



PUSH Physical Theatre

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PUSH Physical Theatre Technical Rider

This list of technical requests is intended as a guideline. While many venues will have no trouble in meeting these requirements, we understand that others will. Please note that all requests are negotiable. Please do not be put off by what might seem to be overwhelming demands on the budget or physical space. PUSH Physical theatre has extensive experience in adapting to a variety of situations while maintaining artistic integrity.

Note: If the event is an Education Performance or Lecture/Demonstration with minimal set-up, refer to the 'Education Technical Rider'

Please contact us with any questions or concerns.

Personnel(provided by venue)

1. One (1) **sound technician**: Operates and troubleshoots CD player, cordless hand held mic, speakers and amplifiers. Is available for technical rehearsal and performance.
2. One (1) or, ideally, two (2) **lighting technicians**: Hangs, focuses, operates and troubleshoots lighting system. Must be able to competently operate the dimmer board used. Pre-sets instruments prior to PUSH rehearsal. Available for technical rehearsal and performance.
3. One (1) **Deck hand/Fly operator** will also be call performers on/off stage during black outs via intercom headset system.
4. One (1) person to run **sales table** after the program (not needed for all performances): Handles product sale and money. Records items purchased. Available to assist in set-up, during intermission (if applicable) and after performance.
5. One (1) person empowered to make **logistical decisions** concerning the use of the facility and stage: Has authority to organize special needs, such as removal of items from the stage. Available during tech rehearsal, and before performance. Can be personnel already mentioned, i.e. sound or lighting person.
6. Same crew must be available for technical rehearsal and performance.

Technical Requirements

Reduction of some items may be made depending upon program(s) performed or by special agreement with PUSH. The company director must approve all changes.

General:

1. All **instruments** must be hung, circuited and patched prior to the arrival of PUSH and the technical rehearsal.
2. One (1) non-toxic **hazer**.
3. Due to the PUSH company director also being a performer, **communication** between crew and PUSH during the tech rehearsal will be delivered from the stage. This may be achieved by: (a) A wireless communication system between the stage and the lighting/sound area or preferably: (b) A tech table in the center of the auditorium from which audio and lights cues can be programmed and executed.
4. **Performance area** must be swept and damp mopped immediately prior to all rehearsals and performances, and made free of debris such as nails, screws, staples, tacks, etc.

Facility:

1. **Minimum stage dimensions**: Height clearance 14' x depth 30' x width 38'. If minimum dimensions cannot be met the Company Director MUST be notified in advance.
2. **Stage surface**: Black 'Marley' dance floor or wood. Performers are barefoot so performance area must be swept and damp mopped immediately prior to all rehearsals and performances, and made free of debris such as nails, screws, staples, tacks, etc.
3. **Wings and backstage** area must be clear of debris and equipment.
4. **Temperature**: Performance area and dressing rooms should be well heated (approx. 72-76°F).
5. Two (2) well-lit **dressing rooms** equipped with chairs, tables, electrical outlets and easy access to restrooms. Typically, dressing rooms should provide space for 5–10 performers. Access to laundry facilities is necessary for multiple performances.

6. The following **refreshments** (not necessary for short set-up times please check with PUSH):
 - a. Bottled water
 - b. Fruit Juice
 - c. Fresh fruit, vegetable, deli meat platter with condiments and bread.
7. One (1) **six foot sales table** to be placed in the lobby or area where it is in the 'flow of traffic' for the most exposure (not necessary for all performances).
8. **Accommodation** and meals for all performers for the duration of the stay.

Softgoods:

1. Full stage **black backdrop**.
2. Full stage **white cyclorama**.
3. Six (6) **black legs**, 3 on each side of the stage.

Sound:

1. One (1) **Compact Disc player**. PUSH uses pre-recorded 'burned' CD's.
2. One (1) **hand-held microphone** (preferably cordless). If corded mic is used it must facilitate movement around the stage.
3. Two (2) **monitor speakers** positioned one on left and one on right of stage.
4. **Sound system** capable of filling the facility with clean, undistorted sound.
5. One (1) **mixing board** with inputs from CD player and all mics and outputs to all speakers.

Lighting:

All instruments must be hung, circuited and patched prior to the arrival of PUSH

Maximum requirements are:

- A computer memory **light board** and a skilled, trained operator.
- One non-toxic **hazer**.
- **Top washes:**
 - Magenta from a 45° angle from SL
 - Blue (Upstage and downstage controlled independently)
 - Red (Upstage and downstage controlled independently)
- **Specials** (all should cast a 6'- 8' circle on stage)
 - White from directly overhead CS, USC, DSC, DSL, DSR, USL, USR
 - Red from directly overhead DSC
- **Side Lights** (shin, hip, head busters on booms) – 2 deep amber and 2 blue behind each black leg (e.g. 3 black legs on SR would need four lights for each leg, total 12 lights. Repeat this for SL)
- **Cyclorama** – Red, Green, Blue
- **Front Light** - white wash
- **Back Light** – light purple or white wash
- **Additional lights** may be needed depending on repertory performed.
- If **intelligent lights** are available they may be used depending on the repertory performed.

Minimum requirements are:

- Magenta wash from above
- 3 white spots (capable of being hung above the stage, DSC, CS, USC)
- Cyc lights of any kind
- 4 hip busters (2 on each side of the stage, one blue and one deep amber gel)

Schedule:

1. **Prior to PUSH's arrival** the theater will hang, cable and patch all lighting instruments. The theater, stage and dressing rooms must be made available prior to the performance for the purpose of focusing lighting; setting props and costumes; and rehearsing.
2. PUSH requires up to **six (6) working hours** prior to the first performance for focusing and programming light and audio cues. This usually occurs the day prior to opening.
3. **Two (2) hours of technical work** is required on opening day prior to the performance. This usually occurs starting three (3) hours prior to the performance.
4. The **grand curtain** will be closed 30mins before performance or when the house is open to the public
5. For **minimum technical** requirements with no lighting, set-up can begin two (2) hours before performance.
6. If **television, radio, film** or other activities should cause a delay in the technical preparation of the program, this will need to be factored into the total set-up time required.

Typical Schedule:

Day One – up to six (6) hours:

- Load-in
- Arrange sales table
- Program/focus lights
- Sound check
- Rehearse.

Day Two – up to two (2) hours:

- Arrive two (2) hrs prior to performance.
- Sound check, lights check, run through all cues.
- One (1) hr prior to program, performers should be free from all technical responsibilities to warm-up, make-up, costume, etc. Doors open 30minutes prior to performance.