

Igor + Moreno **Andante**

2017 Technical Rider

Stage

Playing space:

Andante requires a minimum playing area of 10m wide x 10m deep with a minimum height clearance of 5m and no rake. A full blackout must be possible.

Masking:

We require a full black US with no fullness.

Floor:

We require either a 8m or 10m wide white dance floor depending on the size of the space.

Flying:

A flying bar, a minimum of 1.5m from the upstage wall, may be required if the venue does not have 6 x 1.8m - 2m booms to rig the 'Infinity curve'. This should be discussed in advance so the most appropriate solution can be anticipated.

Set

Andante's set consists of a PVC fabric extension, or 'infinity curve' which will run off the upstage edge of the dance floor and is rigged either on booms or to a fly bar (see images below). Up to 6 stage weights will be required to aid the rigging of this which the venue should provide. As previously mentioned 6 x 1.8m-2m booms will be required.

Running Time

Andante runs at approximately 60 mins with no interval. The show has an open ending and the audience will be allowed to stay in the smoke filled room for around 15 mins at the 'end'. This will take the total running

time to 75 mins. There are more details on the management of the opening and ending of the show in the FOH information sheet and this will be discussed on arrival at the venue.

Sound

Sound playback for *ANDANTE* is toured on our own laptop running QLab. We also tour a soundcard but the venue should provide all relevant cabling from laptop to soundcard and beyond.

Speakers

We require a 6 speaker set up in the following configuration (all flown and positions are marked on lighting plan):

- L/R behind audience overhead
- L/R in standard FOH positions
- L/R in upstage corners of stage

In addition to this:

- Subs on separate channels
- The ability to send sound to the front of house areas before the show (e.g. The bar or atrium)

The speakers in the bar/atrium will be used to emit a high pitch note as the audience is waiting for the performance to begin/as they enter the space.

Lighting

Please see attached generic lighting plan. A pre-rig would be preferred if no additional costs are incurred. Any additional costs must be agreed in advance. All gel is toured and will need to be recovered during the get-out.

Speaker positions are also marked on this plan.

Smoke

We tour our own Look Solutions Viper NT smoke machine which we require 5-pin DMX control for.

The use of smoke is major feature in *Andante*, with the room being filled almost to capacity towards the end of the show. We know that each building is unique in the way the smoke will move around it and theatres have different systems for isolating areas. With this in mind we will be in touch in advance to talk about how we might make this work in your

venue. Having performed the show in several very different spaces we can offer some insight in to dealing with potential issues.

Comms

Communication is required between lighting and sound control position and backstage.

Facilities

Touring party consists of four performers and a Technical Manager.

Andante requires two dressing rooms for two male and two female performers. Ideally they would have showers, tea and coffee making facilities but plentiful clean drinking water is essential.

We will also need access to a washing machine, tumble dryer/hot box and ironing facilities. If the venue does not having washing facilities they should organise access to a laundrette in the local vicinity or a person to help facilitate the washing of laundry.

If the stage is unavailable in the hour before the performance we will require a space with 5m x 5m floor space in order to adequately warm up.

Staffing and Schedule

A venue specific schedule will be agreed prior to performance. The venue will need to provide a minimum of two technicians for the get in/out and one for stage cues during the show.

Additional members of FOH staff will be required in order to man the whole auditorium in case of an emergency evacuation this should be discussed at the time of booking. Please see the FOH information sheet for more details.

Example schedule:

Day 1

1000 - 1300 LX, sound rig

1300 - 1400 Lunch

1400 - 1600 Rig 'infinity curve'

1600 - 1800 LX focus

Day 2

1000 - 1300 Re plot LX & sound
1300 - 1400 Lunch
1400 - 1600 Smoke test
1600 - 1800 Clear room of smoke and work notes
1800 - 1830 Reset for performance
1830 - 1915 Warm up on stage
1930 - 2030 Performance
2030 - 2230 Get-out
2230 Company clear of venue

Parking

Parking required for one SWB transit for duration of get-in, performance and get-out.

NOTE FOR VENUES OUTSIDE THE UK

Each performance uses around 10000 throw bangers (snap bangers, pop pop's), the small paper wrapped gravel which children often play with and make a snap when you throw them on the floor. Unfortunately it is not possible to take these on an aeroplane as they contain a very small amount of explosive. They will need to be sourced locally and we may require some advice on where to get them from. We will be in touch regarding this.

Contacts

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Front of House Information Sheet

A brief with FOH detailing the below can be held with a member of the Company in person.

Prior the to show:

- An email is to be circulated to all punters welcoming people to the show. Full copy can provided. We suggest a line in reference to the smoke and perfume as below:
 - This show contains partial nudity, smoke and perfume. The smoke is water-based, and both the smoke and perfume are safe for theatrical and public use. If you need to leave the performance at any point please begin to make your way out and one of our ushers will assist you if necessary. We hope you enjoy the show.
- Please ensure all audience members who book an 'Access' ticket are seated close to an exit. We would suggest blind or partially sighted audience members are seated toward the front.
- Please note, all marketing and booking pages should (in liaison with Communications Departments) feature the use of smoke and perfume and/or reference the use of special dramatic effects in the show.

Directly before the show:

- As per the rider, a method to playback sound in the FOH area directly outside of entrances to Theatre is required. Approximately 5 minutes prior to doors being open, a single, high-pitched note will play in the space outside the theatre (this space is to be mutually agreed). This is faded out just after the doors have been closed at clearance. Please brief ushers that this is not an alarm, and this is part of the show; in case audience members ask, then they are able to provide this information.

- Latecomers are not permitted after an agreed timeframe, which will be agreed with each Theatre individually; there may be exceptions to this. We will mutually agree where this is possible.
- The Theatre is clear of smoke at the start of the show.

During the show:

- We will mutually agree how many ushers are to be in the space. We suggest a minimum requirement of ushers at the bottom/front and top/end of the seating banks/rake so that they have a clear view of audience throughout the show (and vice versa) and can respond if people wish to leave by directing them out of the theatre. We can discuss usher requirements specifically in relation to your Theatre.
- We will mutually agree lighting states within the theatre throughout the show. In addition to standard safety lighting, where necessary this can also include step lighting.
- The Theatre begins to incorporate smoke at approx. 30 minutes into the show.

After the show:

- Currently, we have an approx. 15-minute window (between 60-75 minutes) where the audience can leave at their own decision. To date, audiences having been leaving at approx. 70 minutes. It's possible this period can be extended. We will mutually agree any timings and signalling that can happen in the space to indicate the show is complete. For example, this can be done through the opening of a door by an usher (such as demonstrated at The Lowry).
- The Theatre contains smoke at the end of the show; this is stable until approx. 75 minutes at which point the smoke is cleared.

OTHER

- Where Touch Tours and Accessible Programme Notes are being delivered, this will happen at least 90 minutes prior to the show start. Full conversations will be held with all relevant members of your team.
- Where post-show talks are programmed, these will need to happen in a space outside of the Theatre. Full conversations will be held with all relevant members of your team.