

## Matter of Life and Breath Technical rider

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

- **Stage:**

Proscenium stage

Sprung floor only

No cement floor. Floor surface must be wood

Ideal stage area is 42' wide, 33'5" deep

Hanging height of 42' under lighting bar is required

Minimum stage area: 25' wide, 30' deep

- **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:**

8 booms: 4' high

4 floor bases

12 fresnels 2K with barn doors

2 fresnels 1K with barn doors

21 pars medium (FFR)

3 lekos etc, 750W, 26 degrees

18 lekos ETC, 750W, 25/50 degrees

15 lekos 15/35 degrees

18 lekos ETC, 750W, 36 degrees

30 Iris cyclorama, 1K

Circuits required: 106 dimmers

6 electric bars

1 FOH

- **Sound/Video:**

- 1 professional CD player
- 1 board
- 1 stereo equalizer for the hall
- 1 stereo equalizer for the stage Speaker set for the hall
- 4 stage speakers
- 1 video projector
- 3 microphones with stands

*Note: there will be video projections on the cyclorama*

- **Intercom system:**

- 2 headsets, minimum (control booth and backstage)

- **Dressing rooms:**

- Dressing rooms for 6 dancers with showers, toilets, sinks, make-up tables, mirrors and adequate lighting
- 2 bags of ice backstage for each rehearsal and each performance
- 6 big bottles of non-carbonated water for each show

- **Technical calls:**

**Day 1** (2 calls of 4 hours)

Morning

- 2 stagehands
- 4 lighting technicians
- 1 sound chief

Afternoon

- 2 stagehands
- 4 lighting technicians

**Jour 2** (2 call of 4 hours)

Morning

- All chiefs (sound, electrical)
- There is a possibility of corrections on day 1.
- TBA

Afternoon

- With the show crew, for dress rehearsal

*Note: The show crew will be determined in each theatre. 1 show call (3 hours prior to show + show)*

- **Dismantling:**

- 2 stagehands
- 4 lighting technicians
- 1 sound chief