

M A R K M O R R I S



D A N C E G R O U P

THE HARD NUT

SAMPLE TECHNICAL RIDER

DISCLAIMER:

Please note that this is a **SAMPLE rider** for informational and prospective purposes only, summarizing typical technical production requirements.

A venue-specific rider is issued once all details regarding dates, program, production needs, presenter's facility and other variables have been determined.

For more information please contact:

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ADDENDUM

to agreement

Between :

DISCALCED, Inc. / MARK MORRIS DANCE GROUP
3 Lafayette Avenue
Brooklyn, NY 11217-1415

herein called "MMDG"

AND

herein called "PRESENTER".

THIS ADDENDUM IS PART AND PARCEL OF THE AGREEMENT AND SUPERSEDES ALL OTHER ADDENDA.

This addendum is laid out so that all data and requirements concerning MMDG's production can be easily copied and/or distributed among the different departments and appropriate persons.

All equipment, materials, personnel, supplies and any other goods and/or labor mentioned in this addendum, as well as all equipment, materials, personnel, supplies, goods, research and/or labor not included in this addendum but necessary for or incurred by the preparation of this production will be provided by PRESENTER and at PRESENTER's expense.

PRODUCTION FREIGHT TRANSPORTATION

MMDG's sets, costumes and other equipment necessary for MMDG's production travel in two 48 or 53-foot trailers (or an equivalent thereof)

PRESENTER will be responsible for all costs incurred by transportation of MMDG's sets, costumes and equipment necessary for MMDG's production .

Transportation of MMDG's sets, costumes and other equipment necessary for MMDG's production will be door-to-door round-trip between MMDG's warehouses (Brooklyn, NY) and PRESENTER's venue.

All transportation will be prearranged and MMDG will be solely responsible for organization of said transport.

PRESENTER will inform MMDG about any rules and/or limitations which are connected with PRESENTER's venue for this production. (i.e. union regulations or requirements, ...)

PRESENTER will provide and pay for the personnel required to load and unload MMDG's truck(s) at PRESENTER's venue.

PRESENTER will obtain all permits necessary for unloading and reloading MMDG's truck(s) at PRESENTER's venue.

All required dues, fees, permits incurred by loading and unloading MMDG's truck(s) at PRESENTER's venue will be paid for by PRESENTER.

PRESENTER will provide sufficient work light(s), hanging or on stands, to make access to and activities in MMDG's truck as safe as possible.

PRESENTER will provide sufficient space to maneuver MMDG's truck(s) at PRESENTER's venue.

PRESENTER will provide a secure and guarded parking space for MMDG's trailers for the duration of MMDG's residence at PRESENTER's venue.

STAGE / DECK / FLOOR / MASKING

STAGE

All permanent equipment including but not limited to the stage deck, traps, fly system in its entirety (including but not limited to linesets, hempsets, hoists, fly galleries), motors, hoists, lighting bridges, lighting ladders, hardwired electrical circuits (dimable and/or non-dimable), adjustable proscenium masking, and any other equipment installed on a permanent basis to accommodate artistic productions in general, will be considered the STAGE or integral part thereof.

The stage on which MMDG is to perform will be available as scheduled, free and clear of any and all obstacles that may interfere with or be obstructive to MMDG's production. Location of objects, shells and all other stage related equipment that, because of its nature, is permanently stored on stage must be communicated to MMDG's Technical Director prior to return of this Technical Addendum.

MMDG will provide a detailed floor plan and hangplot specific to PRESENTER's venue. These plans will indicate all scenery elements, props and all other aspects of MMDG's production.

STAGE SURFACE

The deck of the stage must be wood which is resilient and gives under the weight of the dancer's body. Concrete or cement floors are not acceptable. MMDG will not perform on a non-resilient floor. All holes or cracks are to be filled with wood or cork. The floor must be smooth, level and even.

DANCE FLOOR

A floor covering is traveling with MMDG's production and must be installed by PRESENTER. MMDG will provide all tape necessary for floor installation and maintenance. The floor must be thoroughly wet-mopped before each stage rehearsal and performance by employees of PRESENTER at the discretion of MMDG's Stage Manager.

MASKING / SOFT GOODS

PRESENTER agrees to provide the following soft goods in excellent shape:

- two pairs of black velour legs (zero fullness)
- two black velour border (zero fullness) with bottom pipe pocket and sufficient bottom pipe
- one black velour full stage backdrop (zero fullness) min. 50' x 30' (16,75m x 10,50m)

Position of all soft goods will be indicated on MMDG's light plot.

GENERAL STAGE DIMENSIONS

Minimum distance from setting line to back wall : 42' 0" - 12,80m

Minimum distance from setting line to last lineset : 41' 7" - 12,67m

Maximum number of counterweight linesets in use by production : 34

Minimum length of pipes : 60' 0" - 18,30m

Minimum out-trim of pipes : 67' 6" - 20,58m

Minimum distance from centerline to stage left fly gallery (if applicable) : 31' 0" - 9,45m

Minimum distance from centerline to stage right fly gallery (if applicable): 31' 0" - 9,45m

Minimum clearance (from deck) under paint bridge (if applicable): 23' 11" - 7,30m

Minimum clearance (from deck) under fly galleries (if applicable): 29' 6" - 9,00m

Minimum distance from centerline to stage left wall : 42' 0" - 12,80m

Minimum distance from centerline to stage right wall : 42' 0" - 12,80m

Minimum proscenium opening : 41' 0" - 12,50m

Maximum proscenium opening : 55' 0" - 17,00m

Minimum proscenium height : 31' 10" - 9,70m

Maximum proscenium height⁽¹⁾ : 39' 4" - 12,00m

Minimum distance from centerline to side electrics positions : 32' 10" - 10,00m

LIGHTING

LIGHT PLOT

MMDG's Lighting Supervisor will provide, after receipt of detailed technical information and upon mutual agreement between Lighting Supervisor, MMDG's Management and PRESENTER, a light plot specific to PRESENTER's venue.

EQUIPMENT

PRESENTER agrees to provide lighting equipment in working order as indicated on MMDG's light plot. PRESENTER agrees to provide all other necessary lighting equipment including, but not limited to, cables, hardware, sidearms, stands, safeties. PRESENTER agrees to provide all color media and templates.

ALL LIGHTING EQUIPMENT IS TO BE PREHUNG PRIOR TO ARRIVAL OF MMDG'S TECHNICAL STAFF.

FOCUS / CUEING

PRESENTER will provide a ladder, lift or tower tall enough to focus lights hung on trimmed pipes. PRESENTER will provide two ladders to focus lights and change gels on booms.

PLEASE NOTE THAT MMDG'S PIPES TRIM AT AROUND 40 (FORTY) FEET. STANDARD HEIGHT GENIE LIFTS WILL NOT REACH.

Rehearsal and performance position of the lighting board must be in an area in the theater which allows the board operator open and direct visual access to the stage.

PRESENTER will provide a table or equivalent for MMDG's Lighting Supervisor. This table must be equipped with a desk lamp, headset communications and channel monitors. It is required that the console outputs all screens to the monitors at the Lighting Supervisor's position in the house, including but not limited to the cue sheet, channel levels, fader status and blind displays.

CONTROL

LightPalette 90, MiniLightPalette 90, LightPalette, or Obsession control consoles are preferred. System size is approx. 250 control channels, with interface required for 220V equipment and 220V fluorescent dimmers.

It is absolutely required that the console outputs all screens to the monitors at the lighting supervisor's position in the house, including but not limited to the cue sheet, channel levels, fader status and blind displays.

FOLLOW SPOTS

Follow spots should be HMI 2000W and have a three color boomerang.
The center spot should be on center line with left and right spots located in the same booth.
All three follow spots will be identical (model and lamp)

SAFETY

All deck instruments must be cabled in the safest possible way.

No cables (lighting or sound) should run on the deck as they will interfere with dancer safety and rolling scenery

PRESENTER must light all wing space as well as cross-over sufficiently to make dancer travel safe but without interfering with the show lights.

ADDITIONAL DIMMING

ORCHESTRA PIT

Separate circuits for music stand lights.

CLOCK IN LIVING ROOM WALL

Separate 220V dimmable circuit for 2 x 20W 2LN-HS **220V**/50Hz fluorescents -
2 phase (220v/phase)-neutral-ground.
Cable will be run from grid or fly floor on STAGE RIGHT and will travel with system pipe.

CLOCK MECHANICS

Separate 220V dimmable circuit for 2 x 20W 2LN-HS **220V**/50Hz fluorescents -
2 phase (220v/phase)-neutral-ground.
Cable will be run from grid or fly floor on STAGE RIGHT OR STAGE LEFT and will travel with system pipe.

SMALL TREE

Separate 220V dimmable circuit for 50 x G30 40W **220V**/50Hz incandescent bulbs
1 phase (220v)-neutral
Cable will be on deck STAGE LEFT.

GIANT TREE

Separate 220V dimmable circuit for 4 x 100W **220V**/50Hz incandescent bulbs
1 phase (220v)-neutral
Cable will be on deck STAGE LEFT.

NOTE : it is our experience that all the above mentioned equipment works without problems on 60Hz circuits.

NON-DIM CIRCUITS AND SPECIAL PURPOSE CIRCUITS

Non-dim circuits are required for the following scenery and other equipment;

WORLD MAP

110V non-dim power feeds production's control board and 15 x 15W/50Hz E14 bulbs.
Cable will be run from grid or fly floor on STAGE RIGHT and will travel with system pipe.

VIDEO

non-dim circuits for hookup of four video monitors and one video player.

Not included in this list are dimmers and lighting equipment for overhead lighting of conductor and orchestra pit.

LIGHTING POSITIONS AND HARDWARE

Overhead lighting is standard, with seven electric pipes that are rather heavily hung. Side lighting is minimal, with one pipe per side running upstage-downstage at 11'6" (3,50m) off the deck.

The pipe is split at stage right to allow passage of rolling scenery.

There are 17 floor units, one requiring an adjustable stand, and the rest pigeon plates.

All floor units will be refocused at intermission.

There will be a color change on the floor units and the side pipe units at intermission.

All cabling for floor units and side pipes should be from above. Cabling for the floor units can easily be tied to the scenery portals.

Front Of House positions are more critical than the standard dance positions. Near box boom and high cove positions are fairly standard, but the production uses both a low rail and a high rail position to light flying scenery.

SOUND

MMDG will most likely not use Front-of-House amplification (except possibly for the 1st Act choir).

MMDG will need:

4 sound monitors on stage (2 left, 2 right) that are paired upstage and downstage. These monitors, with their cabling, are preferably flown off the stage deck (monitors could be hung from the lighting side pipes).

CD-player on stage during all rehearsals with signal going to the stage monitors through processing at sound console.

Sufficient microphone stands and cables

VIDEO

PRESENTER will provide one video camera, located in orchestra pit and focused on the conductor, and two video monitors (B/W or color), one per side, in the downstage wing and displaying conductor.

PRESENTER will provide one large screen video monitor with following features :

- NTSC standard
- minimum 35-inch / maximum 40 inch screen
- ~~- switchable between color and B/W~~

PRESENTER will provide VHS video player (NTSC) with color preview or VHS video player and separate preview color monitor.

PRESENTER will provide cabling from video player to video monitor on stage (approx. 20' / 6m from SR wing)

The video player will be located on stage (downstage right) and can be operated by the sound board operator.

The big screen monitor will be placed inside a rolling TV-like set piece and roll on and off stage during the show.

COMMUNICATIONS

Headset communications will be provided at the following positions;

- production stage manager⁽¹⁾
- stage left assistant stage manager⁽¹⁾
- stage right assistant stage manager⁽¹⁾
- light board operator
- sound board operator
- video operator⁽²⁾
- head flyman⁽¹⁾
- lighting supervisor⁽³⁾

⁽¹⁾wireless headset required

⁽²⁾could be done by sound board operator but should be on stage right

⁽³⁾only for rehearsals, including dress rehearsal

PRESENTER will provide a cue light in orchestra pit at Conductor's position with ON/OFF switch at Stage Manager's position.

WARDROBE / MAKE UP / MASKS - WIGS - HAIR

An intensive briefing of wardrobe, make up, and hair crews is required before the first stage rehearsal. Because of the numerous quick costume and wig changes several rehearsals are necessary.

PRESENTER must provide Dance Group with separate spaces for wardrobe, hair and make-up purposes.

PRESENTER will provide the following equipment;

Hot and cold water
two washers
two dryers
12 rolling costume racks
40 towels
one steamer
two ironing boards
two irons
100 plastic hangers
20 six-foot tables
minimum thirty chairs

All washers and dryers will be appropriately hooked up to water supply and drain and will be in working order.

All washers and dryers will be available at MMDG's wardrobe mistress' discretion.

All irons, steamers and other equipment will be in working order and available at MMDG's wardrobe mistress' discretion.

Quick change stations are required in the wings on both stage left and stage right, in addition to the backstage hallway between Stage Left and Stage Right. These stage left and stage right areas should be enclosed and should have tables, mirrors with lights, chairs.

PROPS

PRESENTER takes notice and agrees that, in addition to the list of props, the hereunder described materials and equipment and their usage for MMDG's production will be considered props and therefore be integral part of said production;

One dancer smokes cigarettes throughout the "Party scene" during act 1. Two ash trays are part of the props inventory for this purpose.

There are five UZI submachine guns and one PIRELLI 9mm handgun in the props inventory. The handgun contains one round of blank ammunition and is fired once on stage during the show. All guns are legally demilitarized and are legally for sale over the counter in the USA, without restrictions.

Confetti is used during the end scene of the first act. Confetti is only used at stage level (no overhead snow bags).

Because of the sensitivity of the equipment used for the radio controlled rats, this equipment is handled solely by the Productions Props Coordinators. The used radio frequencies are set to not interfere with house communications systems or any other electronic installations or devices.

There are no open or covered flames in the show.

There are no special effects involving fire, flames or any other pyrotechnical effects in the show.

CREW / RUNNING CREW

PRESENTER must provide all personnel necessary for loading, unloading, building, preparing, resetting and running MMDG's production.

Technical crew will be capable and have the authority to use, set up, relocate and operate all stage infrastructure and equipment, lighting equipment, switchboards, and other materials and equipment pertinent to MMDG's production.

Each personnel member will be sufficiently skilled in his or her field and be capable of performing all labor required by MMDG's production under supervision of MMDG's Staff.

An agent of PRESENTER to assist MMDG's Technical Director must be present at all times. The agent must have sufficient authority to make decisions and act on behalf of PRESENTER.

ALL CREW WILL BE PRESENT IN NUMBERS AND AT TIMES STIPULATED IN THIS TECHNICAL RIDER.

MMDG's touring Technical Staff consists of;

Technical Director/Stage Manager
2 Assistant Stage Managers
Lighting Supervisor
Sound Supervisor
Wardrobe Supervisor
Props Master
Assistant Wardrobe Supervisor
Hair/Wigs Supervisor
Make-up Supervisor

HARD NUT - PRODUCTION SCHEDULE

DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6	DAY 7
<p>All lights to be hung prior to this day</p> <p><u>9am-1pm</u></p> <p>Load-in Hard Nut Build set Hard Nut</p>	<p><u>9am-1pm</u></p> <p>build set hook up set LX props prep</p>	<p><u>9am-1pm</u></p> <p>focus finish set setup wardrobe areas props prep Wardrobe prep Hair/make up prep</p>	<p><u>9am-1pm</u></p> <p>finish focus cueing orchestra pit setup sound setup video setup set touch ups</p>	<p><u>9am-12n</u></p> <p>cueing tech notes/ touch ups</p> <p><u>11am-4pm</u> wardrobe maint.</p>	<p><u>9am-1pm</u></p> <p>tech work</p>	<p><u>8am-10am</u> hair/make-up prep <u>8am-11.30am</u> wardrobe maint. <u>10am-12n</u> stage prep <u>11am</u> hair/make-up show call <u>12.30</u> wardrobe show call</p>
<p><u>2pm-6pm</u></p> <p>Build set Hard Nut Hook-up set LX</p>	<p><u>12n-5pm</u></p> <p>unpack wardrobe</p> <p><u>2pm-6pm</u></p> <p>build set check electrics hook up set LX props prep</p>	<p><u>2pm-6pm</u></p> <p>focus cueing set touch ups props prep Wardrobe prep Hair/make up prep</p>	<p><u>2pm-6pm</u></p> <p>cueing spacing rehearsal with tech and wardrobe and hair/make-up crews</p> <p><u>5pm-11pm</u> hair/make-up call for dress rehearsal</p>	<p><u>1pm-2pm</u></p> <p>Preset stage</p> <p><u>1pm-4pm</u> hair/make-up prep</p> <p><u>2pm-5pm</u> stage orchestra rehearsal with tech</p> <p><u>5pm-11pm</u> hair/make-up call for dress rehearsal</p>	<p><u>12n-5pm</u></p> <p>wardrobe maint.</p> <p><u>1pm-4pm</u> hair/make-up prep</p> <p><u>2pm-6pm</u> focus notes cueing tech notes performance prep</p>	<p><u>1pm-2pm</u> lamp check/preset <u>2pm</u> PERFORMANCE 2</p> <p><u>After Show</u> wardrobe maint stage/props prep hair make-up prep <u>5pm</u> hair/make-up show call <u>6.30pm</u> wardrobe show call</p>
<p><u>7pm-11pm</u></p> <p>Build set Hard Nut Hook-up set LX</p>	<p><u>7pm-11pm</u></p> <p>Install dance floor Finish set props prep</p>	<p><u>7pm-11pm</u></p> <p>focus cueing set touch ups props prep</p> <p>orchestra pit setup sound setup video setup</p>	<p><u>6:30pm-11pm</u></p> <p>wardrobe call for dress rehearsal</p> <p><u>7pm-11pm</u></p> <p>cueing piano dress rehearsal with tech</p>	<p><u>5.30pm-11pm</u></p> <p>wardrobe call for dress rehearsal</p> <p><u>7pm-8pm</u></p> <p>lamp check/preset</p> <p><u>8pm</u> Dress rehearsal</p>	<p><u>5pm</u> hair/make-up show call</p> <p><u>6.30</u> wardrobe show call</p> <p><u>7pm</u> lamp check/preset <u>8pm</u> PERFORMANCE 1</p>	<p><u>7pm-8pm</u></p> <p>lamp check preset</p> <p><u>8pm</u></p> <p>PERFORMANCE 3</p>
			<p><u>After Rehearsal</u> wardrobe maint.</p>	<p><u>After Rehearsal</u> wardrobe maint.</p>	<p><u>After Show</u> wardrobe maint.</p>	<p><u>After Show</u> wardrobe maint.</p>

HARD NUT - PRODUCTION SCHEDULE - CONTINUED

DAY 8	DAY 9	DAY 10	DAY 11	DAY 12	DAY 13	DAY 14
<u>8am-12.30pm</u> wardrobe prep <u>8am-11am</u> hair/make-up prep <u>11am-1pm</u> stage prep						
<u>12n</u> hair/make-up show call <u>1.30pm</u> wardrobe show call <u>2pm-3pm</u> lamp check preset <u>3pm</u> PERFORMANCE 4						
<u>After Show</u> Load-out wardrobe maint.						

Production Schedule and Crew requirements

STAGE CREW

DAY	Time	Activity	Required crew
DAY 1	9am-1pm	load-in build set	10 stagehands 4 fly persons
	2m-6pm	build set hook-up set electrics	10 stagehands 4 fly persons 4 electricians
	7pm-11pm	build set hook-up set electrics	10 stagehands 4 fly persons 4 electricians
DAY 2	9am-1pm	build set check electrics hook-up set electrics	10 stagehands 4 fly persons 4 electricians
	2pm-6pm	build set check electrics hook up set electrics	10 stagehands 4 fly persons 4 electricians
	7pm-11pm	Build set check electrics hook up set electrics	8 stagehands 4 fly persons 4 electricians
DAY 3	9am-1pm	Focus finish set setup wardrobe areas prep props	10 stagehands 4 fly persons 4 electricians 2 props
	2pm-6pm	Focus set touch ups setup wardrobe areas prep props	8 stagehands 2 fly persons full focus crew light board operator 2 props
	7pm-11pm	Focus set touch ups prepare props orchestra pit setup sound setup video setup	4 stagehands 2 fly persons full focus crew light board operator 2 props 2 sound/video
DAY 4	9am-1pm	finish focus cueing orchestra pit setup continue sound/video set touch ups	4 stagehands 2 fly persons Full focus crew light board operator 2 sound/video 2 props 3 follow spotters
	2pm-6pm	Spacing rehearsal	Running crew
	7pm-11pm	Piano dress rehearsal	running crew

Production Schedule and Crew requirements

STAGE CREW continued

Day / date	Time	Activity	Required crew
DAY 5	9am-12n	Cueing tech notes / touch ups	4 stagehands 2 fly persons Full focus crew light board operator 3 followspotters 1 sound/video 2 props
	1pm-2pm	preset for rehearsal	Running crew
	2pm-5pm	stage orchestra rehearsal	Running crew
	5pm-6pm	reset for eve. rehearsal	Running crew
	7pm-11pm	dress rehearsal	Running crew
DAY 6	9am-1pm	tech work	crew as necessary
	2pm-6pm	focus notes cueing tech notes show prep	Full focus crew 2 stagehands 1 flyman 2 props
	7pm-End	show call	Running crew
DAY 7	10am-12n	stage prep	1 electrician 2 stagehands 1 flyman 2 props
	1pm-End	show call	Running crew
	after show	reset for eve. show	Running crew
	7pm-End	show call	Running crew
DAY 8	11am-1pm	stage prep	1 electrician 2 stagehands 1 flyman 2 props
	2pm-End	show call	Running crew
	After show	Load-out	10 stagehands 4 fly persons 10 electricians 2 props 2 sound/video

Production Schedule and Crew requirements

WARDROBE

DAY	Time	Activity	Required crew
DAY 1			
DAY 2	12n-5pm	unpack	5 wardrobe
DAY 3	9am-1pm	wardrobe maintenance crew briefing with video	13 wardrobe (=full crew)
	2pm-6pm	wardrobe maintenance	13 wardrobe
DAY 4	1pm-5pm	wardrobe maintenance	4 wardrobe
	6pm-11pm	crew attends rehearsal	13 wardrobe
	after rehearsal	cleanup	2 wardrobe
DAY 5	11am-4pm	wardrobe maintenance	5 wardrobe
	6.30pm-11pm	dress rehearsal	13 wardrobe
	after rehearsal	Cleanup	2 wardrobe
DAY 6	12n-5pm	wardrobe maintenance	5 wardrobe
	6.30pm	show call	13 wardrobe
	after show	Cleanup	1 wardrobe
DAY 7	8am-11.30am	wardrobe maintenance	6 wardrobe
	12.30pm	show call	13 wardrobe
	after show	prep for evening show	2 wardrobe
	6.30pm	show call	13 wardrobe
	after show	Cleanup	1 wardrobe
DAY 8	8am-12.30pm	wardrobe prep	5 wardrobe
	1.30pm	show call	13 wardrobe
	after show	Wardrobe pack	13 wardrobe

Production Schedule and Crew requirements

HAIR & MAKE-UP

Day / date	Time	Activity	Required crew
DAY 3	9am-1pm	unpack and setup	1 supervisor 1 hair person 1 make-up person
	2pm-6pm	setup and prep	1 supervisor 1 hair person 1 make-up person
DAY 4	1pm-5pm	crew attends rehearsal	1 supervisor 6 hair & wigs 6 make-up
	5pm-11pm	Dress rehearsal	1 supervisor 6 hair & wigs 6 make-up
DAY 5	1pm-4pm	prep for rehearsal	1 supervisor 6 hair & wigs/6 make-up
	5pm-11pm	dress rehearsal	1 supervisor 6 hair & wigs/6 make-up
DAY 6	1pm-4pm	show prep	1 supervisor 4 hair & wigs
	5pm	show call	1 supervisor 6 hair & wigs/6 make-up
DAY 7	8am-10am	show prep	1 supervisor 6 hair & wigs/6 make-up
	11am	show call matinee	1 supervisor 6 hair & wigs/6 make-up
	after show	prep for eve. show	1 supervisor 4 hair & wigs
	5pm	show call evening	1 supervisor 6 hair & wigs/6 make-up
DAY 8	8am-11am	show prep	1 supervisor 6 hair & wigs/6 make-up
	12n	show call	1 supervisor 6 hair & wigs/6 make-up
	after show	hair and make-up pack	1 supervisor 6 hair & wigs/6 make-up

ORCHESTRA PIT

Dimensions.

Orchestra Pit will be large enough to accommodate simultaneously:

- fifty five musicians and their instruments
- choir (could be set up on side stage)
- conductor

Equipment.

PRESENTER will provide all rostra, risers and platforms necessary for MMDG's musical production. A detailed pit layout specific to PRESENTER's venue should be obtained by PRESENTER from the orchestra's and chorus's representative(s)

PRESENTER will also provide the following equipment in excellent shape and/or working order;

- straight-backed chairs without armrests for ALL musicians and chorus members
- sufficient number of height adjustable music stands with working lights
- conductor rostrum
- conductor stand with light
- all hookups, cables and dimmers for music stands

DRESSING ROOMS

PRESENTER will provide dressing rooms as mutually agreed upon between MMDG and PRESENTER at time of advance production meeting.

Accommodations matching the description below are needed for :

35 dancers

Up to 20 choir (male and female)

55 orchestra members (male and female)

Conductor

Artistic Director

Production Management.

Green Room / Catering

In addition to dressing rooms / office space the production requires separate spaces of considerable size for wardrobe, hair and make-up, as well as for wardrobe quick changes, hair and make-up application, storage and pre- and post-performance maintenance.

All dancer and soloist dressing rooms must be equipped with racks for hanging costumes and sufficient lighting, tables, **individual** chairs and mirrors for the performers to apply make-up.

All other dressing rooms must be equipped with racks for hanging clothing and sufficient lighting, tables, chairs and mirrors for the performers to prepare for the show.

A sufficient supply of facial tissue (Kleenex) must be in each dressing room at all times.

The dressing room area must be equipped with at least four showers with hot water.

The dressing rooms must be in an area of the theater separate and apart from the public's view and access.

All dressing rooms as well as to all other rooms occupied by MMDG must have doors with locks.

All dressing rooms will be free of clothing, equipment, tools, etc. not belonging to MMDG's production.

MMDG will have **EXCLUSIVE USE** of all assigned dressing rooms from the morning of the first on-stage rehearsal through one hour after the end of the last performance.

HOSPITALITY

A refrigerator containing sufficient quantities of ice or ice packs must be made available to the dancers at all times that MMDG is in the theater or studio.

Water coolers, water fountains or fresh bottled water and paper cups must be provided in the wings (stage left and stage right).

A sufficient supply of facial tissue (Kleenex) must be provided on both sides of the stage.

Rest room facilities supplied with toilet paper and hand towels for the performers must be in an area of the theater separate and apart from both public viewing and use.

The stage area, dressing rooms, rehearsal rooms and all other areas occupied by MMDG must be heated or cooled to 70-72 degrees F during all rehearsals, classes and performances.

Rehearsal room, dressing rooms, hallways, stage, and all other areas occupied by MMDG must be clean and free of all debris as the Dancers rehearse and perform barefooted.

PRESENTER must provide a separate room or area equipped with electricity, telephone and internet access for MMDG's Management and Staff.

MISCELLANEOUS

DANCER WARM UP

The stage on which the performance is to be given will be needed, clean and dry, one hour prior to each performance together with barres for thirty five dancers.

DANCER CLASS / REHEARSAL

A studio equipped with piano and cassette tape deck with amplifier and speakers will be needed on each day that MMDG is in residence in PRESENTER's city, as per the following schedule.

This studio will be used for daily class and rehearsal and must be equipped with barres for sixteen dancers. The studio deck must conform to the same resiliency requirements of the stage and must be covered with rosin-free Marley or equivalent.

SECURITY

PRESENTER will control all accesses to the areas occupied by MMDG and limit the presence of PRESENTER's employees and any other people in these areas to those strictly needed for running rehearsals and/or performances in good order. At no time will patrons, guests and any other people not related to MMDG's production be allowed on stage or in any other area occupied by MMDG unless accompanied by or upon agreement with MMDG's Management.

Presenter

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