

SLOW DANCE FOR A FAT MAN

Technical Requirements for communities **with** a fully equipped theatre or performance space

Phone: (403) 931-1527 Fax: (403) 931-1534

- 1. Sun.Ergos requires the performance space to be **cleared** and the floor to be **cleaned** before arrival.
- 2. The space must be **free** of all other activity during set up and take out.
- 3. Sun.Ergos requires light plot to be hung and patched before our arrival unless otherwise negotiated.

Usual Set-up Schedule (for get-in on performance day)

Time :	Activity:	Crew Required:
08:00 - 09:00	Load-in and hang set	Appropriate personnel
09:00 - 11:00	Fine-tune focus	Lighting operator & sufficient staff
11:00 - 12:00	Set lighting-levels	Lighting operator with D. Luebke
13:00 - 14:00	Set sound-levels (finish light-cues)	Sound operator with R. Greenwood
14:00 - 15:00	Set-up costumes & props	Performers
15:00 - 17:00	Cue-to-cue run-through	Lighting and sound operators
19:30	House opens	Lighting and sound operators
20:00 - 22:00	Performance	Lighting and sound operators
22:00 - 24:00	Pack-up and load-out	Two, able-bodied persons

Performing Area Required: A minimum of 10.8m (36')W x 8.4m (28')D x 3.6m (12')H

A sprung floor with clean and smooth surface of wood, masonite, linoleum or dance-flooring. Carpet is not acceptable.

Concrete is unacceptable due to potential injury to performers.

Dressing Requirements:

One dressing-room with sink, toilet, shower, mirror, clothes-rack, electrical outlet and at least two chairs. Quick-change space SR and SL with appropriate backstage lighting, chairs and clothes-racks.

Sound Requirements:

PA for FOH tape playback; onstage monitors & effects Two minidisc players*

Sound reinforcement only if accousics are very poor Due to staged activity, body-pack mics are unsuitable * Depending on transport Sun.Ergos can provide these

Lighting Requirements:

3 Special acting areas (see reverse) 6 Specials (see reverse) Gobo wash (Gobos provided by SE) Warm and cool washes Two-colour, diagonal backlight Warm and cool side-light Shin-kickers/low level side-light Cyc lighting, if available

Drapes Required:

Legs and Borders (black prefered) Cyclorama, Sky cloth or Upstage scrim Rigging points as indicated on reverse for three hanging carpets

Other Requirements:

Theatre plan, elevation and section Inventory of available lighting equipment

Front of House Staff, Box Office and Ushers Please facilitate lunch and pre-show refreshments.

Personnel Requirements: Lighting Operator Sound Operator

110-Volt Circuits Required: One 110-Volt circuit for steamer/iron.

A total of one 110-Volt circuit(s).

Sun.Ergos Provides:

Light-plot and cue-sheets Gobos Sound track on Mini-disc All costumes, properties, scenery

With advance arrangement SE can provide: Dual minidisc player

Notes:

Please fax or send theatre plan, elevation, section and inventory of available lighting equipment as soon as possible.

Number	of	Lightir	ng C	ues:	50	
Number	of	Sound	Cue	S:	20	
Details	of	set-up	and	lighting	on	reverse.

Special Lighting Requirements for SLOW DANCE FOR A FAT MAN

Name of Area	Function of Instrument	Focus	Colour
Special Areas A	45° DR, warm, separate control	Soft edge	R 05
4'/1.2m & 6'/1.8m diameter	45° DL, cool, separate control	Soft edge	R 66
pools	45° UR backlight, blue, separate control	Soft edge	R 69
	45° UL backlight, salmon, separate control	Soft edge	R 40
	Down-light, separate control	Soft edge	OW
Special Area B	At least 3 ERS from UR to create a path of light	Hard edge	OW
14'/4.3m diameter pool	At least 3 ERS from DL to create a path of light	Hard edge	OW
Special Area C	45° DR, warm, separate control	Soft edge	R 05
10'/3.1m diameter pool	45° DL, cool, separate control	Soft edge	R 66
·	45° UR backlight, blue, separate control	Soft edge	R 69
	45° UL backlight, salmon, separate control	Soft edge	R 40
	Down-light, separate control	Soft edge	OW
Specials D, E, F	One ERS on each	Hard edge	OW
Verticle rectangle shuttered to			
carpets w=6'/1.8m, h=8'/2.5m	1		
Specials G, H, I	One down-light on each	Soft edge	OW
3'/.9m pool on each mannequin			

Notes:

