

# MACHINE DE CIRQUE - TECHNICAL RIDER



## SHOW DESCRIPTION

Machine de Cirque is a 90-minute performance executed by 5 circus artists and one multi-instrumentalist musician. Different disciplines are performed in the show, such as: acrobatic bicycle, hoop diving, teeterboard, Cyr wheel and club juggling. An act of towel manipulation, in which the artists are completely naked behind bath towels, is also featured. An acrobatic structure, which is an integral part of the scenography, must be anchored; this structure includes two Chinese poles and one fixed trapeze. The musician plays a variety of instruments on stage and performs alongside the artists. The touring team is composed of 5 artists and 2 to 3 technicians/staff members. More information on page 9.

## CONTACT INFORMATION OF MACHINE DE CIRQUE (referred to as “the Company”)

**International Touring and  
Development Manager:**

Emilie Fournier  
+1 833-624-7783 ext.707  
[emilie.f@machinedecirque.com](mailto:emilie.f@machinedecirque.com)

Claire Thomas  
+1 833-624-7783 ext.702  
[claire.t@machinedecirque.com](mailto:claire.t@machinedecirque.com)

**Company Technical Director :  
1<sup>st</sup> Contact**

Bruno Matte  
+1 418-576-3247 (Canadian mobile and WhatsApp)  
[bruno.m@machinedecirque.com](mailto:bruno.m@machinedecirque.com)

**This technical rider lists all of the technical requirements for optimal presentation of the show *Machine de cirque*. If the Organizer considered for the show does not meet all of the technical requirements listed in this document, the Organizer is asked to contact the Company to discuss any adaptations that may be possible.**

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## STAGE

### Minimum dimensions<sup>1</sup>

Width:	10 m (32') (plus 2.5 m (8') of wings on both sides)
Depth:	7,5 m (24'6") from the proscenium arch to the backdrop (plus a crossover area to move around behind the stage deck)
Height:	7.5 m (24'6") under the battens and clear of any obstacles

### Minimum proscenium arch dimensions

Width:	8 m (26')
Height clearance:	6.5 m (21'6") and clear of any obstacles

## STAGE CURTAINS AND DRAPES

Black proscenium curtains and drapes including:

- A backdrop with a centre opening (no opening mechanism or system required)
- 5 pairs of legs and 5 borders arranged to hide the wings and fly system (see lighting plan in Appendices B to F)
- German tabs to mask open sightlines, as needed

## FLOOR

The stage floor must be perfectly even (with no visible seams), solid, and have no rake across the entire surface.<sup>2</sup> If the floor is slightly irregular, use black dance flooring (Marley PVC) to level it out.

The floor must have a work load of 500 kg/m<sup>2</sup> (5,000 N N/m<sup>2</sup>) at the four teeterboard leg support points (see Appendix A for the positioning of the teeterboard). A minimum safety factor of 1.2 for the floor breaking load (min. breaking load = 615.2 kg/m<sup>2</sup> at this location) is required. In comparison, the required work load roughly corresponds to *National Building Code of Canada* requirements for an office or warehouse floor.

**If you can use a lift truck on the stage, it is solid enough for our purposes. If this is not the case, some reinforcement may be required where the teeterboard's four legs will rest.**

The floor must be a hard surface (wood, linoleum or other similar material). The entire stage, including the wings, crossover and backstage areas must be clean and clear of any obstacles. A storage space of approximately 6 m (20') x 3 m (10') is required for the road cases. Under carpet wiring channels are required to cover ground wiring.

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<sup>1</sup> Contact the Company if the stage is smaller. In some cases, the show can be adapted to a smaller stage.

<sup>2</sup> Contact the Company if the stage has a slight rake. The situation can be managed with a rake of up to 3% for the regular version of the show, and up to 4% for the adapted version of the show. Please note, however, that this significantly increases setup time.

## **AUDIENCE SEATING**

Facing the stage only (proscenium-style)<sup>3</sup>

## **CONSOLE**

### **Theatres**

The console must be located in the room, with no screens or windows. A full, unobstructed view of the stage from the console is essential to the smooth running of the show.

### **Arenas and outdoor shows**

The console must be centred with the stage so as to provide a good overall view of the stage. It must be installed on a platform of the following dimensions:

Height: 1 m (3')  
Width: 4.9 m (16')  
Depth: 2.4 m (8')

The console must be located at a distance of approximately 23 m to 30 m (75' to 100') from the stage.

This area must be protected by a safety barrier and an on-duty security guard at all times.

## **HEATING AND VENTILATION**

Heating and ventilation must be adjustable at the request of the Company. A temperature of 20°C (68°F) must be maintained on stage both before and during the performances. If the Organizer cannot control the temperature, the show may be modified by the Company for health and safety reasons if the temperature is too extreme.

## **CLEANING**

The performers require a totally clean space in which to work. The performance area must be cleaned and dried one hour ahead of call time before each show. The surrounding areas, namely the first row at stage level, wings, crossover, backstage and dressing rooms, must also be clean. Large garbage cans must be located on both sides of the stage and emptied as required.

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<sup>3</sup> Contact the Company if your stage is not a proscenium. In some cases, the show can be adapted for other audience seating layouts. Appendix G illustrates the widest possible audience sightline without having to adapt the show.

**If the "towel" act is excluded from the show, the sightline degree can be increased.**

## **WINGS AND BACKSTAGE**

### **The Organizer provides :**

- A potable water cooler or a potable water source must be available in the wings and backstage during the shows.
- Bathrooms (at least two) must be accessible from the wings or backstage during the show.
- Six chairs with backrests for costume changes must be set up stage left.
- A table stage left and a table stage right must be set up for accessories.
- A box of facial tissues must be provided on each accessory table.
- One hand towel must be placed on each of the six chairs.
- A clothes hanger must be set up stage left.
- A laundry basket must be set up stage left.
- One red rose must be supplied at every show.

## **WARDROBE**

### **The Organizer provides :**

A wardrobe attendant to wash and dry the Company's costumes and make any necessary repairs. Costumes must be machine washed, air dried and ironed upon the Company's arrival and between shows. They must also be dry upon the Company's departure.

## **SOUND**

### **The Organizer provides :**

- A professional sound system powerful enough to cover the entire room (Line Array-type).
- The system must be stereo and capable of putting out 100 dB of distortion-free front-of-house sound pressure level.
- Digital mixer with at least 16 inputs.
- 4 Monitors; 2 stereo mix; 2 floor monitors stage front on each side, and 2 tripod-mounted monitors mid-stage on each side.
- Sub snake 8 lines
- 2x 220v 16-amp circuits behind the stage (for the musician)

### **The Company provides:**

- 3 Shure Beta 91 microphones
- 2 double Shure U4RD receivers
- 1 wireless DPA 4061 microphone (guitar)
- 4 Shure U4D transmitters
- 2 Active antennae (directional)

The power source for the sound system must be completely separate from that of the lighting system.

## **INTERCOM**

### **The Organizer provides :**

A Clear-Com system that includes 3 audio headsets is required for communications between the stage, the console and the ushers.

## LIGHTING

**(see Appendices B to F)<sup>4</sup>**

**The equipment must be 100% functional and ready for focus at ground level for pre-adjustment upon arrival of the team before the sets are installed.**

**Other brand and models can be used, those models are examples.**

**LED base and moving lights are more than welcome.**

### **The Organizer provides:**

- 21 par 64 CP62/Medium 1000w
- 4 Robert Juliat 713sx (FOH)
- 11 Robert Juliat 714sx (FOH)
- 11 Robert Juliat 613sx
- 14 Robert Juliat 614sx
- 11 Gobo Holder
- 26 PC 1000W or Fresnel
- 8 PC Barn Door
- 6 CYC 1000w
- 1 MDG Atmosphere
- Filter gels as per plan
- 9 Floor Base
- 6 2.5m Ladder or 10' Booms
- 89 dimmers

### **The Company provides:**

- 1 Grandma2 on PC Command Wing console + PC
- 1 Beacon 300w + power supply (built into the set)
- 1 Street Lamp
- 8 quartz 500w (built into the set)
- Set of cables for lights built into the set
- 10 Gobo Rosco 7564 size A
- 1 Gobo Rosco 7570 size A
- 1 Atomic 3000 220v
- 3 Sunstrips 220v

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<sup>4</sup> The lighting plan and requested equipment may be adjusted based on equipment availability. Equivalent options are available; contact the Company to discuss the possibilities.

## **ANCHORAGE**

5 ground anchorage points must be provided by the Organizer to stabilize the structure (see layout in Appendix A)<sup>5</sup>.

The Organizer must confirm the selected option no later than 2 months before the show.

### **OPTION 1: FIXED ANCHORAGE POINTS**

Use of fixed anchorage components (building structure, chemical anchorage points, steel anchorage plates screwed or bolted into the wood or concrete, etc.).

- work load of 750 kg (1,650 lb) per anchorage point;
- minimum breaking load of 900 kg (2,000 lb) per anchorage point.

#### *INFORMATION ABOUT THE USE OF WATER TANKS*

*Five IBC tanks with a 1,000-litre (265 gallon)/1,000-kg (2,200 lb) capacity each and a 30.5 m (100') hose to empty the tanks.*

***Filling the tanks:*** *The Organizer must have the equipment required to fill the tanks with 5,000 litres (1,320 gallons) of water. It should be noted that, given that the average flow rate for a watering hose is 16 litres/min. (4.2 gallons/min.), it takes 5 hours to fill 5 tanks with a single hose (2.5 hours with 2 hoses). The 5 tanks can also be completely filled in 20 minutes using a tank truck (estimated cost: CAD\$ 450).*

*The tanks must be filled before the Company's arrival.*

### **OPTION 2: MOBILE ANCHORAGE POINTS**

Use of mobile counterweights weighing at least 1,000 kg (2,200 lb) per anchorage point (e.g. concrete blocks, stage weights on wooden pallets, water tanks (1,000 litre)).

#### *INFORMATION ABOUT THE USE OF ANCHORAGE PLATES*

*Where an anchorage plate is attached to a wooden floor, each plate must be screwed into the floor with four lag screws/bolts with a diameter of 0.95 cm (3/8") and a length of at least 3.81 cm (1.5"). The lag screws must penetrate a hard wooden floor (plywood, Russian plywood or hardwood) over a depth of at least 2.54 cm (1"). For concrete floors, details will be provided on request.*

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<sup>5</sup> Contact the Company if you require assistance for the anchorage points.

## **MACHINERY**

The Organizer will have to provide the machinery required to:

- move the concrete blocks or water tanks
- focus the lighting and set up equipment that must be mounted high off the ground

All machinery must be available and operational throughout the event (setup, show, teardown)

## **TOUR STAFF TEAM**

The Company's tour staff team is composed of:

- 6 performers
- 1 technical director/sound technician
- 1 lighting technician
- 1 tour manager and/or 1 stagehand (on occasion, only if the tour schedule so requires)

The number of technicians provided by the Company may vary based on the event and must be confirmed on a case-by-case basis. The usual staff is 8 persons, the company will contact the Organizer if we go up to 9 persons.

## **TRANSPORTATION OF EQUIPMENT**

### **Access for the truck**

The venue loading dock must be cleared of any obstacles and fully accessible by the truck. Should there be any traffic-related restrictions that would prevent the truck from accessing the venue, the Organizer will have to undertake the necessary steps to obtain access authorization.

### **Unloading**

The unloading area must be at least 2 m (6'6") wide and 2 m (6'6") high. Contact the Company if in doubt. If there are any stairs, access ramps will have to be installed.

### **Elevator**

In the event that the venue is accessed by an elevator, the size of the elevator must be capable of containing a road case measuring at least 335 cm (11') by 81 cm (2'66"). If the elevator is too small, alternative access will be required.

## **PARKING**

The Organizer must provide 3 parking spaces free of charge near the venue for the Company's vehicles:

- two parking spaces for the team's two vehicles (on some tours, the team may travel in a single vehicle – a minivan);
- one parking space for a cube truck (approximately 26 feet or a 60m<sup>3</sup> straight-body truck) for the equipment.

## **SCHEDULING AND LOCAL STAFFING REQUIREMENTS**

**It is essential that the technical staff of the Organizer be qualified and competent. They must also be punctual, otherwise the Company cannot guarantee that the first show will start on time.**

### **Preparation (BEFORE the Company's arrival)**

In order to be able to put on a show on the day of the Company's arrival, the following preparations MUST have been completed by the Organizer:

#### 1. Lighting<sup>6</sup>

Lights must be hung before the Company's arrival, in strict compliance with the lighting plan presented in Appendices B to F.

**The equipment must be 100% functional and ready for focus at ground level for pre-adjustment upon arrival of the team before the sets are installed.**

#### 2. Anchorage

Mobile anchorage points must be installed (concrete blocks or water-filled tanks) at the locations indicated in Appendix A the day before the Company's arrival. Equipment to move the concrete or tanks as needed must remain available.

The Organizer may use the number of technicians deemed necessary to complete preparations before the Company's arrival. However, the Organizer must comply with the Company's specifications listed below regarding personnel required during setup, teardown and shows.

### **Setup**

The Organizer agrees to provide the technical team with at least 10 experienced and multi-skilled technicians (**NO VOLUNTEERS**) to set up the lighting and sound equipment as well as the structure, starting at 10:00 a.m., and for at least 6 to 8 hours. A detailed schedule will be given to the Organizer at least 14 days before the show. The Organizer must approve the schedule submitted by the Company and confirm the labour to be provided at least 7 days before the show.

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<sup>6</sup> Contact the Company if the lights cannot be hung prior to the Company's arrival.

## **Show day**

### Stage manager

A stage manager who is familiar with the venue and house equipment: 3 hours before the show and 1 hour after the show.

### Costumes

The wardrobe attendant must respect the following schedule:

- First show:  
Arrive at the same time as the performers for the setup (2 hours) and stay after the show (1.5 hours).
- Subsequent shows:  
Arrive 2.5 hours before the show (1 hour) and stay after the show (1.5 hrs).

## **Teardown**

Organizer provides 6 technicians for teardown and truck loading (approximately 2 hours).

The stage must be free of any obstacles that can hinder teardown. Also, the 6 technicians in the Organizer's technical team must be fully dedicated to tearing down the Company's equipment.

## **Show length**

Approximately 90 minutes with no intermission.

Teardown starts 15 minutes after the end of the last show.

## **Production schedule (example of a typical day)**

- One show at 20h (8:00 p.m.) WITH setup and teardown on the same day, refer to Appendix H.
- One show at 20h (8:00 p.m.) WITH NO setup and teardown, refer to Appendix I.
- Two shows: show #1 at 15h (3:00 p.m.) and show #2 at 20h (8:00 p.m.) WITH NO setup but WITH teardown, refer to Appendix J.

It is not possible to have two shows with setup and teardown on the same day.

A maximum of two shows can be presented on the same day. A minimum of two hours is required between the end of one performance and the beginning of the second.

## **DRESSING ROOMS**

A large, 9-person capacity dressing room is required. The dressing room must be equipped with adequate mirrors and lighting for makeup and include wash cloths and chairs. A minimum room temperature of 20°C (68°F) must be maintained at all times. Access to the stage, bathrooms and showers from the dressing room must be quick and easy.

Also required are wireless Internet access (Wi-Fi), bags of ice, a microwave oven and a first aid kit. The Company requires local contact information for a massage therapist and physiotherapist.

The performers need a warm-up area. If the dressing room is not large enough, they will require access to additional space.

## **CATERING (9 people)**

The Organizer provides:

- Real fruit juice
- Assorted fresh fruits and vegetables (crudités)
- Two “baguette”-style bread loaves
- Cold cuts (local varieties, if available)
- Hummus
- Cheeses (local varieties, if available)
- Yogurt (assorted) – vegan option needed
- “Healthy” granola bars
- Shelled Fruit / Nuts (no peanuts, allergy)
- Dried fruit
- Dark and milk chocolate bars (peanut-free, allergy)
- Soft drinks
- Coffee
- Tea
- Beers after the show (local varieties, if available)

Items must be refrigerated, as required. VEGAN options are needed.

Catering must be made available to the Company's team in the dressing rooms.

**All items must be ready upon arrival of the Company's technical team and available during setup and teardown, as well as during rehearsals and shows.**

## **ACCOMMODATIONS AND MEALS**

The Rooming List, which also includes the list of allergies and dietary requirements of the Company's team, is sent to the Organizer one month before the shows begin.

The Organizer must provide a list of restaurants near the venue/accommodations that are open in the afternoon and/or evening for meals between or after shows.

**SIGNATURE**

In the event that the Organizer considers any of the clauses herein to be problematic, the Organizer must contact the Company's technical director without delay (and before signing the technical rider) to discuss the Organizer's particular situation.

The Organizer agrees to send a complete list of the sound and lighting equipment that will be made available to the Company and its technical team, and to send a technical drawing of the venue in WYSIWYG (.wyg) or Autocad (.dwg) format by email to:

- [diffusion@machinedecirque.com](mailto:diffusion@machinedecirque.com)
- [bruno.m@machinedecirque.com](mailto:bruno.m@machinedecirque.com)

**no later than 30 days before the date of the first show.**

The Company's technical director must approve the technical rider of the venue provided by the Organizer so as to ensure the smooth running of the show(s). The Organizer agrees to fulfill all of the Company's technical requirements (as described herein) and, if applicable, cover the costs incurred to rent, lease or purchase any equipment required to fulfill these requirements.

This document is an integral part of the contract entered into between the Company and the Organizer. Failure to abide by this technical rider in any way or form would constitute a breach of contract and compromise the Company's ability to perform on stage.

This technical rider must be signed and returned by email to [diffusion@machinedecirque.com](mailto:diffusion@machinedecirque.com).

Read, understood and approved by (name in uppercase letters): \_\_\_\_\_

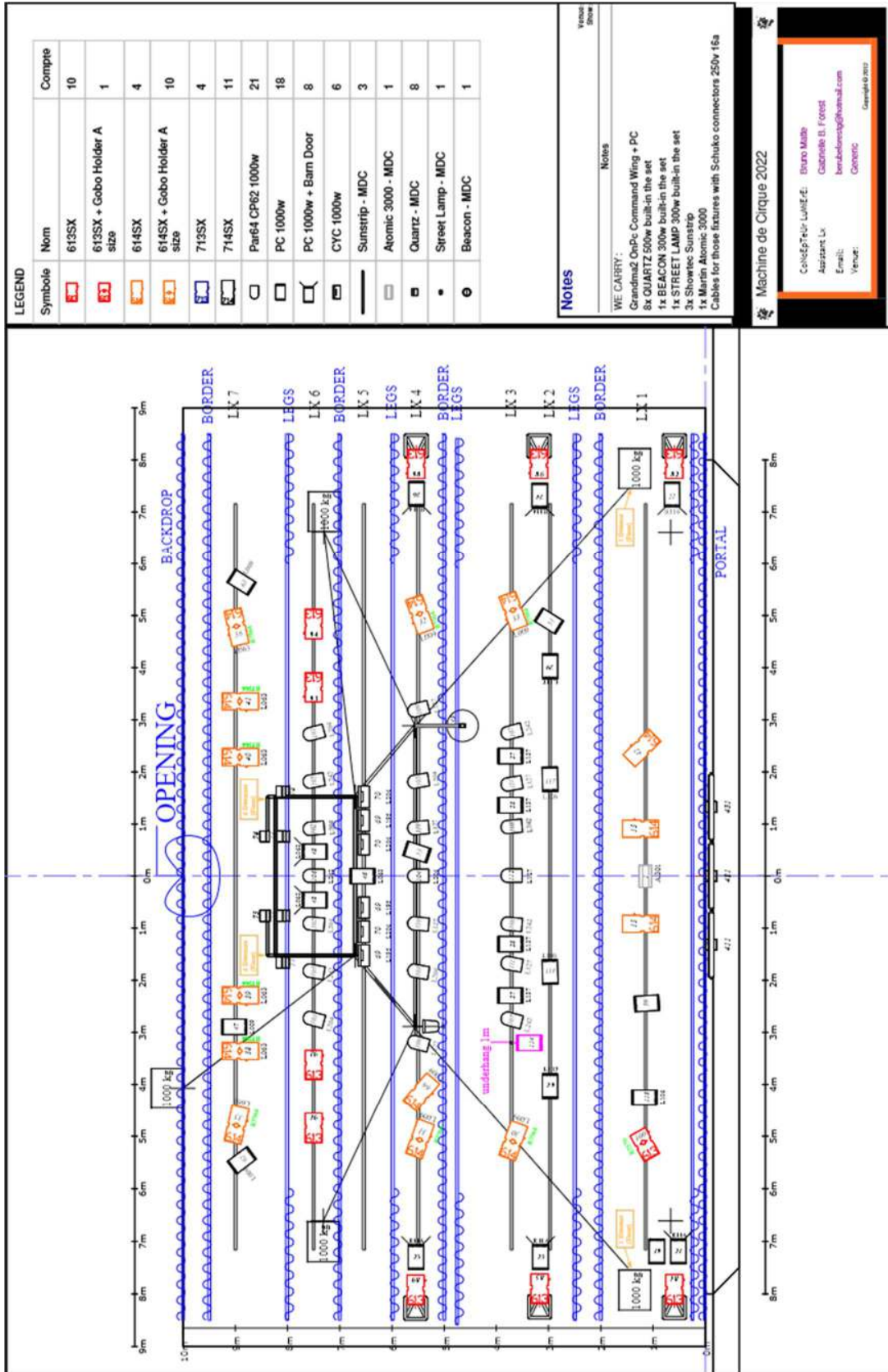
Organizer/Name of venue: \_\_\_\_\_

Signature:

Date: \_\_\_\_\_

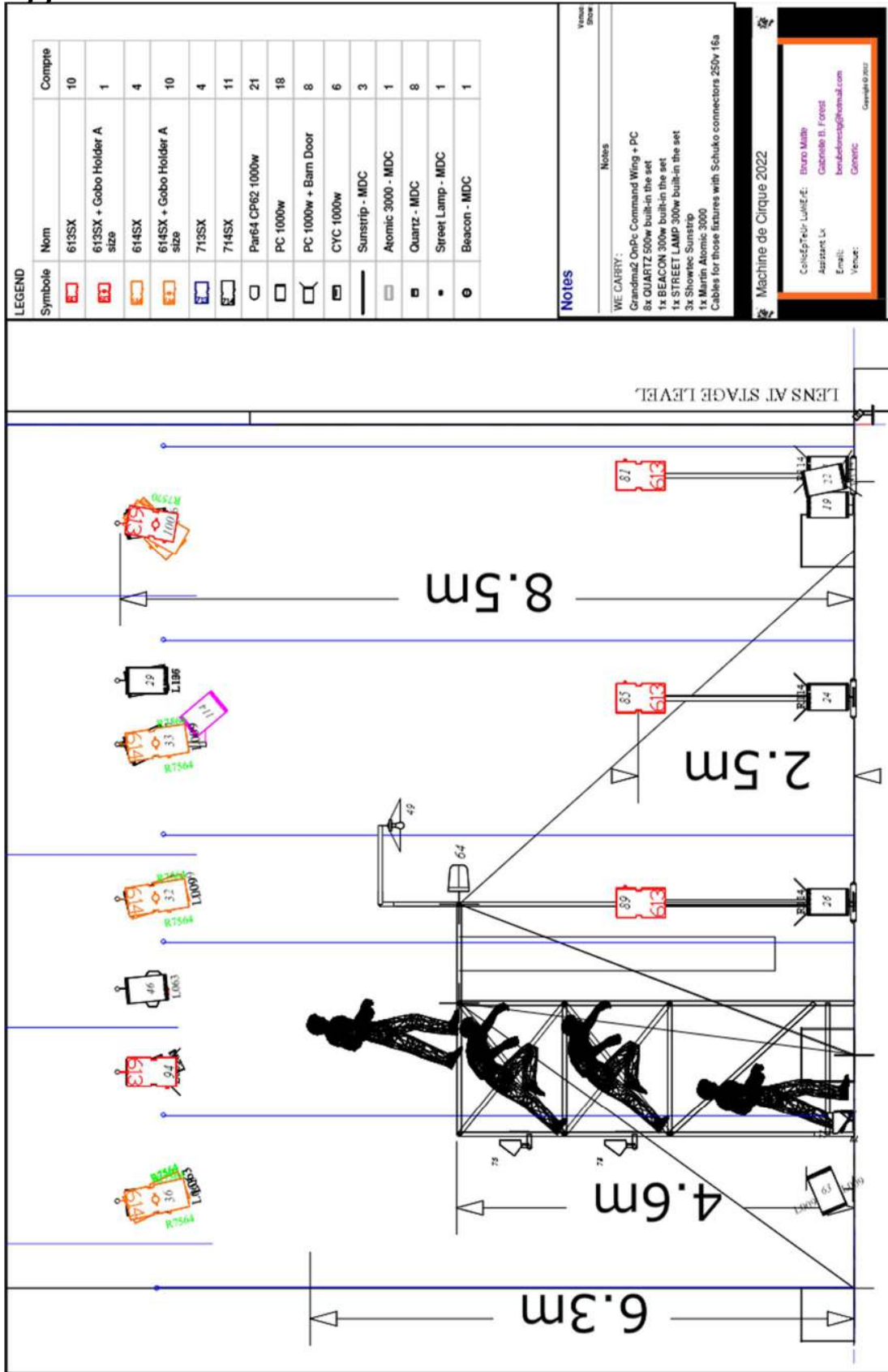


## Appendix B :

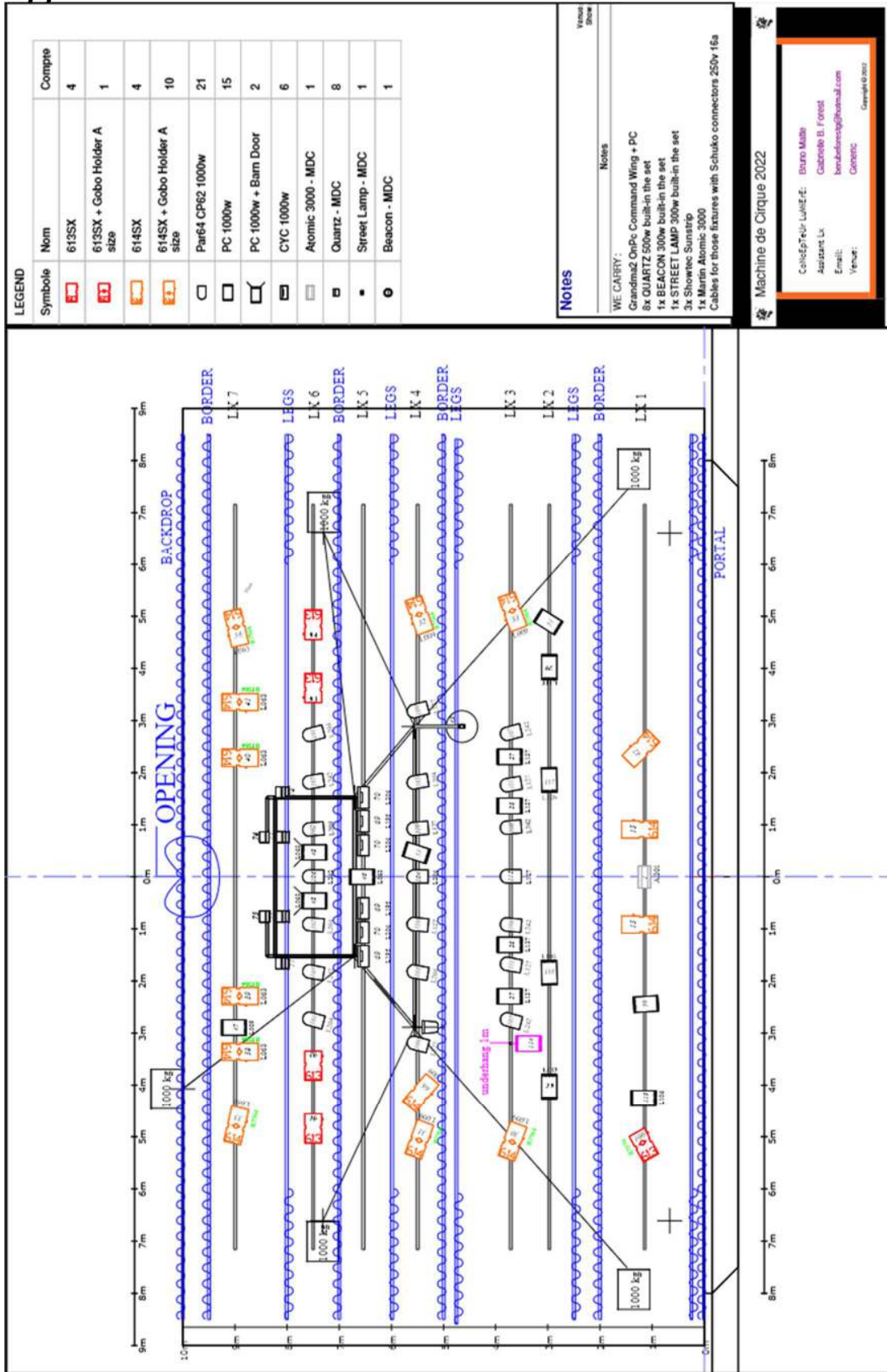




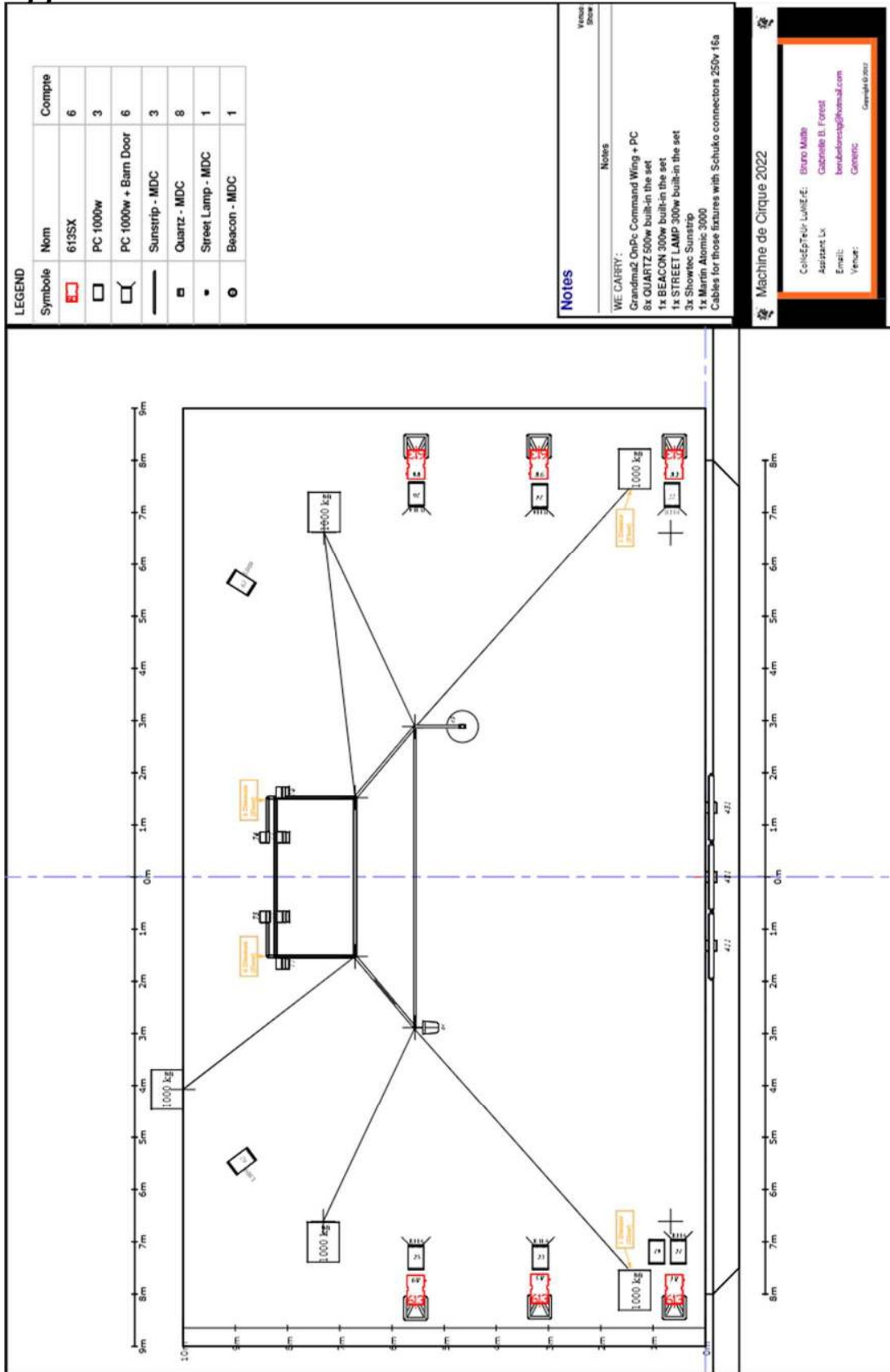
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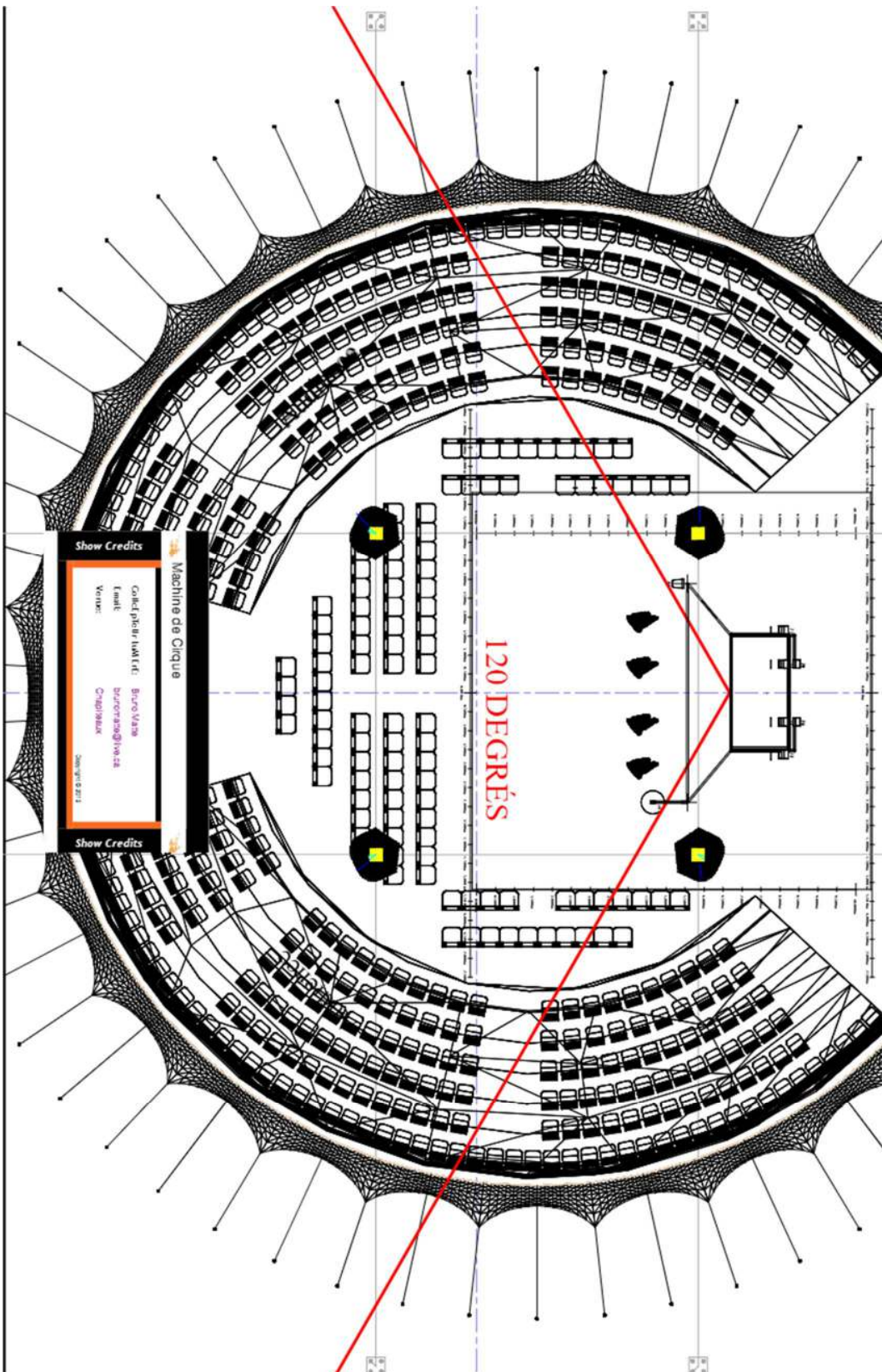
# Appendix E :



## Appendix F :



## Appendix G :



## Appendix H :

### SCHEDULE LA GALERIE MACHINE DE CIRQUE (1 show, WITH setup AND teardown same-day)

Date	Time	Chief stagehand	Stagehand	Chief Lighting	Lighting	ChiefSound	Sound	Wardrobe
<b>The pre hang will be operational, ready to focus and plug to the house desk at Machine de Cirque's arrival</b>								
	8:00 a.m.	<b>Truck unloading / focus</b>						
		1	3	1	3	1	1	1
		Chief stagehand	Stagehand	Chief LX	LX	ChiefSound	Sound	Wardrobe
	9:00 a.m.	<b>Set up structure / focus</b>						
		1	3	1	3	1	1	1
		Chief stagehand	Stagehand	Chief LX	LX	ChiefSound	Sound	Wardrobe
	12:00 p.m.	<b>LUNCH (1 hour)</b>						
		<b>ALL</b>						
	1:00 p.m.	<b>cleaning wings and cable map</b>						
		1	2	1	3	1		
		Chief stagehand	Stagehand	Chief LX	LX	ChiefSound		
	3:30 p.m.	<b>The stage must be clean one hour before the artists' arrival.</b>						
	4:30 p.m.	<b>sound check</b>						
		1		1		1		
		Chief stagehand		Chief LX		ChiefSound		
	5:00 p.m.	<b>TECHNICIANS DINNER (1 hour)</b>						
	5:00 p.m.	<b>Light position/ warm up</b>						
		1		1		1		
		Chief stagehand		Chief LX		ChiefSound		
	7:30 p.m.	<b>Public entrance</b>						
		1		1		1		
		Chief stagehand		Chief LX		ChiefSound		
	8:00 p.m.	<b>Show time (duration 75 min)</b>						
		1		1		1		
		Chief stagehand		Chief LX		ChiefSound		
	9:30 p.m.	<b>Teardown and cleaning (2hours approx)</b>						
		1	3	1	3	1	1	1
		Chief stagehand	Stagehand	Chief LX	LX	ChiefSound	Sound	Wardrobe

**SVP fournir des techniciens expérimentés et qualifiés  
Machine de Cirque et toute l'équipe vous remercient**

## Appendix I :

### SCHEDULE MACHINE DE CIRQUE (1 show, WITH NO setup, WITH NO teardown)

Time	Chief stagehand	Stagehand	Chief Lighting	Lighting	Chief Sound	Sound	Head Flyman	Weight Leader	Wardrobe
4:30 p.m.	The stage must be clean one hour before the artists' arrival.								
6:00 p.m.	Artists warm up								
	1		1		1				
	Chief Stagehand		Chief LX		Chief Sound				
7:50 p.m.	Public entrance								
	1		1		1				
	Chief Stagehand		Chief LX		Chief Sound				
8:00 p.m.	Show time (duration 90 min)								
	1		1		1				
	Chief Stagehand		Chief LX		Chief Sound				
9:00 p.m.	END ALL DEPARTMENTS								1
									Wardrobe

## Appendix J :

### SCHEDULE MACHINE DE CIRQUE (2 shows, WITH NO setup, WITH teardown)

Time	Chief stagehand	Stagehand	Chief lighting	Lighting	Chief Sound	Lead Flyman	Chief Cintrier	Weight Loader	Wardrobe
12:30 p.m.	<b>Artists warm up</b>								
	1 Chief Stagehand		1 Chief LX		1 Chief Sound				
2:30 p.m.	<b>Public entrance</b>								
	1 Chief Stagehand		1 Chief LX		1 Chief Sound				
3:00 p.m.	<b>Show time (duration 90 min)</b>								
	1 Chief Stagehand		1 Chief LX		1 Chief Sound				
4:30 p.m.	<b>FND / DINFR ALL</b>								
									1 Wardrobe
6:30 p.m.	<b>The stage must be clean one hour before the artists' arrival.</b>								
6:30 p.m.	<b>SHOW CALL</b>								
	1 Chief Stagehand		1 Chief LX		1 Chief Sound				
7:30 p.m.	<b>Public entrance</b>								
	1 Chief Stagehand		1 Chief LX		1 Chief Sound				
8:00 p.m.	<b>Show time (duration 90 min)</b>								
	1 Chief Stagehand		1 Chief LX		1 Chief Sound				
9:30 p.m.	<b>Teardown (90 min approx) ALL</b>								
									1 Wardrobe