



TECHNICAL RIDER

This rider is attached to and made a part of the Contract.

PURCHASER understands the ARTIST cannot perform without all the following items & that failure to provide any of these could result in PURCHASER being in default of the contract.

The items requested below are necessary for us to provide the best possible show for the PURCHASER. If there are any questions regarding these requirements, please contact us.

Backstage and the entire stage area is COMPLETELY OFF LIMITS to everyone except for stage crew and performers.

We travel with (1) 26' truck with lift gate, (1) car, and (4) crew / performers.

Show runs approx. 90 min. straight through with no intermission.

AGENT: CMI Entertainment www.cmientertainment.com

SHOW WEBSITE: www.hauntedillusionsshow.com

MARKETING: www.hauntedillusionsshow.com/press

UPDATED TECH RIDER: www.hauntedillusionsshow.com/tech

SHOW ADVANCE: david@davidcaserta.com

Before We Arrive

1. Stage area, wings, and dressing rooms should be **clean and cleared**. One 6' ladder is needed.
2. All doorways from load in area to performance area should be of double door width with all center posts removed. Our biggest illusion is: 8' L x 4' W x 7' H and weighs 800 lbs.
3. **Stairs from stage into the audience SL and SR** for Artist to bring volunteers onstage.
4. Sound system should be in place **prior to load in** (including speakers, mixer, offstage monitor)
5. All FOH lighting should be hung, circuited, patched, and ready to focus **prior to load in**.

Local Stage Crew Requirements

Please ensure that ALL LOCAL STAGEHANDS are COMPETENT and EXPERIENCED.

All 5 local crew must be able to lift heavy objects and assist in unloading and loading the truck.

Presenter will pay for and provide all stagehands and other labor, as needed, for the load-in, performance, and load-out of the show as required:

Load-in/Load-out: (IN: approx. 4 - 6 hrs. / OUT: approx. 2 hrs.)

Total (5) local stagehands to unload the truck, focus lights, sound, & assist in setting up illusions:

- 1 Head Sound
- 1 Master Electrician / Lighting
- 1 Lighting
- 1 Fly rail (**must be the same person as the show call position**)
- 1 Props / weight rail loader

* Weight rail loader (heaviest elects. are 300 lbs. and 400 lbs.)

* Venues that have a difficult push to stage (stairs, no straight push from dock to stage, etc.) 2 extra hands will be needed.

Show call:

Total (3) local stagehands (No spotlights required)

- 1 Head Sound (adjust sound volumes during show as needed)
- 1 Master Electrician (possible houselights and troubleshoot any issues)
- 1 Fly rail (**same person as load in/out**)

Typical schedule (subject to change and will be confirmed when the show is advanced with TD):

Evening Performance 7:00 pm

Load in	11:00 am
Lunch break (30 min.)	1:00 pm – 1:30 pm
Light focus/sound/tech	1:30 pm - 3:00 pm (2 local crew finished by 3pm)
Moving light focus/tech	3:00 pm - 5:00 pm (3 crew: sound/lights/fly)
Dinner	5:00 pm
Show call	6:00 pm
Show	7:00 pm (approx. 90 min.)
Load out	8:30 pm (approx. 2 hours)

Matinee Performance 3:00 pm

Load in	8:00 am – 1:00 pm
Lunch	1:00 pm
Show call	2:00 pm
Show	3:00 pm (approx. 90 min.)
Load out	4:30 pm (approx. 2 hours)

Soft Goods

Legs and Borders: (see lineset chart for reference)

- Venue black borders should be hung DS of the legs prior to our arrival & should mask the electrics.
- Venue black legs should be hung prior to the show's arrival, with a 36' foot opening (or less depending on venue stage size), and evenly spaced with the best masking of sight lines possible.
- Show provides 1 set of scenery legs hung DS

Curtains:

- Venue main curtain by the proscenium can act as DS border, it will not travel during the show.
- Venue full stage black curtain upstage with an opening in the center, with a minimum 2' crossover behind the curtain. Please remove any bottom pipe at the bottom of the curtain prior to our arrival.
- Show provides 1 Halloween drop that will be hung mid stage 10' from the plaster line. This will fly in and out several times throughout the show.

Seating / House Policies / Testing of Magic

1. Artist has the right to cause seats not to be sold due to sight line obstructions.
(See the following Sight Line and Seat Kills, page 4, **prior to selling tickets**)
2. Presenter's staff and the house staff, including security, are not allowed backstage unless they are working directly with the shows production. **No tours, interns, or other individuals that are not directly working on the technical aspects of the show are allowed backstage.**
3. Presenter is responsible for enforcing the policy of:
CAMERAS & VIDEO RECORDING EQUIPMENT STRICTLY PROHIBITED
No lobby camera feeds allowed during load in or load out!
4. Presenter shall assure that on show days the venue will not open to the public until approval by Artist.
5. **Please have 1 usher assigned to each stair from stage to the audience to assist the audience volunteers both up and down the stairs.**
This is very important to ensure the safety of the audience.

Security

No unauthorized personnel backstage.

Please provide security for backstage access and for post-show meet and greet in the lobby.

Haunted Illusions

Sight Lines and Seat Kills

To present the best possible production, the purchaser should ensure that the sight line kills as drawn on the plot below are compared to purchaser's seating chart **prior** to tickets going on sale.

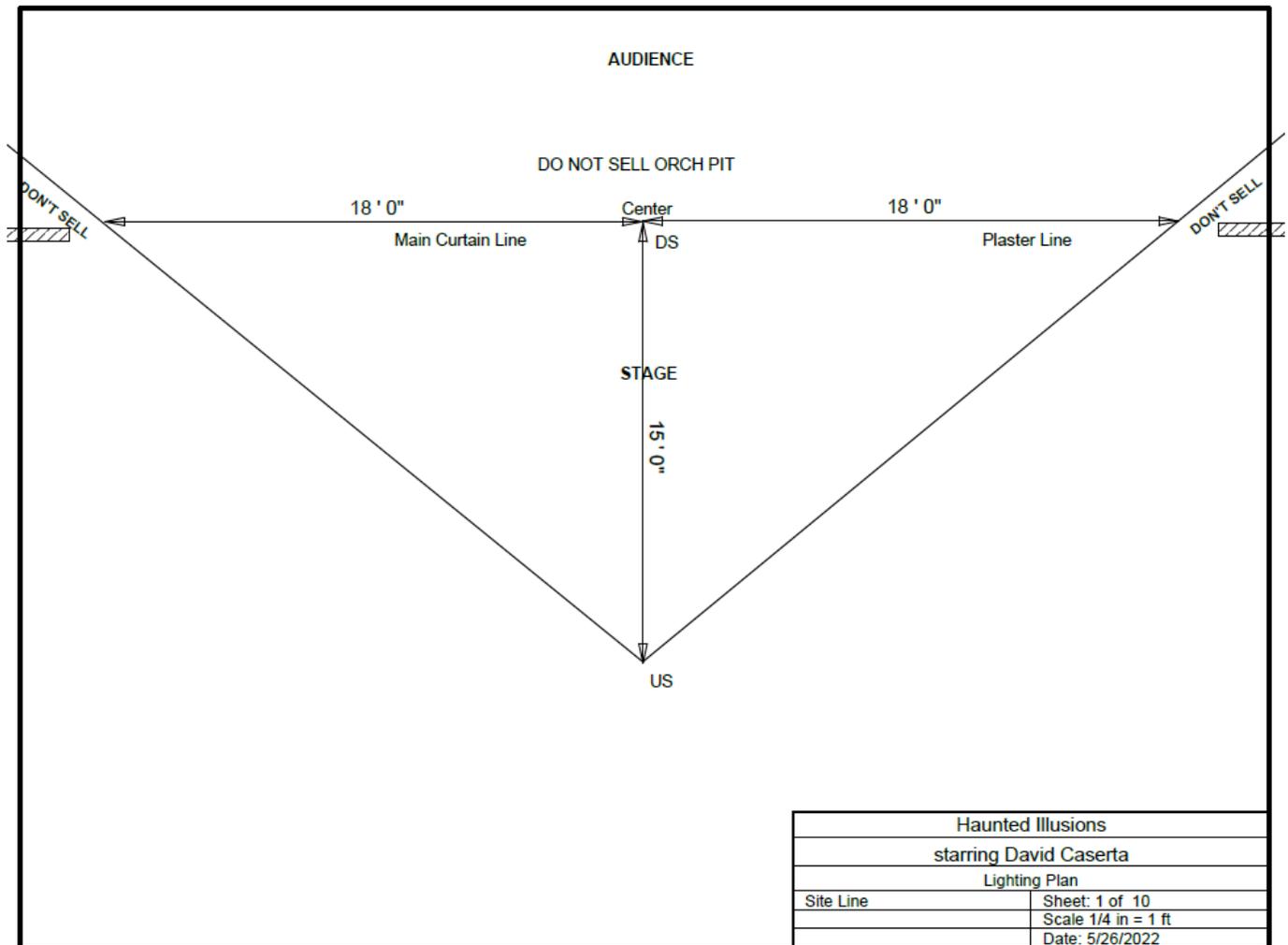
Due to the nature of this production, all seats that fall outside of the below formula, **must not be sold**. Pit and box seats are not allowed to be used for this production.

Sight lines for the production are determined by using the following formula:

- 1) At the main curtain or plaster line, measure 18 feet on either side of the center line.
- 2) Then, from the main curtain line or PL, on the center line measure 15 feet upstage.
- 3) From this point mid-stage, draw an imaginary line out into the house, crossing the downstage marks at the main curtain line, as in the diagram below.

Any questions please let us know right away.

We can most likely release these seats as obstructed view when other seats sell out.



Haunted Illusions LINESET CHART

Based on 48' wide proscenium x 30' deep stage, smaller stages will need to adjust leg trims and placements. The show allocations listed below will be adjusted by us when advanced based on the venues lineset chart. We will work with you to minimize moving your current hang as much as possible.

Venue Lineset #	Venue Distance from PL	Ideal show distance from PL	Usage (tour provides items in bold)
		6"	House Main Curtain (used as DS border)
		1'	House Legs (48' opening)
		2'	Show Legs (10 pounds) (36' opening, 18' from center)
		3'	Prediction box (25 pounds) working
		4'	
		5'	1 E Show Movers (300 pounds)
		6'	
		7'	
		8'	House Border
		9'	House Legs (36' opening, 18' from center, trim show drop)
		10'	Show drop 20' x 40' (75 pounds) working
		11'	
		12'	
		13'	House Border
		14'	House Legs (36' opening)
		15'	Motorized Projection Screen (75 pounds) working
		16'	
		17'	2 E Show Lekos (75 pounds)
		18'	
		19'	House Border
		20'	House Legs (36' opening)
		21'	3 E Show Movers (400 pounds)
		22'	
		23'	
		24'	
		25'	House Border
		26'	House Legs (36' opening)
		27'	Moon set piece hung 5' SL (20 pounds)
		28'	House Black Curtain (with split in middle or no bottom pipe)

LIGHTING

Our SM will operate our provided console during the show (we must use our console as this is a cued show).

- All FOH lighting should be hung and patched **prior** to load-in.
- For the conventional FOH lights that are supplied by the venue, we will patch your 1 universe 5 pin DMX into our console at FOH so we have control of the venues dimmers. **Needs to be 5 pin DMX.**

VENUE PROVIDED:

STAGE

(1) DMX 5 pin from SR to FOH for show opto-splitter

FOH

Total 7 lights (Source Four Lekos, 26 degree):

2 color stage wash: 2 lights warm (R33) and 2 lights cool (R60).

3 lights (R60) show drop

MISC:

- * Two (2) 5 pin DMX runs from our front of house console:
 - one 5 pin DMX universe to house dimmers / house lights
 - one 5 pin DMX universe to our opto-splitter SR for our show movers
- * A ladder or genie lift should be available to focus lights onstage.
- * House lights: It is preferred that our SM controls house lights from the lighting booth or patched into our console. Local crew can also operate if needed.
- * No follow spots
- * Hazer (if available, we will patch your hazer into our console)

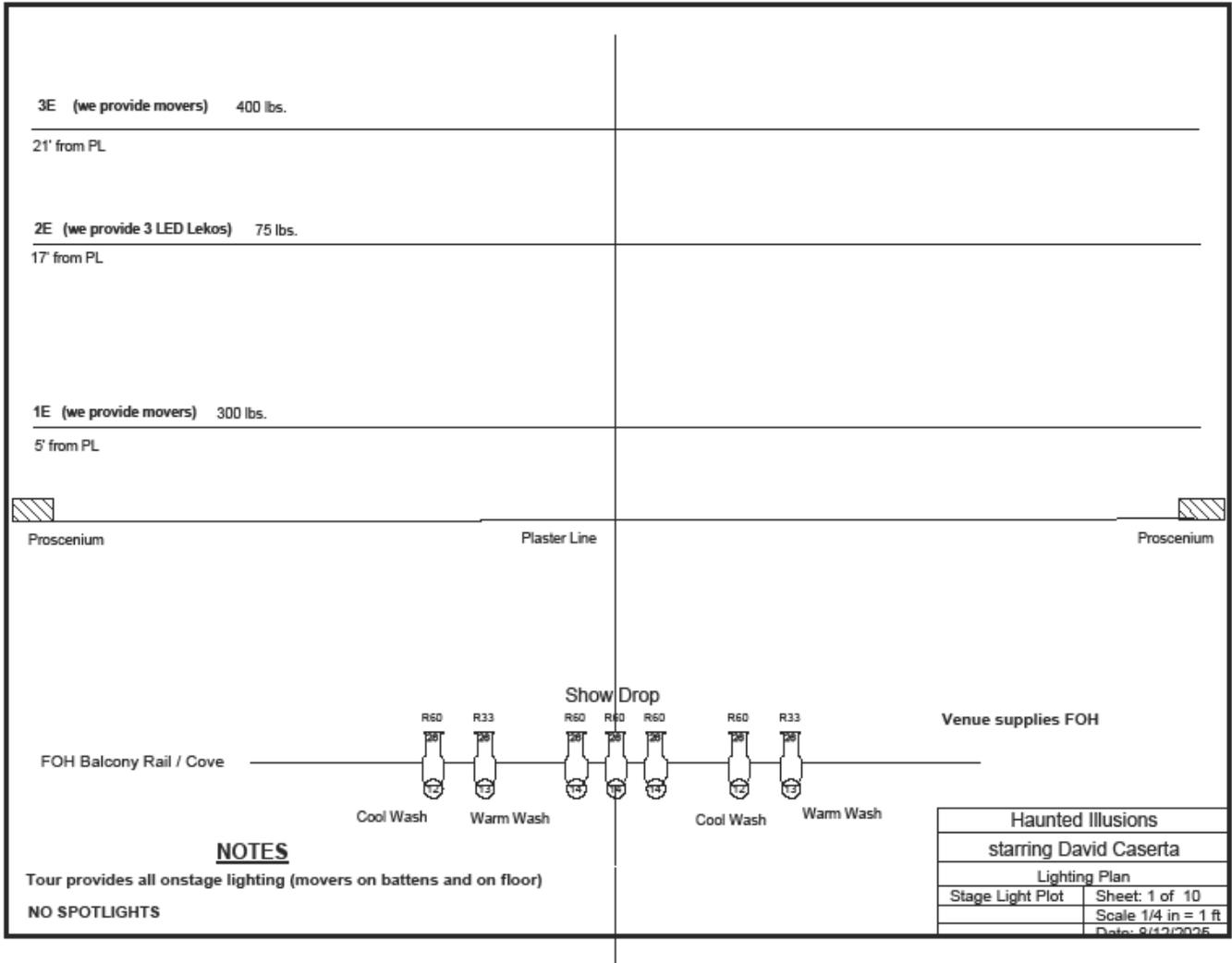
SHOW PROVIDED:

- Road Hog 4 lighting console (we run the console, programmed cued show file, triggered by Qlab)
- 3 Source Four LED Lekos on 2E
- (17) moving lights
 - 2 moving lights will be placed on our 4' box truss on the DS sides of the stage.
 - 2 moving lights will be placed on our 8' box truss approx. 23' US of PL.
 - 2 moving lights will be placed on the stage floor approx. 23' US of PL.
 - 5 moving lights & 2 led moles (300 lbs.) will be hung downstage on a baton approx. 5' from PL.
 - 6 moving lights w/ 2 tail downs (400 lbs.) will be hung upstage on a baton approx. 23' from PL.

Special Effects

1. Please ensure that any smoke detectors are not sensitive to a hazer or fog machine and bypass them if necessary at least 6 hours prior to the performance for lighting focus.
We use a water based hazer, a water based low lying fog, and a water based vertical fog machine.
2. **Venue will supply 1 large bag of regular ice** for low lying fog machine approx. 1 hr prior to show.
3. This tour uses 1 special effect designed for indoor theatrical productions. We use an igniter to heat up an 8" piece of flash string. The effect lasts 3 seconds, burns 1 inch high, and leaves no residue when complete. There are no stage drops or curtains within 15 feet during the use of this effect.

HAUNTED ILLUSIONS VENUE LIGHT PLOT

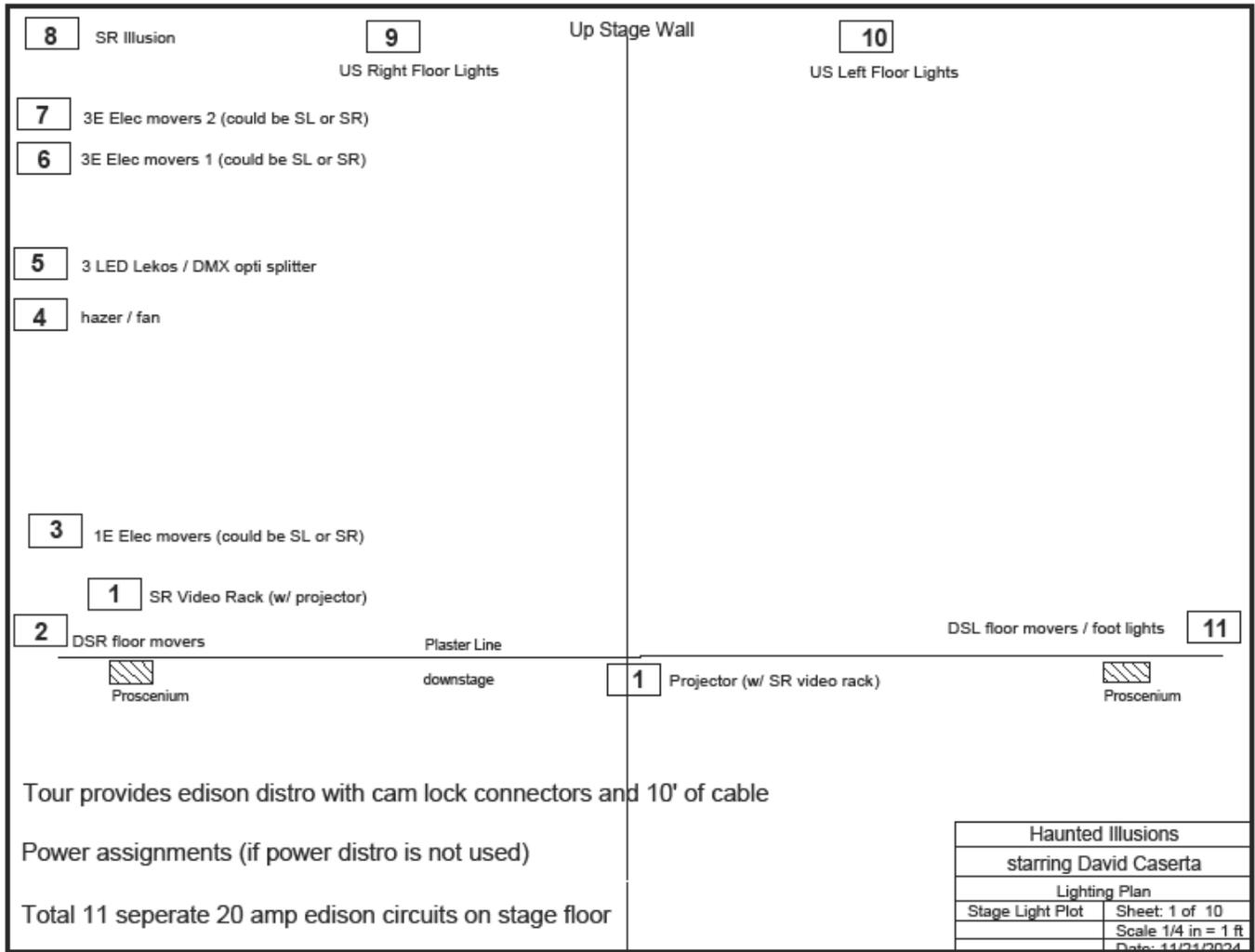


Power

Tour provides 100 amp, 3 phase Edison distro with 10' cam cable. **We do not tour with bare ends. Venue must supply 3 phase- 5 wire lighting disconnect with camlock connectors.**

Very Important: if venue doesn't have a 3 phase lighting disconnect, the show will need **(11) separate 20 amp electric outlets.**

Please make sure venue has these outlets identified prior to arrival. Show cannot plug into venues dimmers.



SOUND

SOUND TO BE PROVIDED AT SOLE EXPENSE OF PURCHASER

1. Purchaser will provide an audio system capable of providing full audio range and coverage of venue. Including, but not limited to amps, speakers, monitors, equalizers, and mixing console. The entire sound system should be ready to go **prior to our arrival.**
2. **VENUE PROVIDED:**
 - 1 **competent sound engineer** that is familiar with the system.
The Venue's sound engineer will eq show headset mic & adjust all music levels during soundcheck.
*** They must know how to eq our microphone so there is no feedback during the show!**
The Venue's sound engineer will run the sound console during the show adjusting audio levels.
 - 1 wireless handheld microphone.
 - 1 stage monitor:
 - 1 DSR wing near the proscenium (no monitors on the stage lip)
 - Audio send to monitor: show audio playback, hand held mic, and a little headset mic.
 - Front fill speakers cannot sit along the front edge of the stage for sight line issues. The audience needs to see the stage floor with no obstructions. (Exception: small front fills, approx.. 8" tall are ok)
 - XLR patch from our wireless receiver at FOH (our FOH rack is next to our FOH light console).
We provide a mute box that our stage manager controls to mute our mic throughout the show.
Therefore, the headset mic channel on your console should be on and never muted.
 - Laptop audio: Venue runs 2 XLR outputs to house console from our FOH laptop.
 - Clear com units: Front of house (lights and sound), stage left, stage right, house lights, and fly rail
3. **SHOW PROVIDED:**
 - Our SM will run all video, lighting, and audio cues via Qlab on our computer.
 - 1 DPA 6066 headset mic., wireless transmitter, and receiver
 - Laptop for video projection and audio playback at FOH.
 - USB-C to 2 XLR cable for laptop audio

PROJECTION

- We provide a projector and screen. Our projector is placed DS center on the stage floor.
- We provide ethernet to hdmi extenders.
- We provide an ethernet Cat 6 cable (200') from FOH laptop to projector DS on the floor for video playback. **Cable will need to run from FOH booth to the stage.**
We can potentially use a currently installed ethernet run if it is compatible with our system. This needs to run from FOH (where our SM and lighting console will be located) to our projector on the DS lip. If you have a current run from FOH to backstage, we have a 75' ethernet cable that can run to our projector.

Insurance / Damages

PURCHASER shall have public liability insurance covering loss from an accident resulting in bodily injury or death and for property damage. PURCHASER shall be liable and shall reimburse ARTIST for loss or damage to ARTIST'S property while on premise if the damage was caused by any of the PURCHASERS employees. There are many magical effects that can be permanently damaged by someone who isn't trained to work with the illusions.

Merchandise

1. Presenter agrees there will not be other merchandise for sale without the prior consent of Artist.
2. Presenter agrees to provide Artist with space for sale of merchandise, a nearby electric outlet, wifi login info, & (2) 6' black skirted tables.
3. Artist will most likely sell only post show and possibly do a meet and greet at the merch table.
4. No seller is needed from the venue (unless one is available and it doesn't affect the %.)
5. Artist shall receive 90%, venue to get 10%, of the sales of all tour merchandise.

Billing

ARTIST shall receive (100%) sole star billing: "HAUNTED ILLUSIONS starring DAVID CASERTA"

Complimentary Tickets

Artist shall receive 10 complimentary tickets per performance within the first 15 rows in the center section.

Hotel

Total of (4) non/smoking rooms (4 doubles with 2 separate beds) in a respectable hotel (ie. Holiday Inn Express, Tru Hilton), in a safe area, near the venue for up to **2** nights (depending on routing).

Exact dates t/b/d during the tour advance. Please discuss the dates with us **prior to** booking the hotel.

Hotels with complimentary continental breakfast are required. NO MOTELS

Please confirm that the hotel has parking for our 26' truck.

We most likely arrive at the hotel to check in past midnight, so make sure they hold our reservations!

Depending on tour routing, a hotel buyout option can be discussed, capped at \$500 per night (up to 2 nights)

CATERING

Please serve all meals backstage at the venue.

We have a tight load in schedule and cannot leave the venue to get food.

Touring crew consists of 4 people.

Lunch and dinner times to be confirmed during the advance. (for 7pm show: 1pm lunch, 5pm dinner)

Please no seafood, garlic, or mushrooms

Load-In:

Please have the following beverages in place **prior** to load in:

- (1) Large Bottle Naked Green Machine
 - (12) Snapple bottles
 - (12) Green tea bottles
 - (24) Bottled water
- Hot Coffee and Hot Water (French vanilla creamer, green tea bags, throat coat, honey, lemon)

Lunch:

A small fruit tray and bananas

- 1 large plain cheese pizza & 1 large cheese pizza w/ onion, green pepper, spinach, broccoli
 - 1 Bag of chips
- OR
- Assorted sandwiches: Italian, turkey, chicken sandwiches, chips

Dinner:

A hot meal provided 2 hours prior to our performance:

- Garden salad with Balsamic Vinaigrette and Italian Dressing
- Pasta and a hot chicken dish (no garlic)
- 2 sides of vegetables (mashed potatoes, broccoli, asparagus, green beans)

Load out:

Please have “to go” containers available all day as some crew don’t eat prior to the show.
Please have coffee available for our travels.

- *Matinee performance:*

- Lunch: 2 hours prior to the show (use the dinner menu above)

- Dinner: 1 hour following the end of the performance (1 large plain & 1 large vegetable pizza)

- Note:** This is not considered post show or bus food, this is our dinner.

THIS RIDER BECOMES PART OF THE CONTRACT

Presenter understands that Artist cannot perform without all the items listed in the Rider and that failure to provide any of these could result in Presenter being in default of said contract.

The items listed in the Rider are necessary for us to provide the best possible show for the Presenter.

If the above requirements are not met, it will result in the load-in and stage set up to run late.

Therefore, if there are any problems with any of the above conditions, notify us immediately.

This will ensure that the performance will be presented without any complications.

The signatures below verify the agreement between Presenter and Artist with respect to the above.

AGREED TO AND ACCEPTED:

Purchaser's Signature

Purchaser's Name

Venue Name

DATE: _____ / _____ / _____

FOR THE ARTIST:

Artist Representation Signature

Artist Representation Name

Artist Representation

DATE: _____ / _____ / _____