



**ADDENDUM A / TECHNICAL RIDER**  
**Revised March 2008**

**CONTACT INFORMATION**

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Please note:

The preliminary technical requirements of the touring production of *Birdhouse Factory* are based on the current plans and projections of the show's designers and production team. Additional stage labor may be necessitated by local union requirements, physical limitations of the venue or other local conditions.

The following technical requirements are meant to assist the Presenter in anticipating the technical requirements of the production but are subject to change. Should you have any questions please contact the Tour's management as listed above.

# **BIRDHOUSE FACTORY RIDER**

## **LODGING**

Hotel rooms: Twelve (12) doubles, to be in a 3-star or above hotel. Said hotel should be close to venue. Purchaser will provide confirmation numbers, names under which rooms are reserved, and directions and contact number to hotel.

## **CATERING**

For the comfort of the CIRQUE MECHANICS BIRDHOUSE FACTORY company PRODUCERS and crew, the PRESENTER must provide a light catering service with the following: variety of sandwiches, light salads (garden and/or otherwise), vegetables, and/or fruits, nuts, muffins, biscuits (cookies), juice, soft drinks (including Coke), coffee, tea and water. Catering should be provided during the technical set-up, as well as before each rehearsal and performance. On the first performance day and on days with multiple performances the PRESENTER must provide more substantial catering for the PRODUCERS, cast and crew. Hot and/or warm buffet style catering with a variety of dishes is recommended. Glasses, plates, bowls, flatware and napkins should also be provided. **The presenting organization will provide 22 bottled waters (1 liter) for EACH performance and EACH rehearsal in the venue.**

## **COMPLIMENTARY TICKETS**

PRODUCER shall receive 12 complimentary tickets per performance. This is all-inclusive for PRODUCER, PRODUCER's management, PRODUCER's agency, artists, sponsors, etc.

## **PRODUCTION OFFICE**

One room which can be used as a production office by the WHEELWORK ARTS company with a desk, a telephone, and access to a fax and a photocopy machine

## **PARKING**

The PRESENTER must be able to provide a safe and guarded parking space, free of charge, within a reasonable distance of the site of the performance, for the following vehicles if the case may be: 1 x 26' or 53' truck, 1 Bus, 2 Mini vans

## **REHEARSAL**

CIRQUE MECHANICS company requires access to the stage and dressing rooms 5 hours before the show in order to rehearse and warm-up. When there are two shows, Artists and crew will arrive 3 hours before the show. Lights and sound must be provided. AND A rehearsal space with no obstructions, with a suitable floor of a minimum size of 9m x 9m x 6m high (30'-0" x 30'-0" x 20'-0" high). This rehearsal space should be located within the building where the performances take place or within a reasonable distance of it.

## **HRS OF OPERATION**

The PRESENTER must inform the CIRQUE MECHANICS company of the hours of operation of the theatre, as well as any rules or regulations for the period of the production

## **SECURITY**

The PRESENTER must ensure that the theatre is secure and that the CIRQUE MECHANICS company's equipment (set, tools, rigging equipment, personal possessions) are safe and attended for during the run of the production. The PRESENTER will be responsible for any loss, damage or theft which may occur.

## **MAINTENANCE**

The PRESENTER must ensure the cleaning and daily maintenance of the stage. Generally, 1 hour before the scheduled rehearsal or show call. The cleaning of the dressing rooms will be done upon request from the CIRQUE MECHANICS Tour Director.

## **TEMPERATURE**

The PRESENTER must maintain an adequate temperature range of the stage, dressing rooms and other areas used during the production. Ideal range is between 19 and 22 degrees Celsius (66-71.6 F).

## **RESTAURANTS**

A list of restaurants close to the theatre and the hotel, including food category, price range and business hours must be sent to the CIRQUE MECHANICS company.

## **MEDICAL SERVICES**

A list of the following services and specialists, including phone numbers should be available to the Tour Director upon arrival of the CIRQUE MECHANICS company: Emergency ambulance, Doctor, Dentist, Chiropractor, Physiotherapist, and the nearest medical centre.

# BIRDHOUSE FACTORY TECHNICAL RIDER

## I. GENERAL REQUIRED VENUE SPECIFICATIONS

Deck:

- Proscenium opening: 40' / 12.12m
- Stage depth: 30' / 9m from proscenium to the cyc electric (measurements from plaster line)
- Wing space: 12' / 3.65m minimum

Height:

- Proscenium height: 20'

Misc:

- Upstage Crossover
- Escape stairs access to house from stage
- Loading door at least 12' / 3.65m H

The stage floor must be a hardwood or plywood floor and must be even, free of imperfections and, level without any rake. The wing space and backstage areas must be free of any obstructions and broom swept regularly. The stage floor must be mopped prior to curtain and MUST NOT be heavily waxed.

## II. SCENIC

Line sets:

*Birdhouse Factory* requires three (3) line sets, in addition to electrics and soft goods, for company scenery, which must fly.

Flown pieces include:

- 1 line for "factory windows", approximately 100 lbs / 45.5 kilos
- 2 lines for "scenic truss", approximately 100 lbs / 45.5 kilos

Soft Goods:

*Birdhouse Factory* will utilize the following house goods:

- 1 Main stage traveler, preferably black
- 5 sets black legs, 40' / 12.2m opening, no fullness.
- 5 black borders, no fullness.
- 1 full stage black scrim
- 1 full stage white cyclorama

Additional Scenic Equipment:

- 2 prop tables, at least 2.5'x 6' / .75m x 1.8m, one stage left, one stage right
- 2 costume racks
- 400 lbs of stage weights (fly weight/sand bags for inside scenic elements)

## III. RIGGING:

- 4 5000lb rigid rigging points at or near electric trim height.  
Birdhouse Factory will bring all necessary rigging equipment  
Due to the interactive nature of circus rigging we require that all work be performed or supervised by our personnel. All running rigging during show (not including house rail) will be operated by Birdhouse staff ONLY.
- 1000lb stage level anchorage points (fly weight) are required for counterweight

## IV. LIGHTING

- Light Plot must be hung, circuited, colored, and rung out prior to company arrival.
- Cues must be loaded into the board prior to company arrival; disk OR track sheets will be provided.

## Instrumentation:

To produce the full stage version of *Birdhouse Factory*, the following lighting equipment will be necessary:

- 1 10 degree ERS 575w/750w
- 45 19/ 20 degree ERS 575w/ 750w
- 17 26/ 30 degree ERS 575w/ 750w
- 86 36/40 degree ERS 575w/ 750w
- 22 50 degree ERS 575w/750w
- 36 Source 4 PAR WFL 575w
- 2 Source 4 PAR MFL 575w
- 5 Source 4 PAR NSP 575w
- 16 3-cel Far Cyc 3K
- 1 Source 4 19 degree with iris + follow spot handle\* OR 750w
- Follow spot\*

TOTAL UNITS: 232

\* Ideal follow spot position is in a high, steep location approx 35' from the center of the stage apron, in a house beam or catwalk position, using a modified Source 4 as a follow spot. Please contact BF Creative Director or LD if such position is not possible.

Notes: Show was recorded on ETC Insight 2/Express control console. ETC Source Four equipment preferred when available. Specific equipment may vary between venues, and all instrumentation is flexible depending on house stock availability, as well as appropriate instrumentation for the house.

Auxiliary lighting equipment:

- single gobo rotators (vari speed control)
- drop in iris
- 10 11' / 3.65m Booms with bases, weight, and safety lines
- 10 barn doors
- 41 Pattern holders (templates indicated on plot)
- 200 Dimmers, 2.4K
- Ladders or personnel lifts sufficient to focus electrics at 26'
- **Circuits to accommodate 200 channels**
- Cable, 2-fers, color frames, and safety cables to accommodate plot
- Non-Dim Power: 1 SL and 1 SR for hazers; 3 onstage for 2 foggers and 1 practical
- PAR lenses as indicated on the plot.
- Two Foggers, Rosco 1500 or similar. (Please advise HVAC technician)
- Two hazers
  
- **Color as indicated on the plot. Color design is NOT standard. Please confirm color inventory.**

Note: BF will provide all patterns.

## V. SOUND

*Birdhouse Factory* sound requirements are as follows:

FOH:

- 24 channel mixing console with proper four band EQ
- 1/3 octave graphic EQ on every output including monitor outs plus 1 available for insert, with cables
- Two CD players
- 1 DI box for laptop sound output offstage

Speakers:

- Strong stereo coverage of entire house, including balcony, is a must, preferably including subwoofers
- Four full range cabinets to be used as side fills. (Two mono mixes- upstage and downstage)

## VI. WARDROBE/ DRESSING ROOMS

*Birdhouse Factory* requires the following wardrobe and dressing room support:

- 4 clean dressing rooms with stations for a total of 12 performers
- Dressing rooms must be equipped with:
  - adequate lighting
  - mirrors
  - chairs
  - sinks
  - showers
  - Kleenex tissues and towels
  - access to bathrooms separate from those used by the audience
  - paging system
  - heat or air conditioning as the weather requires

Additionally the venue must have available:

- A washer and dryer
- An iron and ironing board
- During the rehearsals and performances, 2 kg. (5 lbs.) of cubed ice must be available backstage in case of injuries.

NOTE: Performers take responsibility for their own wardrobe needs. If it is problematic for performers to use laundry facilities, please advise BF technical director in advance.

## VII. COMMUNICATIONS

Communications system necessary for *Birdhouse Factory* must include a Clearcom or similar system with headsets located in the following places:

- 1 backstage Right
- 1 backstage Left
- 1 at the sound console
- 1 at the light board
- 1 at the Stage Manager's console (front of house, with full view of the stage)
- 1 at follow spot location

## VIII. CREW

In order to mount a full production of *Birdhouse Factory*, the following crew will be required.

Load in:

- 4 electricians, 1 sound, 1 fly/carpenter, 3 carpenters, 1 rigger, for approximately 12 hours prior to rehearsals

Run crew:

- 1 light board op
- 1 sound board op
- 2 deck hands
- 1 rigger
- 1 flyman
- 1 follow spot operator, location to be determined per venue

NOTES:

- **Run crew must be consistent throughout tech rehearsals and performances.**
- Birdhouse Factory generally employs departmental crew crossover; please contact BF tech director if your house does not allow departmental crossover.

Strike:

- 6 technicians for approximately 3 hours immediately following the final performance.

**IX. SAMPLE SCHEDULE**

**PRE-HANG DAY**

4 hours Hang/Circuit/Color  
4 hours Focus & Rigging call (w/ BF designers) ME + 3, 1 rigger

**LOAD-IN DAY**

8 hour Load-in 3 carpenters, 1 fly/carpenter, 1 rigger  
4 hours Final focus ME + 3

**SHOW DAY**

1 – 3pm Cast onstage, no technical elements  
3 – 5:30pm Tech through run crew  
5:30 – 6:30pm Dinner  
6:30 – 10pm SHOW CALL run crew  
10pm – 1:00am Strike\* 6 technicians

\*Length of this call will depend on amount of required house restore.

NOTE: Load in schedule is subject to change depending on the specific demands and challenges of each venue. A schedule detailed to accommodate the needs of each house will be worked out in advance with the resident production manager or technical director.

This Technical Rider constitutes an integral part of the contractual agreement between the PRESENTER and the WHEELWORK ARTS LLC company. Any modification of this technical rider must be negotiated between the Technical Directors of both parties and a signed copy must be attached to the contract.

For further information, please do not hesitate to contact:

Claudette Waddle  
Production Manager  
512-983-3731

Dave Freitag  
Head Rigger  
415-867-4793

Blake Manship  
Lighting Director  
415-987-7791

\*\*\*\*\*END RIDER\*\*\*\*\*