1. Access

The presenter agrees to have the venue available to the production crew no less than 4 hours before the tournament is to begin. They will also have 4 hours to load out after the event ends.

1. GROUND TRANSPORTATION REQUIREMENTS:

* Event tours with one 20’-0” box truck with truss and gear to be unloaded at the venue with parking for the truck within 1 mile of the venue.
* Presenter will be contacted approximately 30-45 days prior to performance date to discuss transportation details.

Presenter to provide the following:

1. Front of house

* Lobby: One table for selling of show swag.
* Access to six 20-amp receptacles for dedicated power run to run the games.
* Free Wi-Fi for touring crew

1. Dressing rooms

* 2 dressing rooms for touring staff. 2 per dressing room to be shared. Each to have tables chairs, mirrors, bathroom and showers with warm and cold running water.

1. Lights

* A light plot will be provided, or we are willing to negotiate using a house plot if one is shared with the producer 2 months before the performance dates.

1. Sound

* Cuelab playback provided by production including mac computer. Request 2 xlr inputs to house system for fx playback if needed.
* Company tours with 4 wireless lavalier microphones if needed for sound reinforcement. A rack with antennas tours with the production.

1. House Crew needed:

* 1 sound, 2 carp and 2 electrics day of event
* 1 house manager and 2 ushers to help curate the event

1. Food and beverage

Crew will need the following daily

* Lunch of sandwiches, chips and water.
* Dinner: a warm meal to include chicken, vegetables and desert with water to drink.
* Two performers are vegetarians please include items they can also eat.
* Case of 24 bottles water for team to use as needed

9. Typical day

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| --- | --- | --- |
| **Time** | **Description** | **House crew needed** |
| 8am | Unload truck | 2 carps |
| 9am | Install | 2 carps, 1 sound, 2 electrics |
| 12pm | Meal break | Touring staff |
| 1pm | Cue to cue and game system test | House manager and 2 ushers |
| 2pm | Event opens game play | House manager and 2 ushers |
| 6pm | Dinner | Touring staff |
| 8pm | Game play finals | House manager and 2 ushers |
| 9pm | Strike: load truck | 2 carps, 1 sound, 1 electric |
| 11pm | Done |  |
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