

SCAREDY HOUSE

Scaredy House – Presenter Pack 2025/26

Production Information:

About *Scaredy House*:

Our story begins, as many often do, on a dark and stormy night...

The house on the street is haunted. Ghosts hide in crevices, nooks and crannies, biding their time - but are they really as scary as they seem?

Join techno-trouble makers Counterpilot in Scaredy House - a new interactive haunting for young people aged 7-10 and their grown ups. In this theatrical experiment, we will illuminate our fears, explore anxiety up close, and befriend the ghosts that haunt us everyday.

It's time to flip the haunted house upside down, shed light in our own dim corners, and work together as we muddle our way through this existential twist on a classic tale. Step inside the Scaredy House and bring your shadows with you. Together, we'll illuminate our worries in this game of slight frights and night lights.

You've never heard a ghost story quite like this one...

Duration: 60 minutes

Capacity: 50-60 PAX (adults & children)

Age Range: Recommended for ages 7 - 10

This production can facilitate up to 8 performances & 4 workshops a week.

[See previous season photos.](#)

Maker's Workshop:

Scaredy House includes a companion Maker's Workshop for young people and their grown ups, facilitated by one of the production touring team. This workshop has a capacity of 25 young people (not including their grown ups) and invites them to engage in the storytelling processes they see throughout the performance, including making their own puppets, shadow scenes and adventure stories to accompany them.

This workshop is best programmed following a matinee performance and has a duration of 60 minutes.

Technical Information:

Touring Party:

- 1x Performer
- 1x Technical Stage Manager
- 1x Assistant Stage Manager

The Technical Stage manager oversees the QLab for the performance, calling the show from the OPs position. The Assistant Stage Manager assists with preset, reset, and assists front of house throughout the season with the pre-show moment of 'contract signing', which occurs before the audience enters the space to take their seats.

Additional tech/mech hands will be required during bump in and bump out to assist with the rigging of the blanket fort and pixels, see Venue to Provide for more details.

Example Schedule:

Example schedules can be found [HERE](#).

Venue Requirements:

- The production requires 2x wheelchair accessible areas with the following minimum floor space:
 - Entry Space: 2.5m x 4m flat floor space for 'contract signing' on entry (this can be included along the audience's journey from front of house into the theatre)
 - Main Space: 10m x 13m flat floor space
- Entry Space needs to connect to the Main Space at the rear left corner of the blanket fort to allow for audience entry.
- Minimum distance of 3m between projection surface of blanket fort & projector.
- Minimum 10m x 10m grid (totally clear of equipment & obstructions), at a height of 4m-5m off the ground, that covers the entire blanket fort area.
- Pixel lines require no obstruction between the bars of the grid. All lines must be able to run cleanly from top to bottom or side to side of the grid, with multiple locations along the lines to tie up the pixels.
- Ability to blackout the Main Space
- Must be able to isolate main space from venue fire systems
- Exclusive use of venue is required
- PPCA or other licence for post-show music to be played outside of dramatic context following the performance.
- To meet timelines in this document pre-rig before bump-in preferred: install of grid/ extra bars for blanket fort & LX (as required), install of venue SND, clearing all other fixtures from grid.

Venue to Provide:

- **General:**
 - Venue loading dock or alternate access point to accommodate a 3-tonne truck
 - 2-3x Tech crew (all-rounders, with EWP tickets), for bump in & bump out.
 - Minimum of 2x ladders/ ways to access the grid for bump in & bump out
 - 1x dressing room or other private space.
 - Access to laundry & cleaning facilities inc washer, dryer, iron & vacuum.
 - Access to water and sink for show prop prep and disposal.
 - (At venue discretion): Any additional furniture that fits the aesthetic 1950's era of the performance to add to the main space, ie. chairs, low tables, etc.

- **Sound:**
All sound cabling needs to run to the OPs position on the floor, marked on the plan
2x subs (e.g. 12" Turbosound NuQ115B-AN 3000w)
5x flown active full range speakers (e.g. 12" Turbosound NuQ112-AN 2500w)
2 x DPA 4088 CORE Directional Headset Mic (or equivalent) (one as backup)
1 x Sennheiser G4 wireless kit (and belt pack) for performer (or equivalent)
- **Lighting:**
DMX run to the OPs position on the floor, marked on the plan
3x 12 channel, 3-phase dimmers (12 channels of this for floor LX)
1x Strobe (used on the floor near the projector)
Haze Machine with DMX control
2 x 650w Fresnels on 2m booms as performer facelight
3-4m Truss upright with top plate for Counterpilot supplied low fog machine to sit on

Counterpilot to provide:

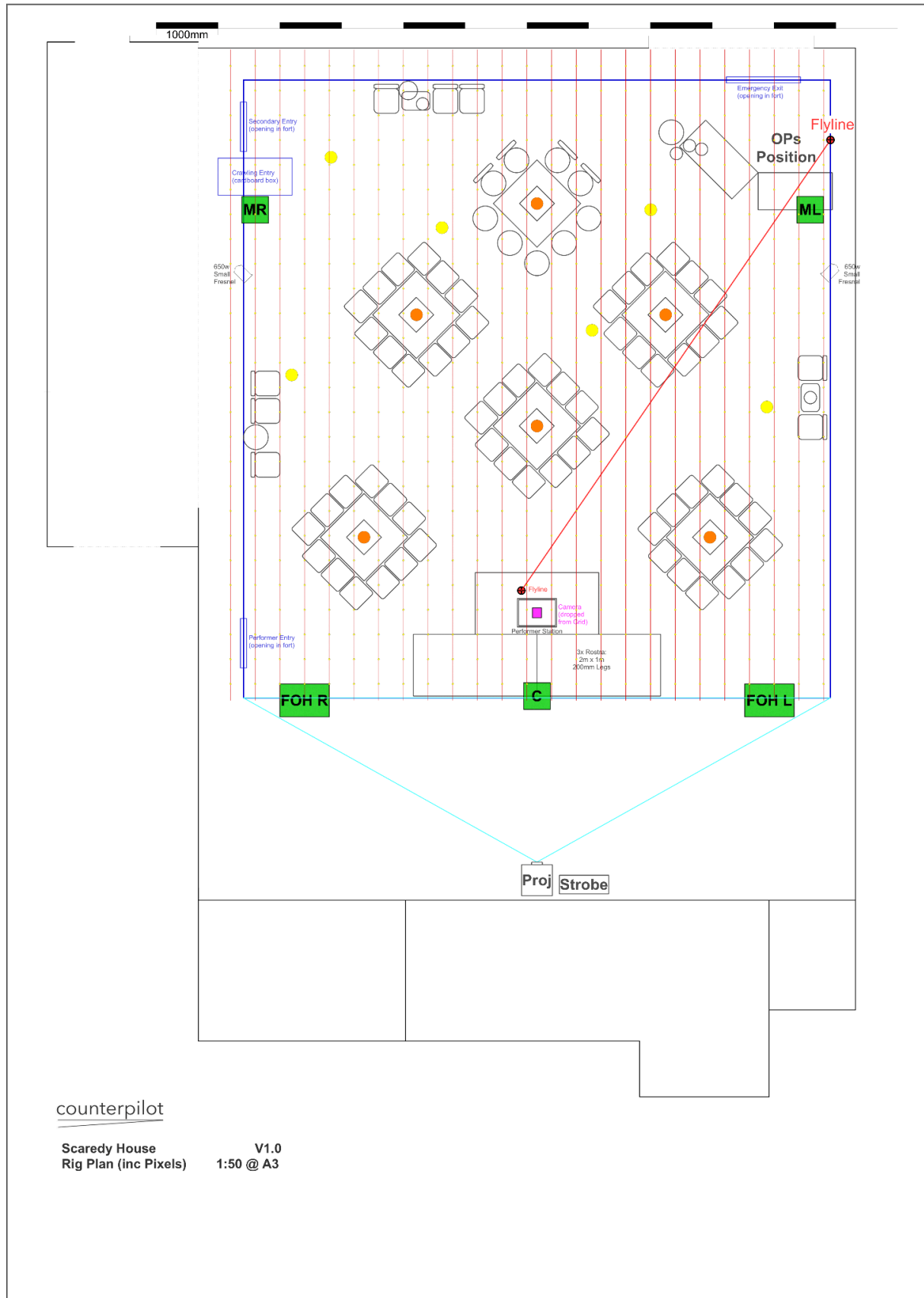
- **General:**
All control software & computers required to operate show
Network system required to operate show
Bespoke blanket fort approx 10m x 10m in size made from vintage sheets & tablecloths (Fort has been fire retarded)
Red carpet to cover area under the blanket fort (rolls are 4m wide x 10m long)
6x Bespoke stations for audiences with built in tech (including cameras & phones).
5x at 400mm high, 1x at 600mm high for accessibility.
Enough pillows for the audience to sit at stations.
1x Bespoke performer station with built in lightbox
VB cord & pulleys required for flyline
- **Sound:**
6 x Logitech Z10 speaker systems (for stations)
6 x Bespoke phone microphone systems (for stations)
1 x Behringer X32 Rack Mixer for microphone processing, Qlab routing control
2 x Behringer SD8 Stage boxes (AES connection) for table send/receives
1 x iPad for X32 control
2 x Behringer HCL660M Headphones for SM / Performer use
All SND cabling required to run Counterpilot systems
- **Lighting:**
10m x 10m pixel grid system
6 x Custom downlights in lampshades to hang over audience stations
7 x Standard BC Pendant droppers with lampshades to suspend in Entry & main
- **Spaces:**
6-8 x Floor & Table lamps for edges of blanket fort
Low fog machine
- **Vision:**
Projector for use in show
1 x camera for performer station (suspended from grid)
6 x cameras for audience stations
All cables & control systems

Note: red squares indicate floor cushions surrounding the wooden box 'stations'. The upstage station is 600mm high with chairs and stools instead of floor cushions. Yellow circles indicate lamps.



Rig Plan:

Note: red lines indicate pixel grid. Yellow circles indicate hanging pendant bulbs for ambient lighting & design, while orange circles indicate the working lights for each station.



Programming/Webpage Copy:

Show Warnings:

Audience Participation, Periods of darkness, Haze / smoke effects, Strobe Lighting Effects, Please note a lockout period applies. Latecomers may be admitted at a suitable break in the performance.

Accessibility notes:

The usual seating bank style seating you may be used to in a theatre will not be used for this performance. The majority of the seating for this show is on large cushions on the floor of the theatre - similar to what you might find in an actual blanket fort. There will be some chairs in the room, and our front of house team will be able to supply additional chairs if needed.

Acknowledgments:

Scaredy House was commissioned by Metro Arts. Counterpilot is supported by the Australian Government through Creative Australia, its arts funding and advisory body. Counterpilot is supported by the Queensland Government through Arts Queensland. Scaredy House is proudly supported by Redlands City Council, TAFE Queensland, and PQI Technologies.

FAQS:

- **Is this a haunted house?**

No – Scaredy House is a theatrical work where a performer will share a story, interact with us, and instruct the audience in interactive elements. There are no performers with roles designed to scare the audience, and the work takes place in one space within the theatre, which is designed to be cosy, not frightening.

- **What is the space like?**

For Scaredy House, the [venue] is being transformed into an enormous blanket fort, with carpets and cushions on the floor. Audience are invited to sit on cushions around stations which will be used for parts of the experience. For anyone who is unable to sit on the ground or would prefer not to, there is an accessible station with greater height. For any grown-ups who would prefer to watch rather than play along on the floor, there are a few select seats available at the back of the space.

- **Are there jumpscare?**

No, there are no jumpscare from actors, performers, or other physical elements that are specifically designed to scare the audience by hiding or lunging out at the audience. The closest elements the show will come to a jumpscare are the inclusion of occasional loud noises (for example, a thunderclap) that is auditory only.

- **Are parents & guardians involved?**

Yes! Adults are welcome and encouraged to sit on cushions around stations along with their young people during the performance. It is not compulsory, however we would love you to get involved and share the experience.

- **Is this suitable for my older/younger child?**

The work is recommended for ages 7-10, there are no restrictions on ages older than this recommendation. We recommend this work is not suitable for children 5 or under, due to the themes and necessary interactive elements of the performance.

We advise each guardian read the show warnings and important information before bringing their young person to the performance to make an informed choice on if it will be suited for them – every child is different, and we welcome any young person who will enjoy the work.