

A Christmas Carol 2026

Tech/Hospitality Rider & Stage Plot

Contact:

Name	Position	Email	Phone
Ethan Tipton	Production Manager	ethan@cmientertainment.info	717-357-3565
David Casey	Director	david@entertainmentcentralproductions.com	407-776-0047

General Information:

NOTE: All deviations from this rider must be approved.

This Rider has been updated as of September 2026. Venue will receive updated tech rider to advance show in detail with touring tech team one month prior to event.

- During showtime, audience cell phone photography & recording is strictly prohibited.
- Professional photo & video by the venue is acceptable with prior approval by the production manager.
- No specified late guest re-entry policy.
- Company Size: (20) 15 Actors & 5 Crew

Day of Schedule:

- Tech crew will arrive approximately 6 Hours prior to showtime for load in.
- Artist will arrive approximately 5 Hours prior to showtime.
- Sound Check will begin approximately 3 hours prior to showtime.
- Artists Meal should be approximately 2 Hours prior to showtime.
- Doors should be no earlier than 1 hour prior to showtime.
- Act 1 (1 Hour), 15 minute intermission, Act 2 (1 Hour)
- The load out will take approximately 1.5 hours after the final performance if minimum stage hands are provided.
- The estimate of "in" & "out" may vary with local house conditions.

Parking:

- Presenter to provide adequate parking adjacent to the stage door for 4 Vehicles.
(1) 26ft Box Truck & (3) large passenger vans.
- No vehicle electric or sewage hookup is needed.
- Presenter agrees to obtain all permits and authorizations where necessary to allow artist vehicles direct access to loading doors for the duration of production.
- Crews will need access to vehicles, parking close to the load in site is essential.

Hospitality:

Dressing Rooms:

- Two private dressing rooms divided between men & women furnished with chairs, tables, mirrors, clothes rack with adequate hangers, and wastebasket.
- The dressing rooms should have access to a private bathroom for artists only with

running hot & cold water, adequately supplied with fresh soap and clean towels, tissue, and paper towels.

Food & Beverage:

- Hot coffee & tea.
- (3) 24 pack cases of bottled water.
- If sodas or other drinks are provided. Please provide both diet & regular varieties.
- Artist would greatly appreciate small snacks such as fruits/veggies, cheese/crackers, chips/dip, or any variation of grab & go snack items upon arrival.
- Hot meal for 20 adults should be provided 2 hours prior to showtime.
- ***Contact PM for current list of allergies or dietary restrictions.***

Merchandise:

- The artist will have merchandise for sale. Presenter must provide one (1) 8ft table or two (2) 6ft tables to sell merchandise before the concert, at intermission, and after the scheduled performance.
- The artist is traveling with a designated merchandise sales associate.
- The artist is traveling with a bank, one will not be requested.

Receptions:

- The artist is always happy to attend receptions, however due to the rigorous tour schedule, sometimes the artist may not be available. Please contact Tour Manager upon arrival.

Local Crew Requirements:

- For General Hands, a Minimum number of crew needed to load-in/out is 4 (6 Max).
- If show is performing in a union house, please discuss with production manager specified jobs needed.
- A master electrician or house LD is required to assist with patching and focus.
- A house audio engineer is required to assist artist audio engineer during setup and soundcheck.
- No Follow Spot operators will be needed.
- A wardrobe assistant (Female Preferred) 4 hours prior to show. If a wardrobe assistant is unavailable, a steamer provided by the house is sufficient.
- Runner appreciated, not required.

Stage Requirements:

- Stage should be swept cleaned, mopped, and cleared of all equipment, debris, etc... prior to artists arrival. The stage should not consist of any cracks or holes.
- Stage floor should be clean, un-splintered black gloss or dark wood stained floor (No concrete or carpet). If this is not the case, artist MUST be made aware in advance.
- Two garment racks and two 6ft tables total for props separated and placed on SL & SR out of sight lines are requested.
- A unobstructed, lit, private backstage/upstage crossover is required for the show.
- One (1) 10ft ladder should be provided and placed near stage prior to arrival.

- (3) empty non loaded battens rigged on the house fly-rail system will be utilized (Upstage, Mid stage, & Downstage). If House does not have a fly system (manual or automated), grid will not be used.
- Much of the scenery is freestanding. We will need access to house stage weights and/or sandbags for weighting scenery. If unavailable, please provide a minimum of (10) 20-40 lbs of sandbags or weights.
- No main curtain will be used.
- Black backdrop required.
- Minimum loading door size: 8' X 8' OR 6' X 10'.
- Minimum Stage Depth: (From stage wall to downstage edge) 35'
- Minimum Stage Width (Not including Wing Space): (from SL to SR) 35'
- Minimum Stage Wing Space: 10'

Lighting:

Artist will be providing Lighting Designer & Console.

- Artist production team will be providing its own lighting console.
- Lighting mix position MUST be operated from FOH. Lighting being setup near FOH audio is preferable. Being in a loft is not ideal. A 3' deep by 6' wide space is required for lighting console.
- LD will utilize all in house lighting. Presenter MUST provide a full lighting plot and patch sheet prior to show.
- Artist will use a standard house lighting plot. Specifics will be discussed with tech director.
- Artist production team will be traveling with a 12' by 24' video wall with ground based support. Having a fully staffed local crew is crucial to a fast and efficient setup. Please see Local Crew Requirements.
- A 5-pin OR 3-Pin Guest DMX line free of any used channels placed on side stage (either side) running to FOH lighting console ahead of arrive is much appreciated. Production team will run a cable if one is not available.

Power:

Artist will be traveling with a Power Distro. Artist will provide 5 wire hookups with copper tails & Cam-locks. 3-Phase Company switch with minimum 200Amps of service is required for full production. Artist is traveling with 50ft of feeder & turnarounds. If no hookups for power are available, please see minimum power requirements below. If power requirements are not met, production will be reduced.

- (11) 20 Amp circuits placed at upstage center.
- (2) 20 Amp circuits placed at stage left.
- (2) 20 Amp circuits placed at stage right.
- (1) 15 Amp circuit placed at FOH lighting & audio position. (Must be separate).

Special Effects:

- Artist will provide Hazer & Hazer fluid.

- Hazer is necessary to maximize show quality. Presenter will take all necessary actions to allow hazer to be used in venue where legally allowed.

Audio:

Production will be providing Audio Engineer & Console.

- A “State of The Art” speaker system must be provided by presenter capable of providing adequate coverage to all audience areas at full flat frequency range and without distortion, including the use of front fills, balcony fills, subwoofers, and delay clusters.
- Artist production team is self contained and will be providing all necessary cables, microphones, DI's, stands, adaptors, and monitors.
- Production requires (2) audio inputs to the house left & right. A third input would be preferred to drive subwoofers from FOH. Fourth would be front fills.
- FOH Mix position requires a 3' deep by 6' wide space.
- Audio MUST be operated from FOH.
- A knowledgeable house audio engineer must be available to assist with patching and hookups upon artist arrival.
- Traveling engineer requests that all house wireless microphones/house systems are shut off prior to setup.

Communications:

- Production will tour with their own wireless coms headsets.

Stage Plot:

