

# BOOM X

A Kidoons and WYRD Production  
Written and Directed by Rick Miller

## TECHNICAL RIDER

Updated: Jan 22, 2024

*Note: We will do our best to adapt to a variety of venues. If you have issues with the requirements outlined here, please contact us.*

## CONTACT INFORMATION

### Primary contact:

- Rick Miller (Writer/Performer/Director/Producer): [rick.miller@kidoons.com](mailto:rick.miller@kidoons.com), 416.528.9321

### Technical contact:

- Aidan Ware (Tech. Director/Asst. Lighting Designer): [aidanware@gmail.com](mailto:aidanware@gmail.com), 587.334.8308

### Stage Management contact:

- Craig Francis (Stage Manager/Producer): [craig.francis@kidoons.com](mailto:craig.francis@kidoons.com), 514.913.4683

## GENERAL INFO

- **RUNNING TIME:** 100 minutes, PLUS one intermission (20m), PLUS talkback (10m).
- **NOTE:** Show can also be run without intermission or talkback, for 100 minutes.
- **STAGING:** A solo performer plays multiple characters on a stage composed of projection surfaces (see drawings). Mid-stage is a line of grey masking, cut by a “diamond” with point at centre, and composed of a scrim downstage, and an RP screen upstage (used as CYC). A front projector covers the width of the stage.
- **STAGE:** The show is best suited to proscenium theatres, but could fit into larger studio theatres. Please contact us to check suitability.
- **DIMENSIONS:** Minimum stage dimensions: width 36', depth 20', height 16' (to grid).
- **CAPACITY:** Optimal audience capacity: 400-800. Can be performed for more or less.

## PERSONNEL

- **OUR PERSONNEL:** BOOM X tours with Three (3) people: a Performer/Director, a Stage Manager, and a Technical Director. Depending on the length of run and location of presentation, the TD may leave after opening night, with only Two (2) - Performer and Stage Manager - remaining for the run.
- **PRESENTER PERSONNEL:**
  - SET-UP CREW:
    - One (1) FOH Audio Technician
    - One (1) Video Technician
    - One (1) Lighting Technician
    - Three (3) Stagehands for Load In & Lighting Focus (may be 3 persons per department based on venue's collective agreement)
    - One (1) Costume/Wig Technician
  - RUNNING CREW: We require Four (4)\* qualified house technicians
    - One (1) FOH Audio Technician
    - One (1) Lighting Technician (console operated by TD/LD)
    - One (1) Video Technician (video operated by Stage Manager)
    - One (1) Backstage Technician (Costumes/Wigs/Props handoff)
    - \*One (1) additional Backstage Technician for a total of Two (2) makes the track easier, but is not required.
  - STRIKE CREW: Depending on venue specifications, a 45-60 minute strike with a minimum of four (4) qualified crew members is required for the removal of Company equipment. Note that this does not include the venue's strike.

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### PRODUCTION SET UP TIMES

- **PREHANG REQUIRED:** In order to meet the **TECH SCHEDULE** below in time for 1st performance, it is required that your prehang of lights and video be completed **before Day One**. If this is not possible, please contact us to see how we can accommodate.
- Load in (incl. Set, Lighting, Video & Sound): 4 hours
- Lighting & Video Focus + Levels: 3-4 hours (Simultaneous)
- Sound Check/Levels: 1 hour
- Tech Dress: 4 hours

### TECH SCHEDULE

- **Prehang \*prior to arrival of Company\*** (suggest 4 hours)
  - Hang, patch and test all lighting instruments (overhead, deck and booms) as per drawings.
  - Hang FOH projector and test HDMI input at Stage Manager position.
  - Hang all masking as per drawings.
  - Strike grid/linesets required for Company Scrim, RP and Grey Legs.
  - If you are able, hang 8' pipes for Company Scrim, RP and Grey Legs as per drawings.
- **Day One (10 of 12):**
  - 9:00am – 1:00 pm: Load in of Set, Video & Sound elements followed by Lighting and Video focus. Costume/wig/props install/maintenance backstage
  - 1:00 pm – 2:00 pm: Lunch
  - 2:00 pm – 5:00 pm: Lighting & Video Focus + Levels. Sound Check
  - 5:00 pm – 6:00 pm: Dinner
  - 6:00 pm – 9:00 pm: Finish Lighting, Video & Sound Levels. Start Tech Dress
- **Day Two: (8 of 9)**
  - 2:00pm – 4:00pm: Continue Tech Dress
  - 4:00pm – 6:00pm: Tech notes / Prep for performance
  - 6:00pm – 7:00pm: Dinner
  - 7:00pm – 7:30pm: Final preset for performance
  - 7:30pm – 8:00pm: House opens
  - 8:00pm – 10:15pm: Performance
    - 100m + 20m intermission + 10m talkback = approx 135 minutes.
  - 10:15pm – 10:30pm: Save/Shutdown/EOD
    - If final performance, 10:15pm – 11:00pm: Strike Company Equipment

## SET

- **DIAMOND:** A black scrim is hung over pipes set at an angle downstage (see drawings), making the front point of the “diamond” at centre. There are grey legs hung on either side of the rear screen to make a widescreen projection surface from the front. An RP screen is hung upstage with a fold making an angle (see drawings), forming the back of the diamond. For songs, the performer stands on the risers inside the diamond, lit from above or below, and projected on from front.
- **RISERS :** Inside the diamond, the performer will stand on a 4' x 8' @ 12" riser.
- **GROUNDPLAN & PAPERWORK:** Venue specific drawings noted below will be provided to the PRESENTER by the TD/LD in a timely manner once all technical information about the space has been received. Please confirm any substitutions or changes to the equipment listed below with the TD/LD.
- **PROVIDED BY COMPANY:**
  - Two (2) 18' high x 8' wide charcoal grey projection surfaces (similar to scrim material).
    - Grommeted and hung from two 8' pipes suspended from two linesets using drifts and attached together using a swivel key clamp to form an angle (see drawings).
  - One (1) light grey RP screen (used as cyc).
    - Grommeted and hung from two 8' pipes suspended from two linesets using drifts attached together using a swivel key clamp to form an angle (see drawings).
  - Two (2) grey legs each 8' wide X 16' high.
    - Grommeted and hung from two 8' pipes suspended from a single lineset using drifts (see drawings).
- **PROVIDED BY THE PRESENTER:**
  - Black Masking (Legs & Borders - see drawings)
  - Riser(s) forming a 4' x 8' surface @ 12" high.
    - Riser may be 16" high if Presenter provides two 8" step units either side of riser.
    - DS edge of riser requires black skirting.
  - Ten (10) Black Standard Schd. 40 (2") 8' pipes.
  - Eight (8) Black half cheeseboroughs with rated eye bolts.
  - Four (4) Black swivel cheeseboroughs
  - Eight (8) 10' black drifts, turnbuckles and appropriately rated shackles to suspend pipes for the the scrim and RP screens from designated linesets/grid (see drawings).
  - One (1) 4' boom (black) at DSL edge of riser (used for rigging NDI camera)
  - One (1) Roll of 2" Black Gaff Tape
  - Four (4) Tables (minimum 6' x 2') (Backstage)
  - Two (2) Costume Racks (Backstage)
  - Two (2) Laundry baskets that will act as “catch bins” for costumes onstage
  - A small black stool, no higher than 30".

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### VIDEO

- We require One (1) front projector to cover the width & height of the scrim and grey legs combined (~ 32' x 18'). Projector should be at balcony rail height (as shallow an angle as possible). Position and lensing will depend on the venue, and we ask that the Presenter consult with our team. The Stage Manager operates sound & video from their calling position.
- **PROVIDED BY COMPANY:**
  - One (1) Mac Studio with QLab 5 (HDMI Output to FOH projector)
  - One (1) 20" Monitor for our Mac Studio computer
- **PROVIDED BY THE PRESENTER:**
  - FOH Projector - 14,000 ANSI Lumen (minimum), 1920x1080/1920x1200  
Signal - HDMI/SDI/HDBaseT (HDMI output from Mac Studio at SM position)  
Lens - Varies depending on venue (~32' x 18' image onstage)

### NETWORK

- **PROVIDED BY COMPANY:**
  - One (1) Mac Studio with QLab 5 (Audio & Video playback, OSC LX Triggers)
  - One (1) Asus 802.11ac WIFI Router for Show Control (located at SM position)
- **PROVIDED BY THE PRESENTER:**
  - One (1) CAT5/6 run from SM position to Lighting Console (second port) for OSC Triggers
  - One (1) CAT5/6 run from SM position to Company NDI Camera at DSL edge of Riser

Note that the CAT5/6 runs above must be "dry runs" under 300' and must not be routed through the venue's existing network (managed switches/routers).

### LIGHTING

- Our lighting requires a separate hang & focus that does not fit within a typical house plot.
- Due to the complexity and integrity of our showfile, we request that a member of our production team (TD/LD) operate the console while they are present with supervision by venue technician based on union requirements. Operation may be handed over to the venue technician during runs, or once deemed appropriate by the TD/LD in consultation with the venue staff. If possible, we request that a separate "Client" console or other programming method be set up at a production table until the first preview.
- **PROVIDED BY COMPANY:**
  - ETC Nomad\* (1024 parameters). DMX output via an Elation eNode4 via Art-Net.  
\*Console will be provided *ONLY* if the venue is not equipped with an ETC EOS family console running 3.2.X or newer.
  - 1x HEX-3 LED Par (requires 3-pin DMX and Non-Dim U-Ground DSL)
  - 1x MR16 fixture ("CAM LX" noted in plot) - requires dimmer circuit (U-Ground)
  - All gobos & gobo holders noted in plot.
- **PROVIDED BY THE PRESENTER:**
  - **Lighting Instruments:** These may be adapted based on your venue's inventory in consultation with the TD/LD. However, an external rental may be required.
    - Three (3) VL3500 or similar LED/AS profiles with framing shutters.
    - Two (2) Chroma Q Color Force 72 II or similar
    - Two (2) 19° ETC Source 4
    - Sixteen (16) 26° ETC Source 4
    - Twenty-Five (25) 36° ETC Source 4
    - Five (5) 50° ETC Source 4
    - Twelve (12) 6" Fresnel with barndoors
  - **Lighting Accessories:**
    - Four (4) ETC Source 4 manual drop iris.
    - Gel for all instruments
      - Lee/Rosco equivalents are fine
      - Please consult TD/LD for any colour changes
      - Black gel frames are preferred.
    - Eight (8) top hats/half hats for Boom C & D fixtures.
    - Four (4) 8' Booms + Bases
  - **Lighting Plot and Paperwork:** Plots and paperwork will be provided to the Presenter by the TD/LD in a timely manner once all venue technical specifications and venue drawings (Vectorworks preferred) has been sent to our team. Please confirm any substitutions or changes to the equipment listed above with the TD/LD.
  - **QLAB OSC Triggers:** Please note that Venue's lighting console will be required to connect to our show control network (Asus Router) via the console's secondary LAN port. Please inform TD/LD if all LAN ports are already in use for sACN/Artnet/Venue show control systems. The Asus Router will be located with the Mac Studio at the Stage Manager position. See 'Network' section of this rider.

[Follow LINK for typical lighting plot\\*](#)

\*Note: These are typical/reference drawings only. Venue specific drawings will be provided by the TD/LD.

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### SOUND

- The performer will play to a constant sound design, some of which is ambient background music, some of which are karaoke tracks to singing imitations. He will play 2 guitars live within the diamond. A high quality monitoring and playback system is crucial to the success of the show.
- **SOURCES:**
  1. Two (2) ¼" playback outputs (QLAB Main L/R) via Audio Interface connected to Mac Studio
  2. Two (2) wireless headset microphones (one primary, one backup)
  3. One (1) electric guitar, run through tuning and distortion pedals
  4. One (1) acoustic guitar, with wireless mic pack, and a 90 degree patch cable.
- **PROVIDED BY COMPANY:**
  - One (1) Mac Studio (M1 Max) computer (located at Stage Manager position)
  - One (1) Audio Interface (connected to Mac Studio) with ¼" L/R QLAB playback output
  - Two (2) Guitar pedals for the electric guitar.
- **PROVIDED BY THE PRESENTER:**
  - A house sound system (Right, Left & Centre & Subwoofer) of professional quality that will provide full range, equal and even coverage for the audience without distortion up to 95db.
  - One (1) professional digital audio console with equalization, compression and effects processing.
  - Two (2) high-quality wireless headset microphones (primary & backup), with receivers.
    - Microphones require a boom and a headset over both ears.
    - DPA 4466 or similar.
  - One (1) high-quality wireless beltpack to attach to the acoustic guitar onstage with pack mount and 90 degree ¼" jack for guitar.
  - One (1) Acoustic/electric guitar, natural wood.
    - Yamaha FGX800C or similar
  - One (1) Electric guitar.
    - Fender Stratocaster, standard black and white or similar.
  - One (1) guitar stand for Two (2) guitars.
    - Hercules GS422BPlus or similar
  - One (1) 10' ¼" patch cable with 90 degree jack for electric guitar.
  - One (1) small full range monitor placed at the DS edge of Riser (see drawings)
  - One (1) round base microphone stand
  - One (1) wireless handheld microphone (with clip), used only as a prop.
  - Four (4) High Quality DI boxes
    - Two (2) for guitars
    - Two (2) for Mac Studio Audio Interface (L/R ¼" playback output)
  - Two (2) Single Channel Wireless Clearcom for Backstage Personnel
  - Three (3) Single Channel Wired Clearcom for all other running personnel (SM, Sound, LX)
    - Additional Two (2) may be required at production tables during tech period.

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### LAUNDRY/WARDROBE

- We require access to both a washing machine and dryer with laundry soap and fabric softener sheets. We kindly request that the Presenter provide a clothing steamer and iron.

### DRESSING ROOM

- One (1) Private Dressing Room for the Performer with the following:
  - Lighted Make-Up Mirror.
  - Two (2) AC outlets.
  - Wireless internet access.
  - Private Washroom and sink.
  - One (1) large bath towel and One (1) hand towel.
  - One (1) Clothing Rack with hangers.
  - A kettle to boil water.
- One Dressing room to be used as a Production Office for the Stage Manager with the following:
  - Two (2) AC outlets.
  - Wireless internet access.
  - Sink

### HOSPITALITY REQUIREMENTS

- **Hotel:** We will need Three (3) non-smoking rooms in a hotel within walking distance of the theatre.
- **Airport pickup and dropoff:** If we are traveling by plane, we will need airport pickup and drop-off for up to Three (3) people and several large pieces of luggage. Flight info and arrival schedule TBC with Primary Contact (Rick Miller) above.
- **Meals and snacks:** A hospitality table shall be provided backstage with water, herbal tea, soft drinks, and snacks (fruits, cookies, etc). For the scheduled meal breaks on setup days, we require **Two (2) meals per day for Three (3) people**. This can be a simple sandwich-type lunch and preferably a hot dinner. If you do not provide in-house catering, we can order from take-out menus. or provide payment to order or take-out the same (buyout of \$25 per person per meal). Please do not buy cases of water bottles. A water cooler / fountain would be preferable.

### TALKBACK/MERCHANDISE/LOBBY

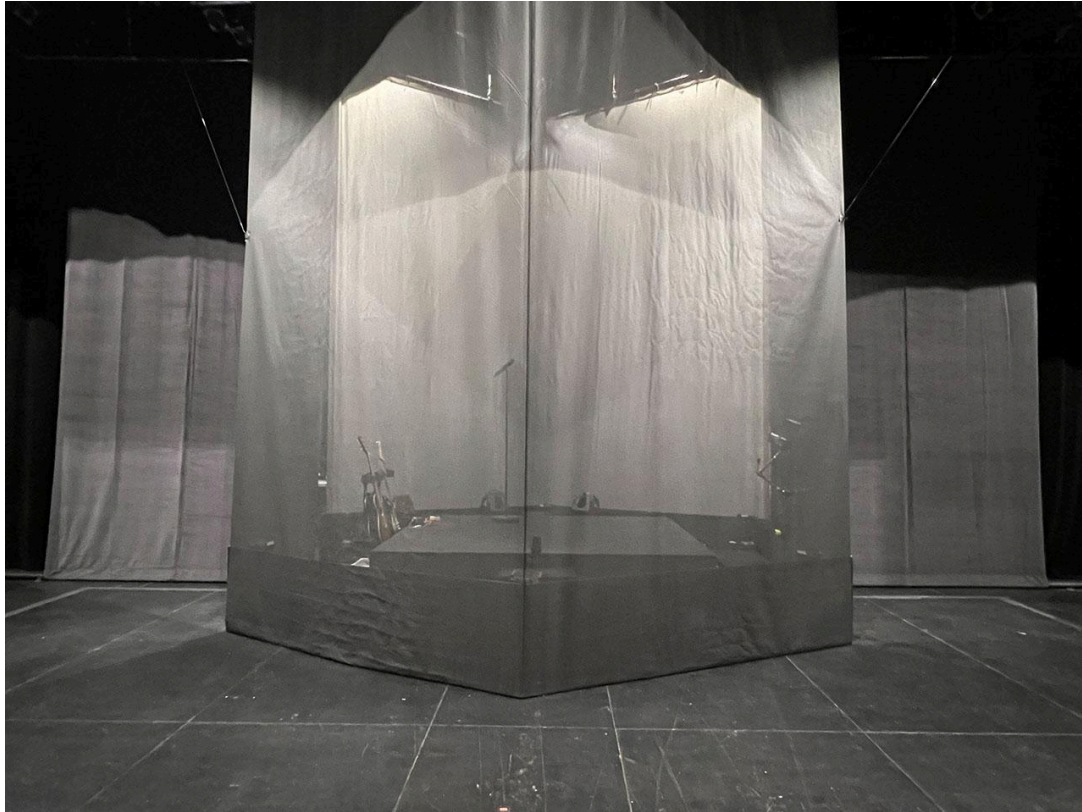
- Rick Miller, will host an informal talkback onstage 3 minutes after the end of each performance (unless restricted by schedule or timing of crew calls). This talkback could also happen in the lobby.
- Rick Miller will be in the lobby after each performance selling merchandise, greeting patrons and answering their questions. If possible, we ask that a merch table be set up prior to the show and in the intermission as well. Presenter will operate the float.

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## TECHNICAL RIDER

The “diamond” from audience POV.



The “diamond” from audience POV, with show lighting.





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## TECHNICAL RIDER

The “diamond” from the wings.



Backstage photo, showing back of “Diamond” and costume/props setup,

