

If you have any questions that are not addressed in this rider, please contact us at your convenience. Feel free to direct your concerns to the contacts listed below. Please do not hesitate to call or e-mail.

Contact Information

For all technical and media inquiries...

Paige Hernandez | paigeinfull@gmail.com | Phone: 443-604-0855

For all booking and marketing inquiries...

Simon Shaw | Shaw Entertainment Group | simon@shawentertainment.com

Ph: 413.274.0038

Company & Show Information

HAVANA HOP will be traveling with one (1) performer and her MAC laptop. The laptop will be used to call the show using the Qlab software. *HAVANA HOP* requires an onsite technical director or stage manager who will run all sound and projection (and possible lights) cues from the laptop. A minimum of four hours is needed for the combination of load in, rehearsal and tech.

If the venue is capable of meeting the Lighting Requirements listed in the Lighting Rider, the above minimum hours is **in addition** to having the company light plot hung and checked and house soft goods moved prior to company arrival.

Running Time of Production

The complete production runs 45 minutes.

Workshop requirements:

Venue to supply all items listed below. Please note the maximum number of participants is 60 persons. Workshops can range from one hour to three hours.

- | | |
|--|-----------------------|
| 1. Sound system with auxiliary access. | For each participant: |
| 2. Wireless headset Mic | 5. Paper and pens |
| 3. One (1) foldable table (any size) | 6. Printed packet |
| 4. Giant Post It Pads/Sticky Chart Paper | 7. Color markers |
| | 8. Nametags |

Catering

Paige is allergic to soy (soybean oil, soy lecithin etc), gluten (mild) and coconut.

Artist requests one or more of the following:

- Naked (Odwalla or Bolthouse) Juices without Coconut or Soy
- Mixed nuts or dry roasted peanuts
- Bottled or fresh drinking water
- Coffee (Creamer (almond milk preferred)) and Splenda)

Paige usually travels alone (or with one other person) and cannot consume large quantities of the above.

Accommodations

Purchaser is to provide lodging; it shall be at a 3 star hotel or better in the vicinity of the venue (walking distance preferred), away from highway noise. If Paige is providing a Stage manager, then a total of two (2) rooms are needed. If venue is providing stage manager than only one (1) room is needed. They must be quiet, non-smoking rooms.

Performance Requirements

STAFF

- Theatre provides (1) Lighting Technician, (1) Sound Technician, and when agreed upon (1) Stage Manager during load-in, tech and performances. No set pieces or drops fly or move during the performance.

LOAD IN & TECH (Approx 4 hours or less)

1. Drop off items to Dressing Room
2. Set Screen/Projection Surface hang location (if not pre-determined)
3. Connect Mac Laptop with Sound and Projections
4. Focus Projections
5. Hang (4) banners, with pipes, aligning and adjusting 2 upstage banners to match projections
6. Set (2) onstage step unit locations
7. Review and adjust pre-programmed light cues, or build light cues if not pre-programmed. (See attached Lighting Cue sheet).
8. Set level for Paige's mic and sound levels (can happen over top of the lighting work).
9. Run the top and end of show

DRESSING ROOM/WARDROBE

- (1) dressing room required. Paige manages her own wardrobe needs.

STAGE MANAGEMENT

- The preference is to call from house position, but SM can call from booth or backstage left or right. Power source and connections for Mac laptop to house sound and projector required.

PROJECTOR & PROJECTION SURFACE

- Theatre provides (1) front projector, make, model and lumens best determined by the Theatre's standard. The ideal hang location for projector is center of the furthest downstage batten. However, projector location can be flexible based on the design of the theatre.
- Theatre provides (1) screen/projection surface, trimmed on either side or top by black House masking. The ideal hang location is centered at the half-stage line or, if possible even further downstage, 48" off the deck.
- Paige provides the Mac laptop with the projections in QLAB to be operated by the Stage Manager. Paige also provides either VGA or HDMI adapter needed to connect to the projection cable and laptop power cable. Theatre provides connection to the projector and power outlet for the laptop.

PANELS

- Paige provides (4) 5'W x 20'H off-white fabric panels with printed designs to be hung during load-in. The (2) upstage panels are hung downstage of the half-stage line (just downstage of the screen/projection surface). The (2) downstage panels are hung at approx the quarter-stage line, offset offstage from the upstage panels center stage line. (Please see reference photos below).
- Theatre provides (4) 5' ½" rods to slide into the bottom pockets of the panels to hold them down. If not available, sandbags or weights will work with panels folded slightly under.

SOUND

- Paige provides Mac laptop with the sound in Qlab (same laptop with projections), fired by the SM.
- Theatre provides connection to the house sound system and all speakers and onstage monitor as is standard for the space.

HEADSET MIC



- Theatre to provide (1) headset mic (Countryman/Over ear etc) with belt clip or pack for Paige.
- Theatre to provide (1) handheld mic for pre/post show curtain speaker(s) if needed.

STAIR UNITS

- Theatre provides (2) black stair units used onstage during the performance. The units do not have to match, but should be between 2-4 steps each. Only one stair unit's backside must be solid black or covered with black duvetyne. If stair units aren't available, (4) black boxes, crates or apple boxes will work.




LIGHTING




- If possible, the 5 "Lighting Looks" and the Lighting Cues from the attached Lighting Cue sheet should be pre-programmed into the board prior to arrival and Load-In. They are fairly basic, as shown in the reference photos, and pre-focus and programming allows the tech to go quickly, with typically only slight adjustments made as we review. Note that the amber or warm front light is important, and when possibly the ability for Paige to be lit while playing to the edge of stage is ideal. Once stair units are set on stage, designer can decide if a soft special on each unit is included in the general wash or added to specific cues.


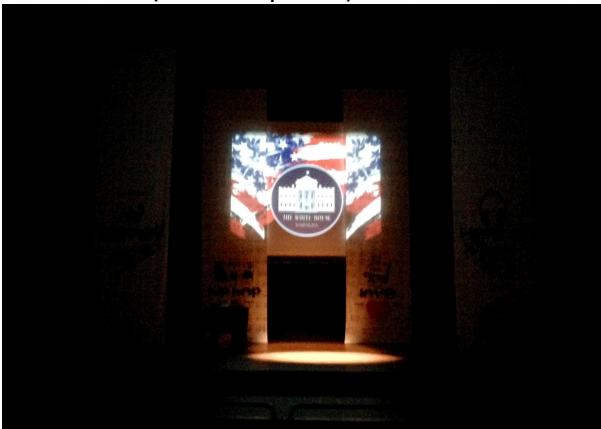

LIGHTING LOOKS				
One center stage special 5’ diameter, soft specials on stair units				
Amber or warm front light				
General wash with (4) color options on each panel: amber, blue, green and red. All (4) panels with the same color. Ideally, the general wash should extend to the front edge of stage, or as far downstage as possible, as Paige prefers to play to the edge of stage. If (4) groundrow/cyc lighting units are available, placing (1) upstage of each drop, focused on the drop, is the easiest way to achieve the panel colors.				
Optional special effect: Color scroll/chase or pulsing color				
Optional gobo effect: Leaves or pattern on floor				
LIGHT CUES				
Cue	Count	Story	Page	Look
0.5	0 count	Preshow	PRESHOW	General Wash with Amber Panels, House @ 100% 
0.7	5 count	Curtain Speech	TOS	If live Preshow Curtain Speech, add Special for speaker, House @ 50%
0.8	5 count	Blackout	TOS	Blackout, House Out
1	5 count	Night Sky	Page 1	General Wash @ 75% with Blue Panels House Lights @ 25% until final blackout 


HAVANA HOP – Technical Requirements, Hospitality and Lighting

As of 2018

2	7 count	Morning Sunrise	Page 2	<p>General Wash, Amber Light on Panels, SLOW FADE UP</p> 
3	5 count	Audition Solo	Page 7	<p>Center Special, no light on Panels</p> 
4	4 count	Ask Your Mamma	Page 8	<p>Special OUT, General Wash with Amber Panels</p> 
5	5 count	Somber News	Page 9	<p>General Wash at 80%, Keep Amber Panels</p>
6	5 count	Dig Deeper	Page 10	<p>Restore #4 General Wash at 100%, Keep Amber Panels</p>
7	5 count	ipad Search	Page 11	<p>Restore #5 General Wash at 80%, Keep Amber Panels</p>

8	5 count	Flight To Cuba	Page 12	<p>General Wash with Blue Panels</p> 
9	5 count	Cuba	Page 12	<p>General Wash with Green Panels</p> 
10	5 count	Abuela's House	Page 14	<p>General Wash at 80%, Keep Green Panels <i>Optional:</i> Floor Pattern Gobo Effect</p>
11	5 count	Abuela's Dance	Page 18	<p>General Wash With Red Panels</p> 
12	5 count	Abuela's House	Page 18	<p>Restore #10 (Red Panels OUT, General Wash at 80%, Green Panels, <i>Optional</i> Floor Pattern Gobo Effect)</p>
13	5 count	Trip Home	Page 19	<p>Restore #8 (General Wash with Blue Panels)</p>

14	1 count	White House	Page 19	Hard Snap into General Wash with Amber Front Light 
15	3 count	Dance At White House	Page 19	Restore #3 (Center Special) 
15.5	0 count	Dance	Page 20	<i>Optional: Color Chase Special Effect</i> 
16	1 count	Dance Over	Page 20	Restore #24, add House OUT Color Chase Out, House Out
17	1 count	End of Show	Page 20	Blackout

<p>18</p>	<p>3 count</p>	<p>Curtain Call</p>	<p>Page 20</p>	<p>Restore #2 General Wash with Amber Front Light, House @ 25%</p> 
<p>19</p>	<p>5 count</p>	<p>Post Show</p>	<p>Page 20</p>	<p>Restore #0.5 (General Wash with Amber Panels), House at FULL</p>