JuggleMania Technical Rider

JuggleMania is a modular show. To best present JuggleMania, please read the below requests and note what you can and cannot provide. All spaces are playable, but some of the JuggleMania modules are only possible given certain circumstances.
Contact Rhys if you foresee any problems or if you have any special requests concerning theme or proposing intriguing opportunities.
A 15 minute tech session can clarify any questions.

Stage
An indoor performance space at least 15' x 15' with a 12' or greater ceiling height.
Clear visibility so the audience can see the performer's full body e.g. a raised stage and/or raked seating.
A dark upstage curtain.
Wings and curtains to side for entrances and exits.
Audience volunteer access to stage (stairs if tall stage).

Light
A basic lighting wash, strongest at downstage center, primarily from the front and sides but with a light-free gap making up the center 1/5th so performer's not blinded when looking up at center to juggle.
Back light is also important so the performer can see his props in flight and not just see their shadows.
A dim to 15% is necessary to highlight internally-lit balls in one piece.
Stage right pool of light on Shoehorn and his instruments (if he accompanies).

Sound
Quality amplification system with amp supporting a 1/4" or XLR input for Rhys' wireless UHF mic.
Available power source (plug-in) nearby for mic.
CD player to play preshow and performance music.
For Shoehorn (if accompaning):

2 DI	4 Mics	
1 backline amplifier	1 stage monitor	2 mic cables

Load In/Out
120 total minutes of load-in, set-up and warm-up time minimum (prefer 2.5 hours).
Striking requires approximately 1 hour once begun (after post show howdys).

Hospitality
Light “healthy” sandwich 2 hours before show. Prefer chicken and ham to other meats. Water and simple juices backstage. Coffee nearby.