

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.

Stage

An indoor performance space at least **15' x 15' with a 15' 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**.

A working **proscenium curtain**.

Audience **volunteer access** to stage (stairs if tall riser).

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.

Side and back light are also important so the performer can see his props in flight and not just see shadows.

A dim to 20% is necessary to highlight internally lit balls in one piece.

Stage right pool of light on Shoehorn and his instruments.

Sound

Quality **amplification** system with amp supporting a 1/4" or XLR input for Rhys' wireless UHF lavelier mic and speakers in front of stage. Available power source (plug-in) nearby for mic.

CD player to play preshow and performance music.

For Shoehorn:

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

Load In

120 total minutes of load-in, set-up and warm-up time minimum.

Striking

requires approximately **1 hour** once begun (after post show howdys).