TECHNICAL RIDER

Performance: **I, ELIZABETH**
Performer: Rebecca Vaughan (07957 381317)

Please find included all information regarding technical aspects of *I, Elizabeth.*

BASIC INFORMATION
 - *I, ELIZABETH* is a one-woman show, performed by Rebecca Vaughan. An adaptation of Elizabeth I's own writings, it reveals more about the woman beneath the crown.
- Rebecca will arrive at approx 1pm on the day of the performance.
The show should be played as far DS as possible.
- Please see attached risk assessment – Pg 4

CREW REQUIREMENTS
The production does not tour with a technician & therefore requires a **minimum** of:
   - **ONE** in-house technician for the get in
   - **ONE** technician to operate the show (if both LX & sound cannot be operated from the same position then **2** technicians will be required to operate the show) The show can be operated from a fully marked up script, provided on the day.
   - **ONE** technician to help with the get-out

RUNNING TIME
70 minutes straight through.

SCENIC ELEMENTS
The set includes:
   Dancefloor - dimensions: 4.5m (SL-SR) x 4m (US-DS);
   3 x hanging fabric backdrops. All 3 measure 4m high (can be reduced) & the widths are: 2 are 1m wide (weighing 3.2kg each) & the other is 1.40m wide (weighing 4.2kg). All 3 to be hung from same bar of the rig **to correspond with the back of the dancefloor** (4 - 4.5m from front of stage)
   A throne–like chair
   A table

The desired <u>lighting space</u> **is 4.5m x 4m** *(within a playing space of 6m x 5m)* played as far DS as possible. If your stage is much larger than this, could you please hang a full black at approx 5m upstage, and arrange for masking to be hung to reduce the width of your stage to as close as possible to the desired width (6m) If your venue has a removable apron, please contact us regarding its position.
The absolute minimum playing space is 4.5m wide x 4m deep.
This is a very intimate show, and as such we would really appreciate it if masking could be considered during the get-in of the show.

LX REQUIREMENTS

There are 3 lighting states: 'A', 'C' & 'E'. (**See attached diagram for LX states**)

- **'A'**- is a chocolate spot (L156) that should be rigged **overhead** just in front of the chair and focussed directly onto the chair 1.25m in front of arrases.
- **'C'**- is a chocolate spot (L156) rigged **front of house** to cover Rebecca when she kneels in the space in front of the chair. The spot should be tight (soft focus) but large enough to cover the costume, which is just over 1m wide.
- **'E'**-is an **open white wash** (from FOH, overhead & back) covering entire playing space without bleeding onto masking & should consist of at least **12 lanterns**
- **Plus 3 specials**: **3 x Primary Reds (Lee 106)** focused tightly onto the arrases hanging at the back of the flooring, so there is no bleed onto the back wall.

There are **21** LX cues. (**Please see attached sheet for graph plot** - pg 4). All lighting should be pre-rigged and rough focused before arrival.

90% of the cues are a flash of the general wash. These are to be programmed into the desk, with the 'flash' effect cues being loaded in as 1-3 sec long effects – either by chase cues, a cue stack (Strand), or point cues (ETC). To be done on the day.

SOUND REQUIREMENTS

Sound will be provided on the day of performance, via QLab. Dyad Productions will bring a Macbook for this purpose to be plugged into your sound desk via the mini-jack. All SFX cues run simultaneously with an LX cue. Sound consists of **13** sound cues (pre/post show music & 11 SFX cues in between). In larger venues (400+ seats) additional vocal amplification may be needed. (general stage mics will suffice)

DRESSING ROOM REQUIREMENTS

ONE dressing room with tea/coffee & **ironing facilities**. Please ensure **a fresh towel & soap** are available.

ADDITIONAL INFORMATION

Please ensure there is suitable parking for one car, which transports the set. Please provide vegetarian refreshments for 1 person (sandwiches are fine) for approx 5pm.

Dyad Productions Risk Assessment		
Performance	I, Elizabeth	Updated: 22/09/2010

Show Details

I, Elizabeth is a one-woman show, comprising of no set build. There will be 3 large arrases hung from the grid, upstage.

Dyad will provide all furniture and props and do not tour with any electrical equipment, or a touring technician, therefore all generic risk assessments (working at height/with electricity) should be covered by the venue.

Severity (S)	Likelihood (L)	Risk Factor (S X L) = RF
1 – Negligible	1 – Improbable	0 – 6 – LOW (improve if possible)
2 – Minor Injury	2 – Unlikely	
3 – Lost time to injury	3 – May occur	7 – 15 – MEDIUM (RF above 12 - further action required)
4 – Major Injury	4 – Possible/May occur	
5 - Fatality	5 – Very Likely	16 – 25 HIGH (Immediate action required)

Description of Risk/Hazard		People at Risk	Initial Assessment			
			S	L	RF	
1	Hanging arrases. Possibly could fall from the rig	Performer	2	3	6	LOW
2	Water on stage, Could be spilt causing a slip hazard.	Performer	2	3	6	LOW
3	Performers costume size, could possibly knock over set pieces with wide costume.	Performer	2	3	6	LOW

Control Measures		Residual Risk			
		S	L	RF	
1	Arrases will be double checked by theatre staff to ensure that they are securely fastened to the rig before the performance.	2	1	2	LOW
2	If water is spilt it will likely be on the side table, eliminating the risk of a slip. The goblet that the water is in also has a lid, which would prevent minor spills.	1	1	1	LOW
3	The performer will have sufficient rehearsal time in her costume before she enters the theatre space, so that she is aware of the clearance distance for the costume. The performer will also have time on stage before the performance to practice her movements on stage, eliminated any possible collisions.	1	1	1	LOW

LX Programming Sheet for *I, ELIZABETH* *if creating flashes via CUE STACKS*

Lighting States are '**A**' (*Chair Spot*), '**C**' (*Prayer Spot*) and '**E**' (*General Wash*) plus 3 x red specials (on arrases)

Timings are in Seconds and copy cues are highlighted in the same colour

Cue #	Description	A	C	E	3 Red specials	H/L	B/O	Follow
1	Preset	5 secs @50%			5 secs @30%	5		
2	Clearance						10 secs	
3	Flash 'E' & '3 x Reds' (3.5 secs), then back to B/O			FLASH (3.5 secs)	FLASH (3.5 secs)			
4	Fade up of "A" Spot	15 secs						
5	Flash 'E' & '3 x Reds' (1.5 secs), then back to B/O			FLASH (1.5 secs)	FLASH (1.5 secs)			
6	Fade Up "E"			30 secs	30 secs			
7	Flash 'E' & '3 x Reds' (1 sec) then back to FULL			FLASH (1 sec)	FLASH (1 sec)			
8	Flash 'E' & '3 x Reds' (1.5 secs) then back to FULL			FLASH (1.5 secs)	FLASH (1.5 secs)			
9	Flash 'E' & '3 x Reds' (1.5 secs) then back to FULL			FLASH (1.5 secs)	FLASH (1.5 secs)			
10	Flash 'E' & '3 x Reds' (1.5 secs) then back to FULL			FLASH (1.5 secs)	FLASH (1.5 secs)			
11	Flash 'E' & '3 x Reds' (1 sec) then back to FULL			FLASH (1 sec)	FLASH (1 sec)			1 sec
12	SNAP to "C"		0 secs					
13	Fade up "E"			30 secs	30 secs			
14	Flash 'E' & '3 x Reds' (1.5 secs) then back to FULL			FLASH (1.5 secs)	FLASH (1.5 secs)			
15	Flash 'E' & '3 x Reds' (3 secs) then back to FULL			FLASH (3 secs)	FLASH (3 secs)			
16	Flash 'E' & '3 x Reds' (1-2 secs), then back to B/O			FLASH (1.5 secs)	FLASH (1.5 secs)			1.5 secs
17	SNAP to "A" spot	0 secs						
18	Flash "A" spot	FLASH (3 secs)						3 secs
19	SNAP to B/O						0 sec	10 secs
20	Curtain Call			5 secs	5 secs			
21	Preset	10 secs @50%			10 secs @30%	10 secs		

Lighting Programming Sheet for *I, ELIZABETH* *if building POINT CUES*

Lighting States are '**A**' (*Chair Spot*), '**C**' (*Prayer Spot*) and '**E**' (*General Wash*) plus 3 x red specials (on arrases)

Timings are in Seconds and copy cues are highlighted in the same colour

Cue #	Description	A	C	E	3 Red specials	H/L	B/O	Follow
1	Preset	5 secs @50%			5 secs @30%	5 secs		
2	Clearance						10 secs	
3, 3.2, 3.4, 3.6, 3.8, 15.1, 15.3, 15.5, 15.7	'E' & '3 x Reds' (all at FULL)			0.3 secs	0.3 secs			0.3 secs
3.1, 3.3, 3.5, 3.7	Blackout						0.3 secs	0.3 secs
3.9	Blackout						0.3 secs	
4	Fade up of 'A' Spot to full	15 secs						
5, 5.2, 5.4, 7.1, 8.1, 8.3, 9.1, 9.3, 10.1, 10.3, 11.1, 11.3, 14.1, 14.3, 16.1, 16.3, 16.5	'E' & '3 x Reds' (all at FULL)			0.2 secs	0.2 secs			0.2 secs
5.1, 5.3, 7, 7.2, 8, 8.2, 8.4, 9, 9.2, 9.4, 10, 10.2, 10.4, 11, 11.2, 14, 14.2, 14.4, 15, 15.2, 15.4, 15.6, 15.8, 16, 16.2, 16.4, 18, 18.2, 18.4, 18.6, 18.8	Blackout						0.2 secs	0.2 secs
5.5	"A" (Chair Spot) at full						0.2	
6	Fade Up "E"			45 secs	45 secs			
7.3, 8.5, 9.5, 10.5, 14.5	'E' & '3 x Reds' (all at FULL)			0.2 secs	0.2 secs			
12	SNAP to "C"		0 secs					
13	Fade up "E"			45 secs	45 secs			
15.9	'E' & '3 x Reds' (all at FULL)			0.3 secs	0.3 secs			
17	"A" (Chair spot) at full	0 sec						
18.1, 18.3, 18.5, 18.7, 18.9	"A" (Chair spot) at full	0.2 secs						0.2 secs
19	SNAP to B/O						0 sec	10 secs
20	Curtain Call			5 secs	5 secs			
21	Preset	10 secs @50%			10 secs @30%	10 secs		