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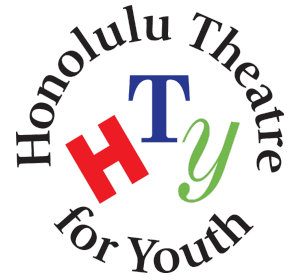
# THE CARP WHO WOULD NOT QUIT

Technical Rider

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2022 Tour

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THE CARP WHO WOULD NOT QUIT tours with four (4) people total: three (3) performers, and one (1) stage manager. The HTY team will arrive in one or two rental vehicles. Please let us know if access or parking is likely to be an issue.

Prior to HTY's arrival, work over stage must be completed. This includes lighting being ready for focus and soft goods arranged as mutually agreed. If presenter is unable to complete this work prior to HTY's arrival, please plan for a longer load in time.

The presenter or a representative must be available at all times to the stage manager during the load in, all performances, and at the loadout. For engagements lasting more than one day, the stage manager must be able to contact a representative of the presenter by phone. Any representative must be able to make decisions on behalf of the presenter.

## **LOAD IN / LOAD OUT**

THE CARP WHO WOULD NOT QUIT requires a minimum of four (4) hours to load in, set lighting cues, sound check, and do a walkthrough of the show.

The stage manager will contact you prior to arrival to confirm a final load in schedule. If the load in occurs on the same day as the first performance, the load in shall begin at a time so as to allow for a break between load in and pre-show.

Strike will take approximately one (1) hour.

## **SCENERY**

The set does not need to attach to the floor and no scenery is hung from battens. There are no fly cues in the show, so no fly person is required. THE CARP WHO WOULD NOT QUIT requires the following:

1. A minimum performance area of fifteen square feet of open stage or playing area.
  - a. This area must be clear. Nothing can be stored within it.
  - b. It must be level.
  - c. Safe access must be provided for performers to enter the house and return to the stage.

2. The following soft goods should be hung prior to arrival:
  - a. Either cyc or blacks to cover the entire upstage area.
  - b. Masking as indicated to allow the actors to easily enter the stage from either side of the playing area.
3. Adequate blue run lighting to provide backstage illumination for the actors to enter the stage space and exit stage right or left (most of the activity takes place onstage).

## AUDIO

THE CARP WHO WOULD NOT QUIT can play with or without sound reinforcement. HTY will always reserve the right to use reinforcement but in smaller venues will often perform without amplification. Regardless, we will need the following ready for load in:

A house sound system in good working order that can easily accommodate all of HTY's audio components, which include the following:

- a. Three (3) wireless body mics and receivers.
- b. One (1) wireless instrument microphone and receiver.
- c. A MacBook laptop using QLab for playback and an interface to route audio feed into the house system.

Please provide one (1) house audio engineer to assist with the setup of sound for the show, so that this may take place concurrently with the load-in. House sound console should have two (2) available inputs to receive L and R channels via XLR. All show sound will arrive through this feed. A mixing position located at the rear of the house is needed, secure from tampering by audience with an unobstructed view of the stage. If sound position is in a booth with windows, the windows must be able to be opened. HTY's SM will operate sound playback and mic balance from our MacBook and audio interface.

## LIGHTING

THE CARP WHO WOULD NOT QUIT is designed to play with a simple plot and a handful of lighting cues. The Stage Manager will work with the venue directly to agree on a plot that works within the scale of the venue and the load in/focus time available. Minimum requirements are as follows:

1. A clean, even wash centered on the backdrop and illuminating the entire playing area.
2. An independently lit area stage right for the seated musician.
3. A transition wash or textured wash to be used for transitions (if not available this can be completed with a dip of the basic wash.)
4. Access to the house lights. Alternately, the house lights may remain at a level throughout the performance where the company can enter and exit the house safely.

Please provide two (2) house electricians to assist the Stage Manager with focus during load in. In some situations one of these could also help with audio. The lighting board

would ideally be in close proximity to the Stage Manager and sound board. Communication must be set up between the two positions. One light board operator will be needed for the run of the show. For longer runs or smaller venues (where amplification is not typically used) the Stage Manager can run lights in addition to sound.

## **WARDROBE**

THE CARP WHO WOULD NOT QUIT requires the following:

1. Please provide one full size washer and one full size dryer for show's use. These machines must be located in the theater.
2. A steam iron and ironing board must be accessible. A steamer is requested if available.
3. All wardrobe areas must be thoroughly cleaned prior to HTY's arrival. All areas must be properly lighted and ventilated.

## **DRESSING ROOMS**

THE CARP WHO WOULD NOT QUIT consists of three (3) actors and (1) SM. HTY requires exclusive use of the stage and dressing room areas from the start of load in through the end of strike. Any house restore must take place after the show has been completely loaded out. For subsequent performances after the initial load-in day, the stage and dressing rooms must be available two (2) hours prior to curtain. THE CARP WHO WOULD NOT QUIT requires the following:

1. At least two (2) dressing rooms.
2. All rooms are properly heated / air conditioned.
3. All rooms must be cleaned (floors, make up tables, mirrors, sinks and bathrooms) prior to the start of the load in and maintained daily.
4. All rooms must be well lit with hanging racks and running water to conform to Equity safe and sanitary regulations.
5. The space must have a mirror and suitable lighting around the mirror.
6. Chairs—not stools or benches—are required at each space used by a performer.
7. Restrooms must be in close proximity to the dressing rooms.
8. Please provide the HTY team with passwords needed for WIFI access.
9. There should be lockable and climate controlled spaces to store the musical instruments for the show.

## **HOSPITALITY**

THE CARP WHO WOULD NOT QUIT requires the following:

1. Access to cold drinking water.
2. Some healthy snacks for actors are not essential but greatly appreciated!

**FOH INFORMATION**

Running Time: 40 minutes (with short audience interaction following perf.)

Intermission: None

House Opening: The house may open 30 minutes prior to the scheduled start of the show once the SM has cleared it for opening.

Pre-Show Music: HTY will provide and run pre-show music.

Programs: Program information is available to print at venue’s discretion.

Merchandise: None

Communication: Presenter must provide a means of communication between the FOH and stage manager

**LABOR RECAP**

For load in: 1-2 Electricians/Stage Hands, 1 Audio Technician

For run of show: 1 technician to run lighting and/or a venue contact

Presenter and Technical Director: Please sign here to acknowledge and accept the terms of this technical rider. In doing so, you are confirming that you have noted and initialled on this rider any adjustments or concerns that need to be addressed during the advance.

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Presenter Date

\_\_\_\_\_  
Technical Director Date

If you have further questions, please contact:

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