The New Old Time Chautauqua Technical Rider/Info Sheet

General Info

- 1. The New Old Time Chautauqua is a non-profit organization, a show put on by a cast of 40-60 volunteers every summer
- 2. The show runs approximately 2-2.5hrs, with a 15-20min intermission.
- 3. The company consists of a marching/stage band (20-25 people) and jugglers, acrobats, musicians, magicians, comedians (or folks who fancy themselves comedians), hula hoopers, dancers, aerialists and more.
- 4. We travel with none of our own technical equipment and can be flexible with what is available.
- 5. The show is completely subject to change, is never the same, and often changes at the last minute. The ability to "roll with it" is the name of the game.

Theatre Preparation

- The stage must be level and true. If there are stage elevators, traps, or other irregular areas in the floor, please provide materials to create a flush, level stage floor.
- 2. Steps must be available from stage to audience marching band enters through the house and marches straight onto the stage.
- 3. 25 chairs must be available for the band to sit on stage.
- 4. The following list is a basic needs that must be completed before the start of load in/arrival:
 - a. Hang the goods: legs, borders, back drops, etc standard house plot; with a preference for possibility of wide entrances (hula hoopers, tuba players, etc)
 - b. Hanging, cabling, patching and trouble shooting all lighting instruments standard house plot (see lighting notes)
 - c. Setting up or installing the sound equipment and clear-com system
 - d. Clearing out and preparing the wings and backstage areas
 - e. Cleaning the dressing rooms

Set-

We travel with no set, but do like to add lots of stage décor. We typically use any/all of the following:

- Large (5' X 10') New Old Time Chautauqua Banner
- Colored flags and draped fabrics
- All items attached to wherever/whatever they can be, with rope, or safety pin, or gaff tape as appropriate.

Rigging-

If possible, we do travel with aerialist acrobats and if it would be possible to rig to a hang point, that would be great! Definitely to be discussed further if an option. We can bring our own rigging equipment if there is a point to rig to.

Sound-

Again, we travel with no sound equipment and will make use of the in house system. Typical needs:

- 1 wireless mic for the emcee (either hand held or small style capsules such as Countryman microphones with shirt clips)
- At least 2 or 3 additional vocal mics (wireless ideal, wired works as well) for music acts, and possibly 2 instrument mics
- At least 2 DI boxes for interchangeable amplified instruments (ukulele, guitar)
- One DI box dedicated to the band's bass player (can also use bass amp if necessary, but nice to hook into house system if possible)
- A monitor for the band (not always necessary, but if it's a very large house and monitors are typically used, would be helpful!)
- Communication between backstage and tech booth standard com headset system, wireless ideal

There are typically no music cues in the show, as 99% of the music is played live by the band. Occasionally we have need of mp3 player playback. Please let us know if this is not an option for any reason.

Lighting

- Rather than give you a specific lighting plot, we prefer to use the in house plot to achieve some general focus goals. Also bear in mind, we've done this show plenty of times in the woods or in fields with 2 work lights. Again, flexible.

 Basics:
 - 1. High Sides overlapping from both sides of stage −1 set of lavender/cool, usually from front 2 or 3 electrics
 - 2. Front Wash from front of house and first electric,
 - a. Warm wash first priority,
 - b. cool/lavender wash 2nd priority.
 - c. Isolation of CS, SL and SR areas are really useful
 - 3. Blue back light (full stage back wash, from 2nd, 3rd and maybe 4th electrics)
- 4. Red back light (full stage back wash, from 2nd, 3rd and maybe 4th electrics) Important Specials:
 - 1. Emcee light ideally a follow-spot, but can also just be isolated downstage right and/or left areas of the stage
 - 2. Band Light a focused top light that covers the band area (either USL or USR, depending on space) and is enough for them to read music
 - 3. Aisle lights often our performers dance, play instruments, and juggle in the aisles if possible to light aisles separately from the whole house, great!

4. Same goes for the front row of the audience – depending on the stage/space, often our full company can't fit on stage, so we spill off the front edge of the stage – important to have light there!

Nice to haves:

- 1. Follow spot! I'll say it again, cause it so great if it's an option.
- 2. Vaudeville looks so much more dramatic with floor mount/foot lights if space allows, full stage foot lights. More typically, so as not to block any audience view, floor mounts are used on each side of the stage either 2 ellipsoidals on each side of stage, or 1 large Fresnel Colors, either a warm amber, or perhaps even a pink
- 3. High Sides overlapping from both sides of stage 1 set of template architectural/ geometric gobos give the stage some texture! Often this "template wash" gets supplemented with 2 additional gobos from far front of house or box booms
- 4. Groundrow or Cyc lights something to make the back look pretty
- 5. Any additional fun color options! It's a circus! Color is fun! ©

<u>An important note about the cueing of the show</u> – because there is no set order of the show, and usually isn't until last minute, the most practical way to run the show is off faders.

- One option is to pre-set faders with focus elements (red wash, cool wash, CS, SL, SR, etc)
- Another option is to pre-set some faders with pretty looks (small solo act CS, full stage juggling act, dramatic acrobatic act, etc)
- Either way, this can typically be programmed pretty quickly day of, particularly if the basic focus elements are already in place

<u>Labor Requirements-</u>

The show travels with a stage manager and a deck manager. Deck manager coordinates any prop/microphone moves. Stage manager either assists with this, or runs lights, or generally ends up running back and forth wherever needed. We also have a lot of travelers who are not necessarily in every show who can be available to help with certain aspects of the following positions, but...

In an ideal world, the house would provide:

- 1 Sound person (to mix musical acts, turn off/on emcee mic, etc)
- 1 Light technician, particularly a person with a bit of a flair for design who can roll with the momentum of the show
- 1 Followspot operator
- 1 House manager to coordinate with stage manager the beginning of show, end of intermission, any moments the performers will be entering through the house, etc

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Merchandise

- We have t-shirts to sell as well as occasionally other goods (perfomer cds, juggling balls, books, etC). We need one table set up in the lobby with two chairs. We will provide merch sellers.