

Burning skin Technical rider

This technical rider is part of the contract. All changes must be discussed and approved by Sinha Danse's Technical Director.

- **Stage:**

Approx. 10m x 10m (TBD)
Italian tap, with black backdrop
Crossover behind backdrop
4 entrances on SL & SR
Black dance floor, taped down (Marley or other)

- **Control booths:**

The sound, lighting and video control booths must be in the center of the hall.

- **Curtains:**

Drop curtain with cyclorama
Stage entrances upstage left and right

- **Lighting:**

2 Source IV 19° with Iris
13 Source IV 26° with Iris
20 Source IV 36° with 10 gobo holders size B
1 Fresnels 2KW
3 Fresnels 3KW
22 PAR 34 MFL
60 Dimmers (13 on the floor)

- **Sound/Video:**

Mixing board (16x8x2)
2 CD player
1 Shure SM58
1 microphone with stand
P.A. Power
Front 2KW
Monitoring dancers 600W
Monitoring musicians 300W

- **Dressing rooms:**

Must have clean and ready to use showers with clean towels.

1 dressing room for 2 female dancers

1 dressing room for 2 male dancers

- **Costume maintenance**

Producer is to provide 1 wardrobe mistress, day of the show in afternoon and after the show.

Duties will include cleaning and general costumes & costume accessories repairs and maintenance and a steamer if possible.

- **Rehearsal/Warm-up space**

1 rehearsal space, approx 8m x 8 m, close proximity to theatre, for 4 hours, on day prior to show. TBD.

- **Technical calls:**

Company travels with 1 technician.

Producer to provide set-up and strike crew + TD of stage house

Note: requirements may differ depending on theatre equipment

(I.e.: Motorized battens, ease of hanging, LX board type, quality of crew, etc)

Generally speaking:

Set-up: 7 crew (6 Lx + 1 Snd) + House TD for: Around 8 hours. Day prior to show.

Lx hanging, Sound set-up, Focus and cues. May cut-down to minimal focus crew after 4 hours.

Spacing and final cues:

(Minimum running crew)

3 Hours on stage with dancers and musicians

Depending on warm-up space availability

- **Dismantling:**

Same number of crew as set-up