

Last update: 03/07/2014

MURMURS

TECHNICAL RIDER

DIRECTOR : VICTORIA THIERREE CHAPLIN

CONTACT TECHNIQUE

François Hubert

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GENERAL COMMENTS

Hello!

You will be hosting Murmurs and we thank you for your interest in the show.

Please find below our technical specifications. They were drawn up in order to provide you with the most complete technical and practical information. We are available to provide any additional information.

The touring company includes 10 people: 3 actors, 6 technicians, and a tour administrator.

A trailer (75 meter cubes) truck carries the set. We need a secure parking place fitting the 16 m long, 2.6 m wide and 4 m high truck available from the day before the Get in until the day after the strike (get out). The truck will stay parked at the theatre for all that period. Please let us know **in advance** if there are any issues regarding access or parking.

During the show, we need a complete black out in the audience and on stage.

The sound desk and the lighting desk will be located in the auditorium (audience) during the run through and shows.

No smoking is permitted on stage, in the dressing rooms and in all areas near the costumes.

All of the points included in this technical rider are an integral part of the transfer contract. The Company will accept any modifications only after written authorization.

STAGE

We request that you provide us with a clean and tidy stage.

The stage will be covered by a black carpet, no dance floor, BEFORE we arrive.

Dimensions:

Minimum stage opening : 9 m.

Maximum stage opening: 14 m.

Minimum wall to wall: 4m more than the stage opening. By side.

Minimum depth from fire curtain to last pipe: 10 m.

Height under grid : minimum 8 m.

Pipes:

11 for legs and borders

4 for scenery

1 for your backdrop

1 for our backdrop

5 for lighting

Total of 22 pipes

In addition, two counterweights side pipes for the lights, one stage right, one stage left. If these are not already in place, please install them before our arrival and equipped with a system of motors or manual hoist.

Soft goods:

6 sets of black tube-velvet legs attached to the floor.

5 black velvet borders.

If there is no proscenium or proscenium border, please provide an additional pair of legs and a border

Remarks :

We need a **flyman** for the Get in and we request that this person is in charge of this job at all time for that day.

Some of the props have to be fixed on the floor. Thanks to provide 20 weights of 12kg.

RIGGING

The set is made of large printed fabrics, fixed on travellers moving from on stage to out stage.

These travellers and a few props are fixed on a structure that we provide.

Its reference: Stacco 400 square. The total weight is 350 kg x 2. (For big versions/13m opening).

The structure will flight out with 6 motors 0,5 ton with enough cables length to go up to 8 meters high and a remote control.

Please provide these motors. This point must be confirmed asap.

A safety system will be installed from the grid to the structure with steel cables and chains.

SPECIAL EFFECT :

For the final image, we request a smoke machine. Manipulated from a wing downstage right. The effect is about 10 seconds.
Please, provide this machine.

SOUND

Diffusion :

- At the proscenium, a sound system with sub adapted to the hall with respect to power and dispersion. More delays if necessary.
- On a pipe, up stage, two points of diffusion (type MTD 112). The number of the pipe and the position will be decided on Get in day.
- Backstage, two points of diffusion (type MTD108).
- Two monitors at the proscenium (type MT112).

All sends are separated

Desk :

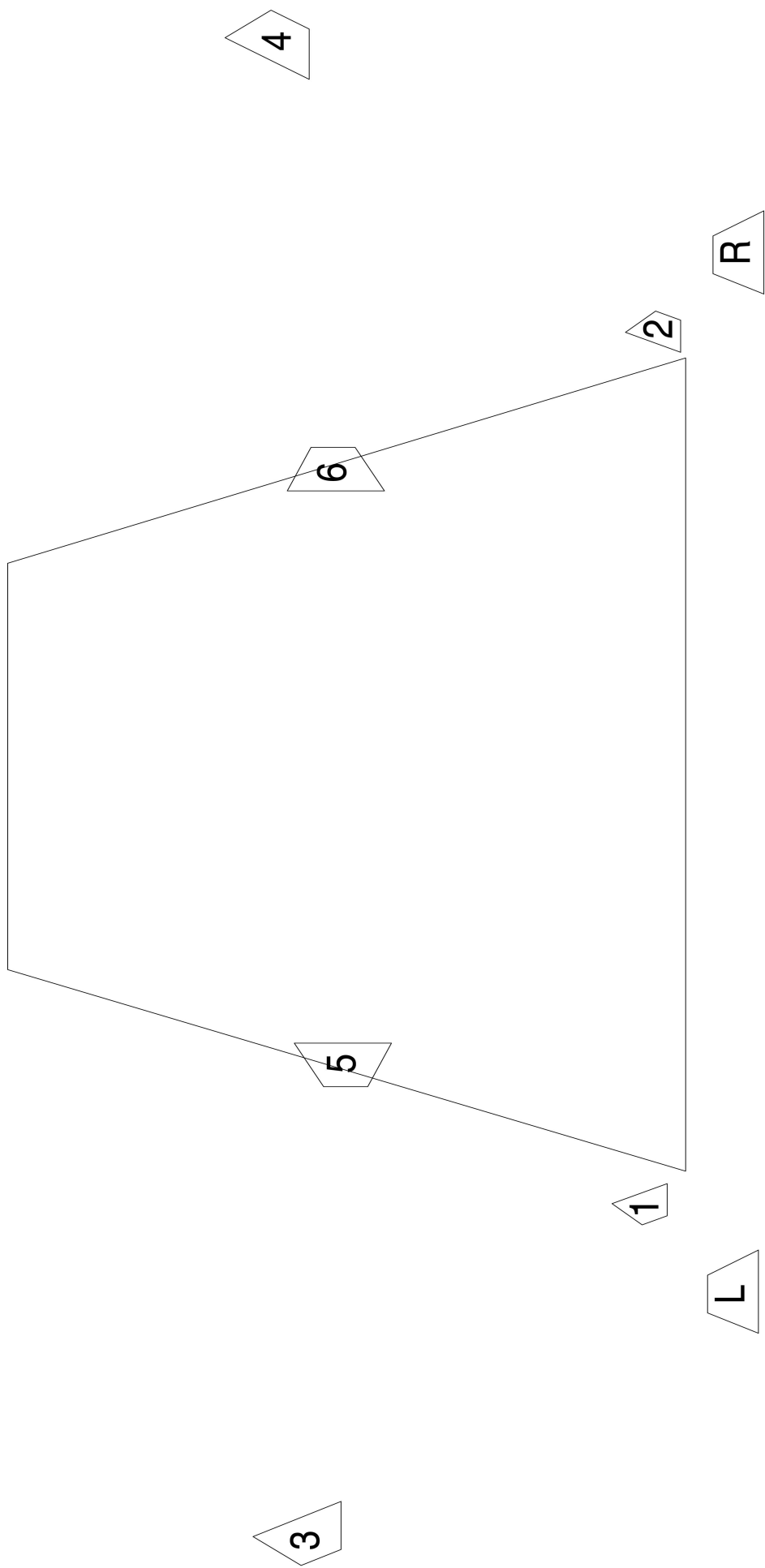
The desk is provided by the company (01V96)

Intercoms :

Two bel packs in the booth and two on stage (preferably wireless on stage). One downstage left, one downstage right.

Tech Booth :

Located in the auditorium (audience) during the run through and the show.
The sound needs two different 16A's.



- L ET R un système de diffusion avec sub adapté à la salle en puissance et en répartition. Plus plans de rappels si nécessaire
- 1 ET 2 Deux points de retour en bord plateau (type MTD112)
- 3 ET 4 Deux points de diffusion avec lyres (type MTD112) accrochés sur une perche. Le numéro de perche et la position seront décidés le jour du montage
- 5 ET 6 Deux points de retour en coulisse (type MTD108).

LIGHT

-STAGE (59 dimmers 2kw + 3 dimmers 5kw)

PAR 64 CP62	32	
PAR 64 CP61	4	
Fresnels 2kw	18	
Profile 2kw (35-50°)	2	
Profile 1 kw (25-40°)		5
Profile 1kw (35-50°)	3	
Fresnels 5kw	3	

-FRONT (32 dimmers 2kw)

PAR 64 CP62	8	
PAR 64 CP61	2	
Profile 1 kw (25-40°)		7
Profile 2kw (25-40°)		12
PC 2kw	3	

-FLOOR (15 dimmers 2kw)

PAR 64 CP61	2	
PC 1kw	3	
Profile 1 kw (25-40°)		2
PAR 16		Compagny

-SIDES (3 dimmers 2kw)

Profile 1 kw (25-40°)		2
Pc 1kw	1	

-BACKSTAGE(1 dimmers 2kw):

4 profiles or Pc's with barndoors in the wings. On dimmers.

Filters :

Lee :

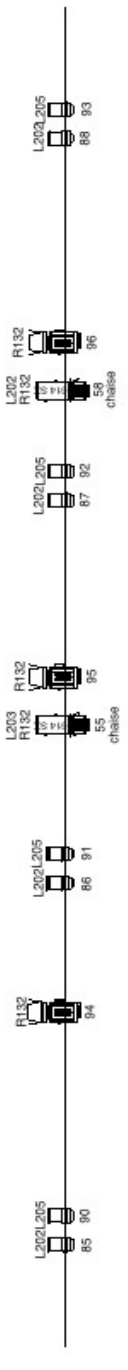
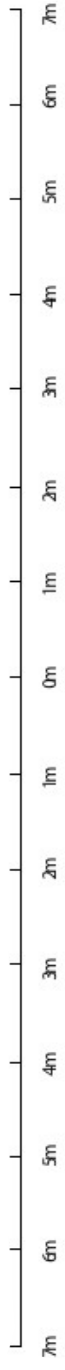
007, 117, 151, 154, 156, 161, 182, 200, 201, 203, 204, 205, 244.

Rosco :

104, 132, 119

Tech Booth :

Located in the auditorium (audience) during the run through and the show, provide a VGA screen to lighting console.



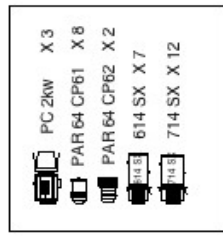
Face 60°
13 circuits 2kw



Face 45°
11 circuits 2kw



Face 30°
1 circuit 2kw



Murmures des Murs
Design: Thomas Dobruszkes
tomdob@me.com
Version: 1.0/1?

DRESSING ROOMS

Three for the artists and three for the technicians. All provided with heating, mirrors, chairs, showers and towels.

One production office with phone, internet connection and printer.

COSTUMES

To clean the costumes, we need a washing machine, a dryer and an iron.
If necessary, the Pressing should be paid by the theatre.

Provide seven clean towels for each show.

CATERING

During set up days, a light catering along the day:

- Water and soft drinks
- Fruits and biscuits
- Chocolate

No alcohol !

During show days:

- 30 small bottles of water
- Cans of Coca Cola
- Fruits and biscuits
- Chocolate
- Snacks

No alcohol !

CREW AND SCHEDULE

Schedule Murmurs					
D -1					
		STAGE	LIGHT	SOUND	COSTUMES
09h00am	SET UP	3 STAGE TEC.	3 ELECTRICIANS	1 SOUND TEC.	1 DRESSER
-		1 FLYMAN	1 MASTER ELEC.		
01h00pm		1 STAGE MAN.			
Break					
02h00pm	SET UP	3 STAGE TEC.	3 ELECTRICIANS	1 SOUND TEC.	1 DRESSER
-		1 FLYMAN	1 MASTER ELEC.		
06h00pm		1 STAGE MAN.			
08h00pm	FOCUS	1 FLYMAN	3 ELECTRICIANS		
-			1 MASTER ELEC.		
00h00					
D-day					
		Plateau	Lumière	Son	Habilleuse
09H00am	SET UP	3 STAGE TEC.	2 ELECTRICIANS		
-	AND	1 FLYMAN	1 MASTER ELEC.	1 SOUND TEC.	
01h00pm	RUN THROUGH	STAGE MAN.			
Break				1 SOUND TEC.	
02h00pm	FINITIONS	3 STAGE TEC.	2 ELECTRICIANS	1 SOUND TEC.	1 DRESSER
-		1 FLYMAN	1 MASTER ELEC.		
06h00pm		1 STAGE MAN.			
08h30pm	SHOW	2 STAGE TEC.	1 MASTER ELEC.	1 SOUND TEC.	
10h00pm		1 STAGE MAN.			
10h00pm	STRIKE	4 STAGE TEC.	1 ELECTRICIAN	1 SOUND TEC.	1 DRESSER
-	AND	1 FLYMAN	1 MASTER ELEC.		
02h00am	LOADING	1 STAGE MAN.			

For places with several shows. Based on a [show](#) at 08.30pm:

		STAGE	LIGHT	SOUND	COSTUMES
11H00/13H00	PRE SET UP	STAGE TEC.			1 DRESSER
18H30/...	PRE SET UP	2 STAGE TEC.	1 MASTER ELEC.	1 SOUND TEC.	
	AND	1 FLYMAN			
	SHOW	1 STAGE MAN.			

Important :

We request that the two stage technicians working with us backstage are the same during all the shows and the run through. They have to wear black clothing.

Get Out : when loading the truck at the end of the strike, all the crew members stays up to the doors of the truck are closed.

If there is a lift to load or unload, please add two stage hands.

CONTACTS

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