

# FELLINIANA

## **TECHNICAL RIDER**

*(Version JAN 2020)*

Please find enclosed the technical requirements for our show **FELLINIANA**.

Please talk to us in time in case you cannot fulfill some requirements or if you need further explanations.

We prefer to find a mutual agreement *before* our arrival, as the technical requirements become part of the contract.

**The promoter is responsible for all local permits.**

For the full tech rider, please get in contact with us.

*Note: we may accommodate our tech requirements to the setting of the venue.*

### **1 - Requirements of the square / stage area**

**Best Size:** 25 meters x 16 meters just as show-area

This playground is space for the actors / objects / structures.

It is not a problem, if the playground is surrounded by trees or buildings.

In case of no building behind the stage area, we have to hang 8/10 long white flags on a truss system.

**(PLEASE CHECK POINT N° 7) >> WE HAVE TO DISCUSS THIS POINT WITH YOU**

We need a closed area, no passage of car or people.

Height above the stage: 10/12 meters must be free for scenic structures as well as enabling the use of pyrotechnics effects.

**Organizer is responsible for all structures, walls and barriers to prepare the space and to explain us in time how it will be done.**

**Surface:** The surface must be hard and plain, suitable for moving big objects on wheels. Especially with rain we have to use hard surface without gaps. Best : please send us photos about your venue.

#### ***Additional space:***

We need enough space for the audience (ca 2.000-2.500). The best position is 130°/140° around the front stage (or just frontal). There are different levels of the show action: sometimes ground level is used as stage for the action.

>> Chairs or benches for the audience could be useful and suitable: **please talk with us about this point.**

>> The whole stage area is available from the beginning of the construction until we leave after loading. ***In this period cannot take place any other activity (like markets, other spectacles).*** Any other usage of the square must be communicated and agreed upon in advance. We really need this period and this space. It is not easily possible to gather all scenic elements on a small spot.

Please send us photos of your site! Sometimes, a technical visit in advance might be necessary.

## 2 – Electricity (light / sound / video)

**30Kw total electricity required**

**We need 2 separate lines (in case of different solution, please contact us)**

**First line 15 Kw max for dimming line (CEE power box of 32A with minimum 1 plug 32A 380-400v for dimmer)**

**Second line 15 Kw max for direct line (CEE power box of 32A with minimum 6 plug 16A 230v for the stage area + audio and video)**

We use **a lot of water during the show**, so we need safety electric cables.

Electricity has to be available for the Company from the beginning of the setting-up. The promoter is responsible for the cable connection between the point of power and the plug at the light wind-up / PA speakers / mixer-desk.

If a generator is used to produce the electricity, this machine shall be noiseless (well covered) or it shall be installed in a distance of ca 50 meters to the playground (+ cables needed).

If local security asks to cover cables around the playground, this is the responsibility of the promoter. **For sure we need to cover our VIDEO CABLE** from the mixer desk to the front/center of the stage area (normally 15 meters >> it depends from the venue). 15 meters (or more ) of calbe carpet or cable cover / cable cross

We need **3 connections 220 Volt plug 3 pole** (1 center/back side, 1 center/front side and 1 left side of the stage area of the stage area for the use of VIDEO DEVICE and SCENERY STUFF – no DIMMER line)

We use the CEE BLUE PLUG 2P+T 16A 220V.

We have some adapters with us: Schuko Plug adaptor / Italian AC Power Plug adaptor.

Check : please let us know about the connections / adapters in time before our arrivals in case we have to arrange a solution.

## 3 – Video + Light + Sound

ONDADURTO TEATRO requires these equipments directly to the promoter. Please if there is any doubt about the technical supply, contact us in advance.

>> ***SEE the PLAN at the last page***

**Please switch-off public lighting DURING THE PERFORMANCE and DURING THE FOCUS OF THE LIGHT and VIDEO REHEARSAL.**

**>> Light:**

**Lanterns:**

- 1 FOLLOW SPOT ON RISE MINIMUM HIGH OF SPOT 3.5 MT
- 6 WASH LED MOVING HEAD MIN. 300 WATT
- 10 FRESNEL **1.2 Kw** (c/w barn door and color) ARRI (>> sometimes we can use PC 1 Kw)
- 1 PROFILE ETC 750 watt >> 36° angle

**Controls and wincher stand**

- 1 light console, Spark Compulite or Grand MA or similar
  - 5 lift - wincher stand system >> n°3 of 3/3,50 mt of height
  - 1 DIMMER X 6 CH X 2,5 kw
- >> WE WORK WITH THE SPOTS COMBINED SIMMETRICALLY LEFT/RIGHT ON 1 CHANNEL: we can combine the 1 kw spot

**Cablings >> check the light plan in order to know about the passage of the cables**

**List of colors:**

- 4 units of Mauve >> n°126

**>> Sound:**

- 1 audio console, model 16 ch YAMAHA 01V 96i or similar
- 4 PA speakers with amplification + 4 SUB – 5.000 watt (or more >> it depends by the space)
- 02 monitors wedge
- 1 microphone for the VOICE (radio micro HEADSET) >> **from our side**
- 1 microphone radio for instrument (no HEADSET) >> **from our side**
- 1 micro panoramic with a small stand >> **from our side**
- 1 D.I. box + effects

**CABLING VERY IMPORTANT>> we need long multichannel and long cable because of the long line way, check the light plan in order to know about the passage of the cables**

- 15 meters (or more, it depends from the distance of the controller area from the playground): **hard cable cross (yellow jacket) is required** >> carpet is not strong enough for the video cable

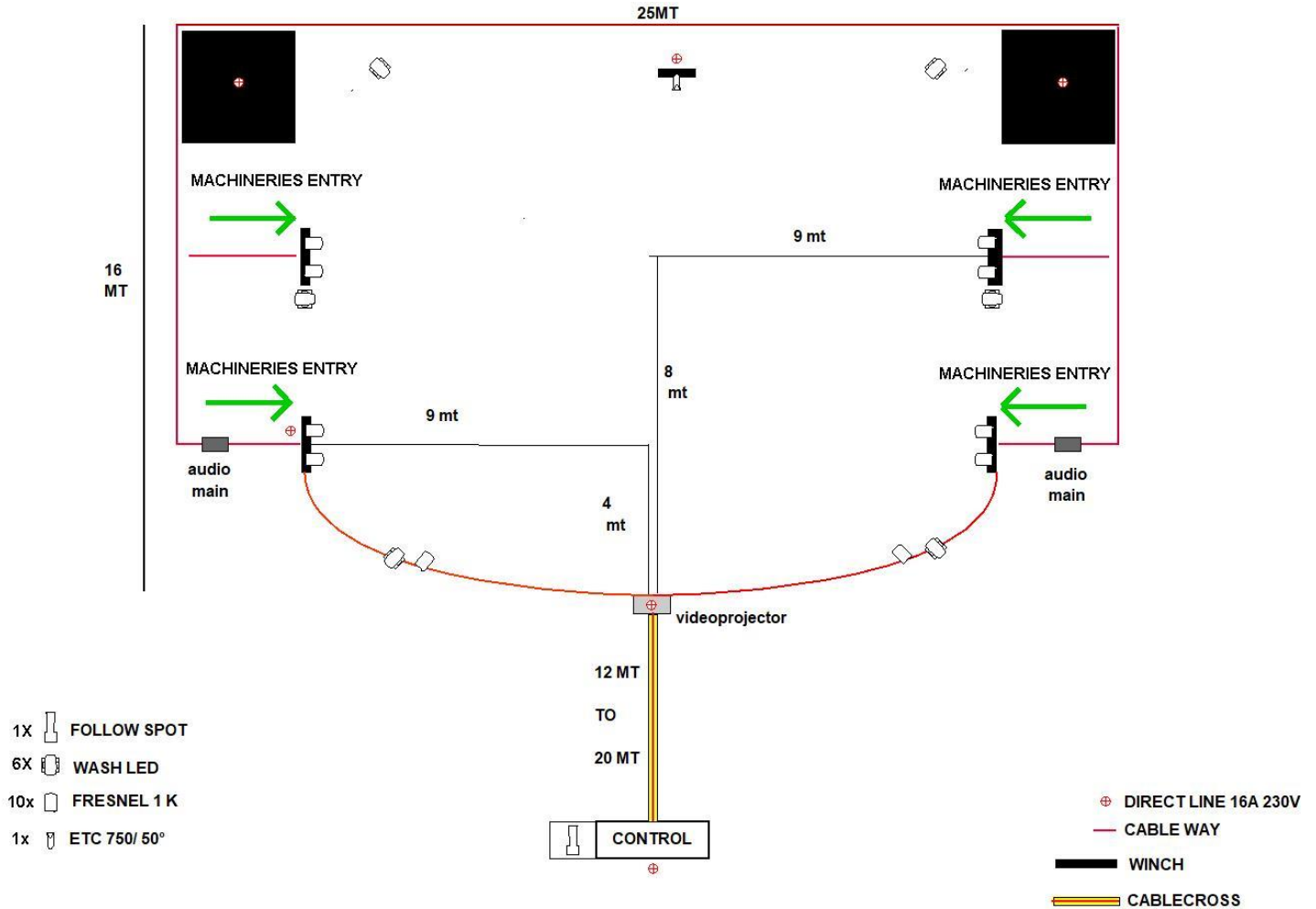
**>> Video:**

**the company brings its own beamers: we don't need anything from your side.**

The beamer will be put on the frontal part of the playground directly on the ground.  
We don't need any support from you about that.

## 4 - ELECTRIC AND LIGHT PLAN

(Version JAN 2020)



## Tech Contact Numbers

- Overall coordination  
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