



TECHNICAL RIDER

GENERAL

Because of the nature of our work, we can be extremely flexible in terms of the technical production. This document should be used as a guide, based on which an agreement specific to each venue can be made in greater detail. As such, we have presented a range of specifications, the minimums of which must be met to ensure the quality of production Sossy Mechanics guarantees.

Ideal conditions are listed first.

Minimum conditions are listed in grey.

PERFORMANCE AREA

Performance Area: 20'-30' deep x 25'-40' wide (6-9m deep x 7.5-12m wide)

Minimum Performance Area: 15' deep x 20' wide (4.6m deep x 6.1m wide)

Performance area measurements should not include wing space, cross-overs or any other area not visible to the entire audience.

Layout: Performance Area should have a full cross-over, not visible to the audience, and adjoining wing space on both sides of the Performance Area, also not visible to the audience. Stage should be accessible from the audience.

Minimum Layout: We have worked with a wide range of layouts, and are willing to discuss the options.

Floor Surface: Smooth wood or Masonite or comparable material constructed on a sprung floor. Marley and other temporary dance surfaces are not ideal because of the type of footwear we use.

Minimum Floor Surface: Any smooth danceable surface.



LIGHTING

Sossy Mechanics does not carry lighting equipment. Presenter agrees that all lighting equipment will be provided at its expense. Presenter further agrees that all equipment necessary for Sossy Mechanics' performance(s) shall be in good working order and present at the theater prior to the company's arrival.

Sossy Mechanics requires a full ground plan and equipment inventory at least six weeks prior to the first date of load-in. Please include information on any pre-hung lighting plot.

Sossy Mechanics is able to work with a wide variety of house lighting plots and in many cases can adapt its light plot to the available inventory. However it is essential that the presenter has ample instrumentation to provide smooth, even and bright front light and other washes as available, sufficient to cover the entire stage.

Lighting Needs:

(Fixture quantities are provided as a general guideline only; exact instrumentation will vary depending on stage size and equipment inventory.)

- One or two colors of frontlight, sufficient to evenly light faces everywhere onstage, focused and circuited 5 areas across by 2 or 3 areas deep depending on stage size (10-15 fixtures per color)
- Two backlight/toplight washes, focused and circuited 5 areas across by 2 or 3 areas deep dependent on stage size (20-60 fixtures)
- Three colors of sidelights on side booms: shins, mids and heads. Minimum of four booms per side; head-highs may require two fixtures, near and far, for ample side-to-side coverage (24-32 fixtures)
- One or two colors of full-stage pipe-end/high-side systems ideally focused and circuited near/center/far (18-24 fixtures per color)
- Three-color cyclorama wash from above; ideally also from ground row below
- Two full-stage pattern wash systems, one each from high-side/pipe-ends and one from FOH/box boom or equivalent (6-8 fixtures per pattern wash)

Sossy Mechanics' productions benefit greatly from numerous specials to help delineate the action and advance the narrative. A minimum of 12 to as many as 36 spare instruments (plus dimmers and channels) are required for specials. If a given venue's inventory is insufficient to provide all of the above plus specials, Sossy Mechanics will generally sacrifice one or more full-stage washes to allow at least a minimum complement of specials.

Sossy Mechanics will supply all necessary gobo patterns used for the show. Presenter/venue to provide color.

Note: full access to all lighting equipment must be possible on very short notice at any time. Accordingly any and all equipment necessary to access lighting positions



(ladders, Genie lifts, etc) must be readily available within the performance area or immediately adjacent support areas at all times from load-in until load out.

Minimum Lighting Needs:

- One general cool wash
- One general warm wash
- Two specials

SOUND

Sound System: Stereo playback with at least two speakers, stage left and stage right, and at least one monitor. Sound board to control all of the above, located close enough to the light board that one technician can operate both.

Sossy Mechanics will provide recorded sound cues in the form of a QLab design or digital files or a CD based on the technical facilities of the venue.

Minimum Sound System: CD or mp3 player (i.e. iPod) playback system suitable to the size of the performance space, located close enough to the light board that one technician can operate both. Sossy Mechanics can provide iPod for playback.

Vocal Support: Microphones sufficient to amplify actors' voices for clear audibility in the house should the size, configuration or other quality of the theater require such amplification. Microphones must be of the type that can be placed or hung on or near the stage, and that connect with and can be mixed by the existing sound board.

NOTE: Due the nature of our costumes and movement, body microphones (any microphone that is attached in any way to an actor's body), are not feasible for this purpose.

SOFT GOODS

Scrim: Depending on the venue, Sossy Mechanics will provide up to seven scrim panels measuring between approximately 6' wide to 8' wide, and with an adjustable height of up to 20'. Each scrim panel has tie-off points at the top and a sleeve with steel tubing at the bottom. The use of these panels is flexible in nature, but may not be appropriate for some venues.

If scrim panels are to be used, scrim must be tied off to suitable pipes, lines or other elements of the grid above stage and must be attached to the stage floor either by screwing into the stage floor through pre-existing holes in the steel tubing or with



sufficient stage weights (steel, sandbags, or other appropriate weights) to keep the scrim taut.

If scrim panels are to be used, Venue shall provide the means by which to steam scrim in a way sufficient to remove the wrinkles inherently caused by storage for touring purposes.

If scrim are to be used, and the standard means of affixing them to the grid and the stage are not available, Sossy Mechanics can suggest other options that might work.

TECHNICAL REHEARSAL SCHEDULE

The rehearsal schedule will vary depending on the specific production and venue.

Load-In: 1 hour

Minimum Load-in time: 15 minutes

Spacing Rehearsal: 1 hour

Minimum Spacing Rehearsal: 30 minutes

The performance space must be heated and lit for the entirety of the spacing rehearsal. The floor must be clean and in a condition ready for performance. Any additional necessary preparation of the floor surface (i.e. sweeping, mopping, removal or sinking of screws or nails), will add to the rehearsal time.

Technical Rehearsal: 8-10 hours (without scrim); 10-14 hours (with scrim)

Minimum Technical Rehearsal: 4 hours

Technical Rehearsal does NOT include time for hanging lighting instruments, running sound or light cables, or other preparation of the performance area that would be necessary for performance.

Technical Rehearsal shall consist of hanging and steaming scrim, setting sound levels, focusing lights, setting sound and light cues AND running a full cue-to-cue run of the show with all technical elements.



DRESSING ROOMS

Dressing Room: Dressing room must have a non-public toilet, sink and shower, mirror(s), proper lighting, sufficient racks or hooks to hang costumes, and a steamer to use on costumes.

Minimum Dressing Room: Dressing room must have access to toilet, sink and mirror.

Sossy Mechanics only requires a single dressing room.

Dressing room must be heated to a comfortable temperature for at least one hour prior to the start of the performance until at least 30 minutes after the end of the performance.