

# PERFORMANCE REQUIREMENTS TO BE PROVIDED BY BUYER

The requirements below may vary based on the parameters of the venue and other unknown elements.

David Thomas Presents



## Circo Magnifico – Level 1

Effective 1/1/06 – 12/31/06

### AIR TRANSPORTATION

- Airfare R/T for 12 people

### GROUND TRANSPORTATION

- 15 passenger van w/driver
- Full size rental vehicle

### PARKING

- Paid parking for up to 2 cars

### LODGING

- 7 double rooms / night before show
- 7 double rooms / night of show
- Rooms at same venue as performance

### LOAD IN

- Venue to accept delivery of shipment

### STAGING

- Stage: 54'w x 24'd x 32'h (*set up on short wall, stage height varies depending on acts*)
- Steps: 3 sets no handrails
- Dressing area: 2 - 8'x8' (*access to stage*)
- Pipe & drape run off from stage to wall

### ROOM SET UP

- 2 long tables 6' – 8'
- 4 chairs
- 2 waste baskets

### SET UP TIME

- 8 hours needed in venue

### RIGGING

- 40' Pipe or truss for backdrop 1
- 20' Pipe or truss for backdrop 2
- Silk Flyer act rigging

### MEALS

- 12 meals per meal period during set up
- 12 meals 60-90 minutes prior to show
- Same meals as dinner guests
- Beverage & snack service load in/out

### LOAD OUT

- 2 hours to clear the room
- Venue to accept pick up of shipment

### LABOR (*estimated*)

- 2 stagehands – load in/out & backstage crew – 12 hours total
- 2 spot light operators
- 1 sound technician
- 1 lighting technician

### POWER

- Two 20-amp circuits at stage
- 220v single phase 20-amp for Chain Motor (sometimes uses 3 phase)

### SOUND SYSTEM (*minimum requirement*)

- 8 channel mixing console
- 2 CD players
- 2 wireless microphones
- 1 hard-wired microphone
- Speaker units adequate for room
- Intercom system for 8 stations

### LIGHTING SYSTEM (*minimum requirement*)

- 40' FOH lighting truss
- 30 ETC S4 pars
- 6 High End Studio Spots
- 6 ellipsoidal fixture for specials
- 48 2.4 dimmers & 12 non dims
- 1 Hog 1000 lighting console
- Gel media for warm & cool wash (*blue & pink*)
- 2 spot lights on risers