

“GAME THEORY”

TECH RIDER (SHORT/OUTDOOR VERSION)

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Team on tour. Four dancers. No technicians.

Performance schedule. The performance lasts 30 minutes.

While the audience is arriving, one dancer can offer an optional “pre-performance” show, lasting 5-10 minutes.

We prefer to give two performances per day. (Three are also possible.)

The dancers require a minimum of 45 minutes of rest time between each performance.

Set-up and technicians.

Set-up time is 15 minutes, build-down time is 5 minutes.

We prefer to have a technician present during each performance – to check sound levels.

Performance locations. Many possibilities: sidewalk, courtyard, city plaza, basketball court, playground, indoor gym, outdoor amphitheater, theater foyer, etc.

Stage. Minimum performance area: 6m x 5m.

Ideal performance area: 9m x 8m.

We prefer to perform directly on asphalt or concrete.

Smooth cobblestones are also acceptable.

We can also perform on a raised stage.

No special dance floor required.

Audience. Ideally the audience sits/stands on three sides of the performance area.

Audience capacity without risers: around 300.

Audience capacity with risers: around 600.

Sound. Sound comes from the company’s iPod.

The Presenter is responsible for providing a sound system, with a mini jack connector.

Two 250W portable speakers are typically sufficient.

Light. If performed outdoors during the day, no lighting equipment is required. If performed indoors, or outdoors at night, the performance area requires basic illumination.

Dressing rooms. We request space for four dancers, equipped with mirrors, showers with hot water, and materials for ironing.

Laundry services. If show is presented on multiple days, the Presenter must provide laundry service to wash and dry the costumes between each performance day.

Video: <https://vimeo.com/458472134>

Press photos:

<https://www.dropbox.com/sh/1rk3jb6nyvpmuir/AABgUjnQZorewTBE3G1KahGma?dl=0>