



Technical and Company Rider
For the presentation of

M.I.N.D.E.D

KEY PRODUCTION INFORMATION – M.I.N.D.E.D

Nb. This document is an integral part of agreements between presenters and Elements Collective (the Company). The information herein should be read carefully as part of programming considerations.

Show Duration - 45 minutes, no interval

Touring Party – Six personnel

4 x Performers

1 x Production Manager

1 x Producer / Tour Manager

Producer/Tour Manager may or may not be present for the entire duration of the season, to be negotiated case by case. When they are absent, the Production Manager also takes the role of Tour Manager.

Venue Configuration

M.I.N.D.E.D can be performed in a proscenium (end on) configuration. M.I.N.D.E.D cannot be performed on a raked stage (without moderations and rehearsal time)

Nb. While M.I.N.D.E.D can be performed in a variety of settings, the show places a high physical demand on cast and the requirements detailed here are critical in providing necessary artistic and operational support for safe and successful seasons. Any technical requirements that cannot be met by presenters in accordance with this rider, must be resolved to the Company's satisfaction prior to finalisation of a Performance Agreement.

Performance Schedule

Total of 7 shows per week with a minimum of 1 day off per week.

Maximum of 1 x double show day in any 1 week.

There must be a rest day following any double show day.

For seasons of more than 2 consecutive weeks, an additional rest day is required every 3rd Week.

Performance days, travel days and bump in/tech days are all considered to be days worked.

Call Times, Cast Warm-Up, Set & Turnaround Times

Call times

Show call - 2 hours prior to performance (at least 1 hour of this must be onstage)

Post show - 1 hour post performance for cool down and reset (stage not required)

Cast Warm-Up

Cast requires a dedicated warm-up space 2 hours prior to each performance.

The space needs to be minimum of 4m x 4m floor area and minimum height of 3 metres

The stage and auditorium is ideal, if possible. If not possible for cast to access stage for warm up, a separate studio space / rehearsal room must be available for the full two hours of the show call.

The space should be temperature controlled and in close proximity to the performance venue.

Set & Turn-Around Times

Show set time - 15 minutes minimum, not including time to seat the audience, and only if rigging apparatus remains in roof. The show can only be set once the stage is clear from the previous performance.

Show strike time - 15 minutes minimum. The strike can only happen once the venue is clear of patrons.

Additional Venue Access

Additional access to the venue may be required during the season for re-rehearsals or similar Company activity. This will be negotiated as required during the season. Elements Collective will endeavour to communicate this with the venue as soon as the need arises.

KEY INFORMATION FOR VENUE TO PROVIDE

Drawings & Plans:

Scale drawings including section and plan views Rigging points/Plans of theatre beams.

Lighting grid

Generic Lighting Plan (If applicable)

Standard hanging plot (If flown venue)

Inventory of lighting equipment

Inventory of audio equipment

Regulations (noise levels, fire codes, curfews etc)

Seating plan (if there is any concern about sight lines)

Venue contact details

Number of crew required:

Minimum Venue crew required at load-in:

1 x LX tech

1 x MX

1 x Audio

Show Crew requirements

1 x MX (rigging experience preferred)

1 x venue technician for venue system supervision

Minimum Venue crew required at load-out:

Lead-out staff is negotiable pending venue requirements.

Venue will need to provide a qualified and experienced rigger for the bump in to complete the rigging set up.

STAGING

M.I.N.D.E.D has the following staging requirements:

Minimum stage size 8m wide x 6m deep - Ideal stage size 10m wide x 8m deep

Minimum height of 4.0m to the rigging point

Venue/Presenter to provide:

Standard Masking (if in proscenium/thrust)

Rostra/Stage Deck for performance

1 x stage weight (approx. 10kg) for pull out line

Sufficient Black dance floor tape to secure dance floor and any cables from wings to stage space

Black Tarkett or Mali (dance floor) for the stage area, which must be secured to the floor

Elements Collective will provide:

All rigging equipment including pull out lines to rig aerial straps

All other props, costumes and equipment for the performance

VENUE DOCUMENTATION

All up to date technical documentation for the venue is to be emailed to the Producer and Production Manager at the earliest possible time and at least two months prior to tour dates. Preferred file format is PDF or Vector works files. Please also send accompanying PDF files with a scale bar.

BUMP-IN & OUT

The standard bump-in time for M.I.N.D.E.D is 8 hours. Exclusive access to the venue is required during this time.

The lighting design for M.I.N.D.E.D must be pre-rigged, patched and focused prior to the Company's arrival. M.I.N.D.E.D is a one (1) day bump in and show schedule.

All schedules and crew member requirements are to be negotiated and confirmed no later than 1 month prior to performance date.

For the bump out after the final performance 2 venue crew are required (one of which to de-rig the aerial equipment). Estimated time required is 1 hour.

The Bump out will commence after the last performance unless otherwise negotiated.

RIGGING

Rigging points

Rigging consists of one (1) single point apparatus. The apparatus being rigged is a set of aerial straps.

The straps are to be hung mid stage centre point position and can be dead hung.

A pull out line is also required to be rigged running to the Stage Left Downstage wing.

Venue to provide:

Qualified Rigger for the rigging of Aerial straps

Rigging point suitable for human loading with a SWL of 1 Ton

Elements Collective will provide:

Aerial Apparatus – Aerial Straps

All necessary rigging equipment and pull out line equipment for the straps to be hung from a grid up to 15m in height

LIGHTING

The lighting design for M.I.N.D.E.D requires:

4 x Moving Head Profiles rigged O/H (Robe Robin DLX Profile or Similar.) Confirm with Designer
2 x Moving Head Wash rigged O/H (Robe Robin 300 LED Wash or Similar.) Confirm with Designer
LED Par O/H Wash. Minimum 12 units.

LED Par Backlight wash. Minimum 7 Units

- 4 x Moving Head Profiles rigged at FOH (Robe Robin DLX Profile or Similar.) Confirm with Designer
- 1 x Single Colour FOH Wash appropriate for stage size
- 2 x Straps specials rigged from 'perch' positions
- 1 x ETC eos family lighting console. With the ability to receive MSC via MIDI
- **1 x Macbook running QLAB 3 with MIDI output to send MSC to lighting console.**
- 1 x Atmospheric hazer

Nb. Prior to Elements Collective company arrival the venue should be pre-rigged and patched according to the final discussion of the lighting plan.

Any alterations to this need to be discussed with the Lighting Designer and / or the Production Manager for the season.

Elements Collective to provide:

In unusual venues Elements Collective will provide a Lighting plan* specifically for the venue.

Lighting operator for the season

**Elements Collective will provide a detailed venue specific lighting plan after receipt of the venue's lighting inventory and details of basic lighting rig. Venue specific plans will be provided at least two months prior to tour dates.*

SOUND

M.I.N.D.E.D playback is controlled from QLab3.

Venue to provide Control:

PA system: Capable of full range, even coverage throughout the venue. System should be fully tested and operational prior to company arrival

QLab3 playback system

Fold back monitors

Comms to all operators and ground point position

Elements Collective to Provide:

Sound operator for the season

QLab3 show file

MacBook running QLab3 on request

Back up audio (iPod/secondary laptop)

FREIGHT, DELIVERY AND STORAGE

Elements Collective's production of M.I.N.D.E.D travels with 3 suitcases which includes ALL freight for the performance.

The freight suitcases will accompany the Touring Party from Brisbane, Australia to the venue.

- 1 - Rigging suitcase
- 2 - Costume suitcase
- 3 - Merchandise suitcase

Venue to provide

Storage of freight at the venue upon company arrival prior to bump in and until the end of the next business day following the final performance, unless otherwise agreed

DRESSING ROOMS, WARDROBE AND GREEN ROOM

Venue to provide

2 x ice packs OR Fresh ice provide at start of the performance with Plastic bags and tea towels incase of injuries and emergencies

Adequate dressing room facilities sufficient for 6 people

Dressing rooms should be secure and lockable

One clothing rack with coat hangers for costumes

General power outlets available

Access to a toilet and shower backstage

Adequate heating in colder climates.

Mirrors and clean towels provided for cast (towels and mirrors x 4)

It is essential for cast to stay active and warm immediately prior to each show. If the stage is not accessible for a duration of not less than 30 minutes immediately prior to each show, the venue must provide a space back stage of at least 4m x 4m floor area.

Wardrobe & Greenroom

Greenroom facilities for 4 Artists and 2 crew, this is to include hot and cold running water, refrigerator, microwave, cutlery and crockery for 6 people and tea/coffee making facilities. Consumables – as required, sufficient to cover the program of performances

Wardrobe – access to washing machine and dryer for self managed seasons. 1 wash and dry of costumes every 2nd day for venues with wardrobe personnel.

CATERING

Please provide for each performance and technical call:

Tea, fresh coffee and Soy (or non-dairy option) milk

Water bubbler to refill water bottles. If this is not possible a minimum of 6 bottles of water per performance to be provided

Fresh fruit, nuts, or other suitable healthy vegetarian snacks

ACCOMMODATION & TRANSPORT

The Company members require a minimum of 4 star accommodations for the duration of the season including bump in days and rest days.

Seasons longer than 5 days require the accommodation to have a fully functioning kitchen. The standard touring party of 6 requires 6 rooms. As previously mentioned the 6th personnel (Producer) is to be negotiated case by case.

Accommodation must be within 15 minutes walking distance of the venue. If this is not possible, transport must be provided between the accommodation and the venue OR sufficient public transport tickets to be provided by the venue/presenter for the duration of the season.

Ground Transport

Presenters need to arrange transfers from airport to accommodation on arrival and departure. In the event that accommodation is not walking distance to the venue, the Company requires transportation to and from the program of performances, and to and from any media calls or technical rehearsals.

TRAVEL & PER DIEM

For seasons outside of Brisbane, Australia, the presenting partner must provide return travel for all company members and Per Diems paid at Australian standard rates.

Flights:

Standard touring party travel requirements are currently:

6 x Return flights from Brisbane Australia

The Company will advise presenters of any alternate travel and accommodation needs as early as possible in the contracting process.

This rider is a standard document for the presentation of M.I.N.D.E.D and is subject to negotiation by each individual promoter.