



“What Do You Do With An Problem?”

Addendum A: Technical Rider

As of 10/6/2026

PLEASE NOTE: A member from the Inlet Production Team will contact you to begin the advance process.

Approximately 6-8 weeks prior to the date of your performance, the Production Stage Manager will contact you by phone or e-mail to review and confirm details, technical requirements, and other site arrangements.

ABOUT THE SHOW: Inlet Dance Theatre’s “What Do You Do With An Problem?” is a dance theatre adaptation of the New York Times bestselling children’s book by Kobi Yamada, illustrated by Mae Besom (©Compendium, Inc). This is the second of Inlet’s adaptations in this series, following the success of our adaptation of “What Do You Do With An Idea?” which premiered in 2018 and continues to tour nationally. This is a powerful story for all ages about a child facing a persistent problem. At first, the problem feels overwhelming, growing larger the more it’s ignored. But when the child bravely confronts it, the problem reveals unexpected possibilities. This moving production invites audiences to see challenges in a new light—reminding us that within every problem may lie a hidden opportunity... and a chance to discover something meaningful about ourselves.

The performance consists of 5 professional dancers. Touring staff also includes the Production Stage Manager, a Lighting technician, and the Executive Artistic Director.

The performance lasts approximately 45min with the option of a 15min post show Q&A with the dancers if the presenter desires. Please confirm during advance.

Three performers will be entering from the house and 2 staircases to the stage will be needed. 2 seats in the back of the house will need to be reserved for the Executive Artistic Director and 1 Performer.

Some scenic elements will fly in and out during the performance (details under Stage Requirements). If this is not possible in your venue, please let Inlet know immediately and other arrangements can be made.

If a Main curtain is available, it will be used at the end of the performance.

The show is run off a Mac mini Computer that Inlet will provide that will run Qlab. The Show Audio consists of music and voiceovers incorporated into the score. Microphones will not be needed unless there is a live curtain speech or a post-show Q&A.

ARRIVAL OF COMPANY: The company plans to arrive on **DATE TBD**; The PSM will coordinate specific arrival time with you during advance discussions. Please meet or arrange to have crew members meet the touring staff to indicate where load-in takes place and where the company can park the vehicles after load-in is completed.

The tour will arrive with the following vehicles:

- (1) Cargo Van and (1) Passenger Van

Parking must be available at time of arrival with any necessary parking passes.

GENERAL REQUIREMENTS: The tour carries our own costumes, set, props, lighting gel, specialty gobos, and the show laptop (Mac Mini). The Presenter is required to provide lighting fixtures and console sound system and console with necessary cables, soft goods, crew, adequate stage surface for barefooted dancing, dance floor, and dressing room facilities as noted below.

Lighting, audio system, marley floor and soft goods should be in place prior to the company's arrival. If this is not possible, please discuss during the advance. Additionally any lighting plot adjustments that are requested to be made that can happen prior to arrival is ideal but not required.

STAGE REQUIREMENTS:

Ideal Stage Proscenium: 40' Wide x 30' Deep x 17 'High, with 6-8' wings needed on each side

Minimum Acceptable Dimensions: 30' Wide x 24' Deep x 17 'High, with 6-8' wings needed on each side

FLOOR: The floor of the stage must be wood, laid over wood sleepers, with some give. The floor must be smooth, level and even. All holes and cracks are to be filled and stopped with wood or cork.

A floor covering is required and must be provided by the Presenter. The floor covering must be black Marley or equivalent. Sufficient tape (non-shiny, black gaffers) for installation and maintenance of the floor is required. The floor must be thoroughly swept and wet-mopped by stage crew at the discretion of the Artist's Production Stage Manager.

FLY SYSTEM: Some scenic elements, such as a disco ball, and archways/columns ("scenic bridges") made out of fabric, will fly out during the performance, reaching from floor to the top of proscenium. If fly is not possible at the venue, the company has rigged the scenic bridges with tie line, so they can be manually pulled up from the wings by one of the deck crew (similar to a Venetian blind).

A 50x28 ft scenic backdrop will be hung on an upstage line set to act as a show backdrop.



Backdrop only

The "scenic bridges" made of fabric will be hung on line sets mid-stage and upstage, and fly out during the performance.



Mid-stage bridge drop



Both bridge drops

A Mirrorball will be hung mid-stage and fly in/out during performance.

All final scenic positions and line set locations for scenic units will be discussed in the Tech Advance.

ENVIRONMENT: The Stage area, dressing rooms, and rehearsal rooms must be at a temperature between 70-75 degrees F one hour before any performance or rehearsal, through the conclusion of the performance or rehearsal.

SOFT GOODS: The list of soft goods below is the ideal situation for all performances, the layout and number of soft goods will be determined by Inlet Dance Theatre staff upon receiving the venue's technical information.

- 5 sets of black legs pre-hung to form four wing openings
- 5 black borders
- Full stage blackout drop
- Full stage white cyclorama to act as Lighting Bounce Upstage of Show Drop
- Main Curtain that can be quickly raised and lowered

LIGHTING: At least six weeks prior to the performance, the Presenter will submit to the Inlet Dance Theatre's Production Manager all technical specifications of the space, including house lighting plot, number and type of

instruments available, number of dimmers and control console type. Upon receipt of this information, a light plot and line set schedule will be sent to the venue.

SOUND: The performance is run entirely off a Mac Mini with QLab provided by the tour. The Presenter is required to provide the following:

- A fully functional PA system free of any hisses or buzzes, ideally with dedicated power.
- All necessary cabling to hook up show laptop into the system
- A professional quality Mixer with a minimum of 4 channels
- (2) speakers of sufficient quality capable of producing a continuous 110dB at a distance of 100 feet from the stage. The systems must be bi-amped and have a frequency range of at least 20 – 20,000hz.
- (2) to (4) backstage monitors rigged to booms or placed as to keep the stage clear for the dancers.
- All necessary microphones if there is a curtain speech or post show Q&A
- Headset communications between stage manager's position and running crew. Show Related Comms will need to consist of 1 Sound Engineer, 1 Light Board Op, 1 Rail Crew Member, and 1 Backstage Crew.

REHEARSAL/WARM UP ROOM:

A separate room for company warm-up is requested on load in day and show days, so as to not disrupt load in/tech activities happening on the stage.

If no separate warm-up room is available, the company will need access to the stage 2 hours before the house opens on show days for a full warm-up.

DRESSING ROOMS/WARDROBE: The tour will provide all costumes. Wardrobe will only be needed for laundry and minor repairs if necessary. Dancers will be responsible for placing all their costumes and props for the performance. The Presenter is required to provide the following:

- 1 dressing room adjacent to performance space with space for 5 performers.
 - Additional dressing room available for touring tech team may be requested
- Green Room preferred
- Access to laundry facility, ironing board, iron, washer, and dryer, and steamer.
- Non-public lavatory facilities with hot and cold running water

HOSPITALITY: The Presenter will be required to provide the following:

- Water Cooler or Fresh water refill station available
- At least 5-10 lbs. of ice cubes should be readily available at all rehearsals and each performance.
- Light refreshments/snacks requested to be available and restocked as needed in the green room during the company's entire run in the venue, such as: coffee/tea (with creamer and milk alternatives), juices, fresh fruit, granola bars, cheese, crackers (Gluten-free alternatives also), beef or turkey sticks, fruit snacks (or fruit strips), etc.
- Lunch Meal requested on load in day and show days for up to 8 people. (Examples: protein (chicken or beef with vegetarian option), pasta/rice/potatoes, salad, etc). Meal times and any dietary restrictions will be discussed during advance. Individual lunch orders from a local restaurant/take out spot are acceptable. For *Same Day* Load in and Show, a meal must be provided.

CREW REQUIREMENTS: The following information is based upon the assumption that the light plot has been hung and circuited, the marley floor is laid, all soft goods are hung, and sound has been installed prior to Inlet Dance

Theatre's arrival. If this cannot be the case, please contact Inlet Dance Theatre for the necessary crew requirements. Crew Numbers will be confirmed during the advance.

For load-in and load-out:	For rehearsal and performance:
• 1-2 general stagehands/loaders • 4 electricians • 2 carpenters/prop • 1 Fly	• 1 Lighting Board Op • 1 Sound Board Op • 1 Deck Crew (Sweep/Mop stage, Set props) • 1 Fly (if fly capacity is possible in venue) • 1 Wardrobe – TBD based on performance schedule and requirements of venue crew
Company will assembly most scenic elements (except fly pieces and back drop) from roadie cases and preset props.	

PLEASE NOTE: The crew for all rehearsals and performances must be the same people. No exceptions.
Show Crew members may be the same as the Load-in/Load out Crew members, if the venue regulations allow.

SCHEDULE: The schedule will be determined during the advance; the schedules below are examples and can be adjusted to fit the needs of the venue and the performance. Load-in requires 8 hours ideally, but 6 hours is feasible (all scenarios require lights pre-hung). Load-out will take 1.5 hours. PLEASE NOTE: Dancers must have access to the stage at least one hour before house opens for presetting props and/or rehearsal needs, provided that a separate space is available for company warm up.

Please note that the use of your theater by Inlet Dance Theatre is considered to be exclusive. No other activities may be scheduled to take place on the stage during the time the company is in residence. The above time requirements are calculated with this in mind.

TECHNICAL REHEARSALS: During spacing/technical rehearsals and the setting/writing of cues, Inlet Dance Theatre requires a technical table to be set up in the middle of the audience area, equipped with the following:

- Non-Strobing, functional Work Light
- Head Set communication to Stage Manager, Lighting Control programmer, Sound Operator and backstage staff.
- God Mic for Artistic Staff to communicate with the dancers on stage.
- Lighting Control Monitors and/or Lighting Control Console.
- Additional AC outlets for computer and printer.
- There should be stair access or an easily accessible route to the stage from the audience.

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 initialed on this rider any adjustments or concerns that need to be addressed during the advance.

 Presenter

 Date

 Technical Director

 Date

SCHEDULE EXAMPLES - *schedules specific to your venue and show time will be sent during the advance. These are examples only.*

Schedule A – Load In Day Before Two Matinee Performances

**Marley flooring must be laid out prior to company arrival*

Load In Day Before Show		
Crew Schedule		Dancer Schedule
9:00am – Inlet Crew Arrive	Load In Crew	
9:00-11:00am – Unload, hang scenery, hang lighting adds		
11:00-11:15am – Coffee		
11:15am-12:30pm – Continue Set/Prop building, lighting focus and spike floor		
12:30-1:30pm- Lunch		1:00pm Dancers call at venue
1:30-3:00pm – Continue Focus/ cue show	Show Crew	1:15pm - 2:00pm – Hang costumes, build puppets, set prop tables 2:00-3:00pm – Dancer Warm-up (separate space from stage if possible)
3:00-3:15pm - Coffee		
3:15-6:00pm – Company on stage for spacing & Dress Rehearsal		3:15-6:00p – Company on stage for spacing/ Notes / and Dress Rehearsal (if needed)
6:00pm – End of Day		6:00p – End of Day
Show/Load Out		
Crew Schedule		Dancer Schedule
7:15a – Venue must be unlocked, lights on, and hospitality ready for company arrival	Show Crew	7:30a – Dancers Arrive, Hospitality Ready
8:30a – Crew Arrive		7:45a-8:45a– Dancer Warm-up (separate space from stage if possible)
8:45a-9:15a – Spacing and Lighting Notes		8:45a-9:15a– Spacing and Lighting Notes
9:15a-9:30a – Preset for Top of Show		9:15-9:30a– Preset for Top of show
9:30a – House open		9:30a– House Open
9:45a - Preshow (Bunnies interacting with audience)		9:45a - Preshow (Bunnies interacting with audience)
10:00a – Performance 1		10:00a – Performance 1
10:45a – End of Show/Reset		10:45a – End of Show/Reset
11:30a – House Open		11:30a– House Open
11:45a - Preshow (Bunnies interacting with audience)		11:45a - Preshow (Bunnies interacting with audience)
12:00p – Performance 2		12:00p – Performance 2
12:45p – End of Show/Strike		Load Out Crew
12:45 – 2:00p – Strike/Load out	12:45 – 2:00p – Strike/Load out	

Schedule B – Load in Day of Matinee

**Marley flooring must be laid out prior to company arrival*

Load In/Show/Load Out Schedule		
Crew Schedule		Dancer Schedule
6:00a – Inlet Crew Arrive	Load In Crew	
6:00a-7:45a – Unload truck, hang scenery, hang lighting adds, lighting focus, spike floor		
7:45-8:00a – Coffee		
8:00-10:00a – Continue Focus/cue show		9:00am - Dancers call at venue 9:15am - 10:00am – Hang costumes, build puppets, set prop tables
10:00-10:15a – Coffee 10:15a-11:00a – Continue Focus/cue show		10:00am – 11:00am -Dancer Warm-up (separate space from stage if possible)
11:15am-12:15pm – Spacing and Lighting Notes on stage	Show Crew	11:15am-12:15pm – Spacing and Lighting Notes on stage (no full dress rehearsal)
12:15-1:15p – Crew lunch		12:15-1:15p – Company Break
1:15-1:30p – Set for top of show		1:15-1:30p – Set for top of show (Hair/Makeup)
1:30p – House Open		1:30p – House Open
1:45p – Preshow (Bunnies interacting with audience)		1:45p – Preshow (Bunnies interacting with audience)
2:00p – Performance		2:00p - Performance
2:45p – End of Show	Load Out Crew	2:45p – End of Show
2:45 - 4:00pm – Strike/Load out		2:45 – 4:00p – Strike/Load out