1. Front of house

a. Lobby

1. table for selling of show swag. Access to one 20-amp receptacle for dedicated power run to table.

2. Concessions: sell water, candy, energy drink.

2. game play area.

a. 24’-0” x 24”0” onstage area to set up touring system.

a. 6’-0” wing space off stage right and not in audience view.

b. upstage cross over area 6’0” clearance to back wall.

4. Dressing rooms

a. One bathroom dedicated to the touring team.

5. Wardrobe

a. area to launder uniforms including a washer and dryer.

b. one iron, one ironing board and one steamer.

6. Lights

a. Lights hung to provide adequate lighting for game play area.

7. Sound

a. Company will provide Cuelab playback including mac computer. Request 2 xlr inputs to house system for fx playback.

8. Crew

a. The production tours with 1 stage manager, 1 technical director and 1 game director.

b. Crew needed:

a. 1 house manager and 6 ushers

b. 1 house tech to turn on light and sound systems.

8. Typical day

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| Time | Description | House crew needed |
| 8am | Unload truck | Teamsters |
| 9am | Install game play area | House tech crew 4 |
| 12pm | Meal break | Entire crew |
| 1pm | Test run of all systems | 2 electrics 1 sound |
| 2pm | Test run game | In house TD |
| 2:30pm | Game opens | House manager, 6 ushers |
| 6:30pm | End game play and notes | Game team |
| 7pm | Load-out | In house crew 4 |
| 9pm | Load truck | Teamsters |
| 10pm | Out of venue |
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