARTIST will advance seating music as download for house playback system, will also have a portable "ipod," to be operated by FOH engineer, as backup. **PREFER TO USE HOUSE'S PLAYBACK SYSTEM** for audio playback and setup in advance.
- AC 120V Electricity center stage (optional, determined at load in) at mic position for Guitar effect pedals. *This is not always needed.*
- Primary Microphone (preferably wireless) with **round solid base, and boom**, down-center-stage (on carpet). This is a shared mic for emcee (spoken and singing) and comedians. **Must have boom or gooseneck.**
- Direct box for acoustic guitar's active pickup. Center at mic stand.
- Offstage AC Power & XLR audio input for artist supplied wireless (Sennheiser Band A, 516mhz to 558mhz) receiver for fiddle. If other wireless operates in venue, please coordinate spectrum assignments in advance or at load in.
- Secondary (backup) microphone & mic stand off stage as backup/for announcements.
- Monitor/foldback on stage center or on either or both side(s) of mic stand. Should not obstruct view from front row. This can be adjusted at load-in or discussed in tech advance. Side fills may be possible.
- Reverb for fiddle & guitar in monitor/foldback mix upon request, not necessarily in house. **Please tech in advance.**
- **NO REVERB on microphone in house. Reverb is only for instruments.**

### **Input List:**

1. Main Vocal Mic
2. Guitar DI
3. Wireless Fiddle (XLR)
4. Backup Vocal Mic (offstage)
5. Audio Playback
6. Video Playback Audio

### **There is one audio cue at end of show\***

After bows as artist exit stage, please play Metallica's "Whiskey in the Jar" as chaser.

\*If venue has no projection, there is an additional audio cue at top of show for playback of show intro audio file, and pre-show seating music.

**VIDEO:** (Average 20-30 minutes tech, at end of sound check will want to see video)

**IT IS STRONGLY RECOMMENDED THAT VIDEOS ARE DOWNLOADED, TESTED, AND A PLAYLIST CREATED IN ADVANCE, AS PROJECTION/VIDEO PLAYBACK VARIES WILDLY FROM VENUE TO VENUE.** This will make for a much smoother load in and soundcheck. If this is not possible, additional time (typically 1-2 hours) may be needed during load in for setup of projection system, playlist, etc.

Projection setups vary wildly from venue to venue, and configuration will be discussed during tech advance. For example, if projection screen is upstage-cyclorama, then it may be easier to project show logo rather than to use show banners.

- **VIDEO FILES (2) SHOULD BE DOWNLOADED** (preferably TWO WEEKS PRIOR TO SHOW DATE) for **VENUE TO TECH IN HOUSE, ON THEIR PLAYBACK SYSTEM** using this google-drive URL: <http://fiddler.net/ICT>  
*There are two video containers/codecs available: Apple ProRes MOV and also as MP4, h264/mpeg4, 5kbs bitrate. Ensure these are not playing them from the link above, and are downloaded locally, ie: NO STREAMING*
- The ProRes file is very large, and we suggest using the MP4 files for playback.
- The video includes audio, is 16:9 aspect ratio at 1080p native resolution. *Please ensure the video plays smoothly. If there are any issues, please try an alternate video format or check your codecs. If you are still experiencing issues, please contact TD. In both videos the moving graphics should move smoothly across the screen (frame to frame) and there should be no blurry or jerky/jumping graphics. For example: 3D Logo and still images that bounce around in the preshow video, or the city names that scroll across the screen in the beginning of the Intro video.*
- The Screen should be a large format screen, clearly visible from the front of house, and capable of wide screen formats. Ideally downstage of banners for reveal at top of show.
- Video is only used at beginning of show. At end of video, the screen is flown out.
- A professional media player or the ability to control or advance video is required (QLAB, Show Cue Systems, Screen Monkey, Powerpoint if need be). It is not recommended to run video on Windows Media Player, Quicktime or your friend's Xbox. **Shuttle controls must not be projected!**
- We will run through/tech the video-show-intro at end of soundcheck.

### **TYPICAL (PLAYLIST) RUNNING ORDER FOR VIDEO:**

1. **PRESHOW VIDEO**, 15:00 min, should loop with audio, until start of show or house announcements.  
*FILE: [\Video\PRESHOW VIDEO LOOP\ \[either MP4 or MOV file\]](#)*
2. (Optional) **HOUSE ANNOUNCEMENTS**, house lights out. Video doused/muted or advanced to a static ICT Logo  
*FILE: [\Video\Graphics for shows with video Banner\ICT logo.jpg](#)*
3. **SHOW INTRO** (runs 1:15, with action ending at 0:56 with "Please welcome The Irish Comedy Tour."  
*FILE: [\Video\INTRO VIDEO\ \[either MP4 or MOV file\]](#)*

### **NOTES:**

AUDIO FOR THE SHOW "INTRO VIDEO" SHOULD BE BUMPED UP, IT SHOULD BE STARTINGLY LOUD to emphasize top of show. With "Please welcome the Irish Comedy Tour," simultaneously the emcee enters stage, stage lights up, and video is doused/muted/screen flown out. From 0:56-1:15 the show logo is held to allow time for flying screen out/transition time/muting/dousing. There is no more video in the show after this point unless the projection screen cannot be flown out to reveal banners hung upstage. In this situation our show logo may be held, projected, for the duration of show in lieu of banners. For example, in venues where projection is only available onto cyc.

If the playback system can pause the INTRO video (without shuttle controls), and hold the logo for the duration of the live show (at least 100 minutes) then this is the easiest option. PLEASE TECH THIS TO ENSURE PLAYBACK DEVICE DOES NOT TIME OUT/GO TO SLEEP OR DISPLAY ANY SHUTTLE CONTROLS. Otherwise, a graphics (see #2 above for file reference) should be inserted into the cue list if using projection in lieu of banners.

Projection off stage or video monitors off stage can be implemented in lieu of a full projection system. If video is not possible, then seating music will be used with an audio only show intro. Files are in the AUDIO folder in the google-drive from link at top of this page.

**LIGHTING:** (Average 5-30 minute setup, can overlap with sound check)

- ARTIST has three Size B Gobos. Two breakups (Shamrocks) and one Large Shamrock. These are not necessary, but if easy to drop and focus they are good proof to dress the room. ARTIST does not provide Gobo holder or gel (recommend green/orange). Typically, breakups are used out in hall and large shamrock can be used as downlight @ Center if the deck is visible from house/balcony.
- Show light should be a general wash across mid to down stage (if banner is projected, consideration not to wash video out)
- Lighting on banners (upon reveal at top of show)
- House-lights should remain off during live performance unless specifically requested by ARTIST.
- Followspots (if available) on performer(s) on stage, Leprechaun is only member to leave stage into House.
- Moving Lights, or the ability to chase lights is requested for two specific cues during the show, otherwise the show is static, ie "lights up." The effect should create the effect of motion, such as a chase or movers ballyhoo the house/stage.
- Lighting Cues should be prebuilt, otherwise time at sound check will be needed to build chases.
- TD will tech and rehearse cues with board op during sound-check.
- **HOUSE LD or TD should discuss lighting with ARTIST prior to show.**

**SAMPLE PHOTOS:**



## **MERCHANDISE :**

- ARTIST will set up their own merchandise.
- ARTIST will need a seller for the merchandise - before and after the show.
- ARTIST will need three (3) - 6' or 8' tables set up for merchandise sales near the entrance/exit formed in a horseshoe with the opening toward one of the sides.
- If venue has a wire rack for displaying merchandise, ARTIST would like to use that along with any clips to secure product.
- ARTIST provides credit card machine for merchandise sales.
- People can make credit card purchases after the show if seller feels uncomfortable using machine. It is recommended that a "tech-savy" person be used for the sale of merchandise.
- ARTIST will come out after performance by the merchandise table to meet with audience members as they leave.

## **MEDIA PROMOTION :**

- Only Images or Logos provided and or approved by the ARTIST or it's agent should be used to promote, advertise, or market the performance.
- ARTIST will make themselves available for any advance media interviews/radio phoners. If ARTIST is required to arrive day before for TV/radio and there is not a schedule conflict, PURCHASER is responsible for additional day lodging expense.

## **ARTIST REQUIREMENTS :**

### Lodging:

- ARTIST to receive 4 rooms King / non-smoking for the night of the engagement. Lodging is reserved and paid by PURCHASER.
- Lodging nearby to venue to be provided at Hampton Inn, Holiday Inn or equivalent.

### Artist Comps:

- ARTIST to receive 10 complementary tickets for each performance.
- Venue comps: On door percentage shows, ARTIST must approve number of venue complementary tickets.

### Backstage:

- Dressing room should be set up 90 minutes prior to show. If there is a Meet and Greet it will be done one hour prior to show time, backstage will need to be cleared of all visitors 30 minutes prior to show time, and tech/loadin shall be adjusted to accommodate additional time.
- ARTIST will need one (or preferably two) dressing rooms for the performers (4).
- Towels should be provided for the performers (4).
- Dressing room should be set up with the following:
  - Mirror
  - Iron and Ironing Board
  - 6 bottles of Snapple or Lipton sweetened iced tea
  - Coffee with cream, sugar and Splenda sweetener
  - Hot tea, lemon and honey
  - 12 pack of water
  - 12 plastic cups
  - 4 rocks glasses
  - Ice
  - Dinner for four (4) or \$200 meal buyout

# ICT **SAMPLE** RUNNING ORDER & CUE SHEET

*Specific Set/Cue List may be different day of show*

Cue	Dept	Description	Approx Time:
		<i>Times are approximate and are primarily to note where simultaneous events are</i>	
1		<b>PRESHOW HOUSE OPEN</b>	
1	LIGHT	House Lights Up, Lighting to dress room (gobos)	
1	VIDEO	Preshow Video (15:00) loops	
1	AUDIO	Audio from video should be adjusted so dialogue in video is audible about house chatter. Will need to ride faders	
		<b>START OF SHOW</b>	
2	VIDEO	Fade and exit preshow video loop. Black or Show logo can be used for a transition, such as a hold, or house announcements	-0:05
2	AUDIO	Fades with above	-0:05
2	AUDIO	<i>OPTIONAL VENUE HOUSE ANNOUNCEMENTS, recorded or in person</i>	
3	LIGHT	Complete Blackout, House Lights out	-0:02
4	VIDEO	<b>SHOW INTRO VIDEO</b>	0:00
	AUDIO	Bump video audio level so startingly loud	0:00
5		0:56 Into Video after "Please Welcome the Irish Comedy Tour" upon crash sound	0:55
5	STAGE	FLY SCREEN OUT	0:55
5	VIDEO	DOUSE	0:55
5	LIGHT	General Stage Wash (running level), Followspot on emcee, Light on banners, and gobo in house down to low level	0:55
5		GUITARIST / EMCEE ENTERS to CENTER	0:55
5	AUDIO	Vocal Mic, Guitar and Fiddle should all be hot	0:55
		<b>PART I (20:00)</b>	
6		Guitarist will engage with audience and then start with <b>FIRST SONG</b>	1:00
7		During first song Surprise <b>ENTERENCE OF LEPRECHAUN</b> from out in the house	4:00
7	SPOT	Followspot pick up Leprechaun on house and bring to stage.	4:00
7		APPLAUSE & Introduction of Damon	6:00
7		SONG	6:30
7		INSTRUMENTAL FIDDLE PIECE (starts slowly and builds up/gets faster) KEY OF D MINOR	11:00
		During this song the tempo increases to a key change (A MAJOR) Fiddle player will cue KEY CHANGE by giving a "leg up" just <b>BEFORE this happens</b>	
8	LIGHT	<b>KEY CHANGE - on modulation:</b> lighting chase, or ballyhoo moving light cue. Like a rock concert. <i>Should illicit a sense of frantic movement. Can pan into house.</i> Fiddle player will give a second "leg up" right before end of piece which ends with a button ("hard stop") after a descending melodic line.	13:00
9		SUDDEN END OF PIECE	15:00
9	LIGHT	BLACKOUT & Stop moving lights/chase (ON LAST NOTE) BO Should last for about 3 seconds	15:00
10		RESTORE STAGE LIGHT	15:03
10		SONG	15:30
10		(IF IRISH DANCERS, THIS WOULD BE THERE FIRST APPEARANCE)	
10		INTRODUCTION OF COMEDIAN DEREK RICHARDS	19:30
10		GUITARIST AND FIDDLE PLAYER EXIT	20:00
		<b>PART II -- DEREK STANDUP COMEDY (30:00)</b>	
		DEREK PLUGS MERCHANDISE (he does this before his last "bit")	46:00
		DEREK FINISHED TO APPLAUSE	50:00
		FIDDLE PLAYER STARTS PLAYING OFF STAGE, and ENTERS, playing DEREK OFFSTAGE	
		GUITARIST FOLLOWS ON STAGE FOR PART III	
		<b>PART III -- Keno and Damon (10:00-15:00)</b>	
		INSTRUMENTAL CONTINUES	51:00
		SONG	54:00
		OPTIONAL - TUNES (DANCERS JOIN IF THEY ARE ON SHOW)	
		INTRODUCE MIKE MALONE, GUITARIST AND FIDDLER EXIT	60:00
		<b>PART IV -- MIKE MALONE STANDUP COMEDY (30:00)</b>	
		MIKE FINISHES SET	1:30:00
		INVITES REST OF CAST BACK ON STAGE	
		<b>PART V -- FINALE</b>	
		KENO TAKES MIC	1:30:15
		Introduces that will sing one last song and say goodnight	
11		SONG	1:31:00
11	LIGHT	Same <b>CHASE/MOVING LIGHTS</b> as before. Ballyhoo audience. During song, beads are thrown out to audience, and cast members are called.	1:31:00
		At end of song all performers bow in unison.	1:36:00
12	LIGHT	Moving Lights & Chase FADE on last chord.	1:36:00
13	AUDIO	As performers exit stage PLAY "WHISKEY IN THE JAR" by Metallica as chaser.	1:36:10
14	LIGHT	STAGE LIGHTS BACK TO PRESET -- NOTE: THERE WILL BE NO ENCORE	1:36:10
14		HOUSE LIGHTS UP	1:36:10
15	AUDIO	If venue prefers, additional music can follow "Whiskey in the Jar"	
		<i>ARTISTS do Meet &amp; Greet at Merchandise immediately following the show.</i> <i>Apart from musical instruments, artist equipment may be broken down by venue staff</i>	