



“What Do You Do With An Problem?”

Addendum A: Technical Rider

As of 11.4.2025

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 6 professional dancers. Touring staff includes the Production Stage Manager, a Lighting technician, and the Executive Artistic Director.

The performance lasts approximately 45m with the option of a 15m post show Q&A with the dancers if the presenter desires.

Three performers will be entering from the house, 2 staircases will be needed. Placement will be confirmed during the advance.

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 QLab on a Mac Laptop 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
- (1) Passenger Van
- (1) personal vehicle

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

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

Lighting, audio system, and soft goods should be in place prior to the company's arrival. If this is not possible, please discuss during the advance.

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

Additional 3' of space is required upstage of the cyclorama for crossover and must be clear of all equipment and debris.

FLOOR: The floor of the stage must be wood, laid over wood sleepers, with some give. Wood over a concrete floor is **NOT** acceptable. 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.

The company will not rehearse, warm up or perform on a concrete floor, even if it's covered with marley or wood laid directly on the concrete.

FLY SYSTEM: Some scenic elements, archways & columns made out of fabric, will fly in and out during the performance, reaching from floor to the top of proscenium. If fly is not possible at venue, the company is working on freestanding archways that could be rolled onto the stage.

ENVIRONMENT: The Stage area, dressing rooms, and rehearsal rooms must be at a temperature between 75 degrees F and 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 black scrim
- Full stage white cyclorama
- 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) two-channel amplifiers.
- (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.

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:

- Minimum of 2 dressing rooms adjacent to performance space with space for up to 4 men and 6 women
- Green Room preferred
- Quick change booth just off stage
- 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:

- 24 pack of water bottles
- At least 5-10 lbs. of ice cubes should be readily available at all rehearsals and each performance.
- Light refreshments requested on load in/tech days: fruit juice, fresh fruit, cheese, crackers, snack food, ready for company at dancers' call time
- For Same Day Tech/Performance, presenters must provide dinner for the company. (Examples: protein (chicken or beef), pasta/rice/potatoes, salad, etc). Meal times and any dietary restrictions TBD during advance.
- On days with matinee performances, presenter must provide coffee, tea, juices, bagels, muffins, etc. as needed to provide a "Continental Breakfast" for 9 persons.

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 • 2 Deck Crew (Gel Changes, Sweep/Mop stage, Set props) • 2 Fly (if fly capacity is possible in venue) • 1 Wardrobe – TBD based on performance schedule

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 attached 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:

- 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

Schedule A – Load In Day Before Two Matinee Performances

Load In Day Before Show		
Crew Schedule		Dancer Schedule
9:00a – Inlet Crew Arrive	Load In Crew	
9:00a-11:00a – Unload, hang scenery, hang lighting adds		
11:00-11:15a – Coffee		11:00am Dancer Call at venue
11:15-12:30p – Continue Set/Prop building, lighting focus and spike floor		11:15a-12:30p - Unpack roadie cases, build set pieces, hang costumes, set up prop tables
12:30p-1:30p - Lunch		12:30-1:00p – Lunch break
1:30p-3:00p – Continue Focus/ cue show	Show Crew	1:00-3:00pm – Dancer Warm-up (separate space from stage if possible)
3:00-3:15p - Coffee		
3:15-6:00p – Company on stage for spacing & Dress Rehearsal		3:15-6:00p – Company on stage for spacing/ Notes / and Dress Rehearsal
6:00p – 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	12:45p – End of Show/Strike
12:45 – 2:00p – Strike/Load out		12:45 – 2:00p – Strike/Load out

Schedule B – Load in Day of Matinee

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		7:45am - Dancer Call at venue
8:00-10:00a – Continue Focus/cue show		8:00-9:00a - Unpack roadie cases, build set pieces, hang costumes, set up prop tables 9:00-10:00a – Company Warm up (separate space from stage if possible)
10:00-10:15a – Coffee	Show Crew	
10:15a-11:00a – Spacing and Lighting Notes on stage		10:15-11:00a – Spacing and Lighting Notes on stage
11:00-11:15a – Preset for Run of Show		11:00-11:15a– Preset for Run of Show
11:15-12:00p – Run of Show with Tech		11:15-12:00p – Run of Show with tech
12:00-12:15p– Tech Notes		12:00-12:30p – Tech Notes / Dancer Notes
12:15-1:15p – Crew lunch		12:30-1:15p – 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