



#### **ABOUT THE SHOW**

From the minds behind *The Highest Step in the World, Tomorrow's Child* and *The Last Voyage of Donald Crowhurst* comes a new show of epic proportions. *GIANT* is the amazing story of professional wrestler André the Giant, one of the most recognizable and beloved public figures ever, told from the perspective of the one person he left behind.

Packed with captivating imagery, animated objects, and the raw spectacle of a wrestling match, *GIANT* unfolds as a boisterous alternative to the traditional bio-pic. A cast of five women tells the story with a raucous high theatricality that bodyslams professional wrestling's hyper-masculine culture. Ghost River's trademark collaborative approach to theatre means that design, direction, script and performance all work together to stage an unstageable protagonist (7'4" and 520 pounds!), using the language of theatrical scale to express the extraordinary life of a person of extraordinary size.



#### **OVERVIEW OF THE PRODUCTION**

GIANT is a dynamic show that will be adjusted to fit the parameters of a variety of performance spaces. The information listed in this technical rider outlines an ideal situation; however, it should be understood as a starting point from which adaptations can be made.

A technical paperwork package for the venue will be necessary to assess the specific requirements for a given theatre. This should include:

- CAD and PDF drawings of the theatre and its lighting, audio, and video systems and audience areas.
- CAD and PDF side elevation drawings.
- A technical inventory. GRT will do its best to work with the available equipment.
- Photos of the theatre, including audience and backstage areas.

The production of 'GIANT' runs approximately 90 minutes with no intermission.

#### **Production Contacts:**

Executive Director
Kate Stadel
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Artistic Director
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#### **Booking Contact:**

Artist Representative Christy Offer, Magpie Exchange Arts Management 587-896-0312 christy@magpieexchange.com

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### GIANT TOURING COMPANY

#### **Performers:**

5 female actors/puppeteers

#### **Show Crew:**

Stage Manager

2x Assistant Stage Managers

\*Please note ONE or BOTH of the Assistant Stage Managers will maintain puppets and props.

#### **Crew During Load In until Opening:**

Director

Technical Director

\*Depending on the length of the run the Technical Director would return for strike or send an associate.

The touring Stage Manager will call lighting and sound cues.

#### **Local Crew:**

Below is a summary of what to generally expect in the installation, running, and strike of 'GIANT'. A production schedule and crew breakdown will be created specific to the parameters of each venue.

Day 1: 6-8 Stagehands - Lighting Hang; AV Install; Load-in; Riser/Masking installation.

Day 2: 6-8 Stagehands - Install wrestling ring, lx focus and levels.

Day 3: 4 Stagehands – Levels, Cueing rehearsals, Evening Performance

Show Calls: 4 Stagehands -Head Lighting, Head AV, Head Stage. Head of Wardrobe or appropriate crew person for maintenance, repairs, cleaning, and pre-sets of costumes

Strike: 6-8 Stagehands.

Prior to each performance, a fight call is held on stage. Show crew is called 1.5 hours before curtain in order to accommodate preset, pre-show checks, fight call, and stage cleaning.

During the run of the show, when necessary, Ghost River's touring crew may need



access to a separate room outside of show-call hours in order to conduct maintenance on props, costumes, and puppets.

#### **STAGING AND SCENERY**

'GIANT' will be adapted to a variety of theatre venues. It is best suited for a thrust or black box venue.

At the end of this technical rider is a ground plan showing the configuration of 'GIANT' staged at Calgary, Alberta's Grand Theatre. For each venue, the layout can be adapted to fit with the capabilities of the space. The central elements of the staging setup are:

- The wrestling ring 16' wide x 16' deep, 30" tall.
- Catwalk stage risers 8' wide x 8' deep, at the same height as the ring.
- The backstage risers 32' wide (adjustable to size of the venue) x 8' deep (US/DS). It will need to be the same height as the ring.
- 'Audience riser' at the back of the central seating area, an 8' x 8' riser used as a performing location in the audience. This will be unique for each venue. In an ideal situation, it could be masked from behind, with space for pre-set props. Actors and Stage Management should be able to access this area from behind.



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- Traveler back curtain to mask the backstage risers. Bottom of drape is trimmed to the top of risers. Operated by house Head of Stage.
- A non-pleated border and legs that combine to make a proscenium-like masking around the catwalk. The border is used as a projection surface for surtitles.
- Legs and masking to cut off sightlines to backstage.
- Vinyl skirting to cover the wrestling ring, audience riser, and backstage platform.
- Step units leading to the catwalk risers, one either side of the backstage risers, and one coming off the house right side of the audience riser.
- Audience seating left and right of the wrestling ring, and a main central bank facing the ring.

In general, a minimum of 36' of stage depth is needed from the first row of audience seating to the upstage wall of the venue. An ideal venue width would be around 52' or greater. The minimum grid/truss height is 16'.

#### **Presenter to Provide:**

- x12 4'x8' staging risers with legs to match the height of the wrestling ring. Adjustable height legs are ideal.
- x2 3'x8' staging risers with 1' legs to be used as part of the step system to the catwalk area.
- 4 pieces of black riser skirting 8' wide x 1' tall to mask the side of the catwalk and steps.
- Clamps and bracing to secure staging risers and minimize swaying.
- Step units on either side of the backstage risers.
- All components of audience seating systems required to achieve the thrust layout. Eg. chairs, risers, steps, railings, skirting, etc.
- One traveler system for masking the backstage riser
- Depending on layout, a second traveler system for masking the audience riser.
- A non-pleated black velour border to use as a projection surface, height to be determined based on the specifics of the venue.
- All black stage drapes required to properly mask the show. The layout of these drapes will be determined based on the specifics of the venue.
- Mops and brooms for cleaning the performing areas.
- The rental, transportation, and installation of the wrestling ring. The specifics of this must be discussed further. It may involve GRT bringing the ring that was used in previous iterations of the show.



#### **Ghost River Theatre to Provide:**

- Vinyl skirting for wrestling ring and risers.
- Two sets of lockers used as scenery.
- x4 sections of mylar shimmer curtain, 8' wide x apprx. 16' high.
- Depending on layout, the step unit off the house right side of the audience riser.
- Black vinyl wrestling mat to cover the wrestling ring.
- x2 step units 8' x 1' x 1'.

#### **LIGHTING AND EFFECTS**



GRT will create a lighting plot using the venue's paperwork package and taking its equipment inventory into consideration.

#### **Presenter to Provide:**

- x4 Martin MAC Encore Performance WRM moving lights
- x4 ETC ColorSource Source 4 LED lekos with 50 degree lenses.
- All lighting fixtures, accessories, dimming, and power and data cabling required to hang the lighting plot. The plot will take into account the theatre's inventory, but may require further rentals.
- All gels required by the lighting plot.
- An ETC EOS-family lighting console (Eos, Ion, Gio, Ti, Element) with its own dedicated wireless router.
- x1 Hazer ideally Le Maitre Radiance.

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- x1 Mirror ball minimum 12" diameter.
- x2 Lighting boom pipes with bases, min. 8' high.
- Genie Lift and Ladders for overhead work and lighting focus.

#### **Ghost River Theatre to Provide:**

- x2 Chauvet Geyser vertical LED fog machines.
- x1 Chauvet Hurricane fog machine.
- x6 Par-16 'birdie' lights.
- All gobos required by the lighting plot, including two glass gobos.

#### **AUDIO AND VIDEO**

All sound and video cues are run from GRT's show computer though QLab. QLab is also used as show control to trigger some lighting cues via OSC on the lighting board. It is essential for the house lighting console to have a dedicated wireless router, so that the computer running QLab can network with it.

Audio is outputted from the show computer via a firewire interface and requires up to four XLR input channels on the house sound console.

#### **Presenter to Provide:**

- A professional, high-quality PA system that is equalized and appropriately engineered for the theatre. A minimum speaker arrangement of a flown stereo pair is necessary. A centre cluster, side fills, and subwoofers are recommended.
- A minimum of two flown monitors, with locations to be included on GRT's plot.
- x1 wireless handheld microphone and all batteries required.
- x1 DMX projector dowser.
- A sound console with up to 4 available XLR inputs.
- Clear-com system for show crew. A minimum of 3 wireless beltpacks are needed, plus units at each operator position and a stage management position with the ability to page backstage. Only one channel is necessary.

#### **Ghost River Theatre to Provide:**

- Mac computer with QLab software
- M-Audio Profire 610 sound interface



- Adapters from ¼" TRS to XLR
- x1 Christie laser video projector with lenses and rigging hardware
- HDMI to SDI signal converter
- 100' SDI cable
- Video adapters and cabling

#### PROPS AND PUPPETS

'GIANT' is a prop and puppet-heavy show. The preset and maintenance of these items is generally handled by GRT's ASM and technical crew. Access to the theatre outside of show call hours is necessary in order to conduct maintenance.



There are a number of larger-than-life puppet pieces, which require special consideration for load-in, backstage storage, and overhead height. The largest piece is a giant André head, approximately 60" x 60" x 60".

Other large pieces include a giant pair of legs approx. 48" x 24" x 24" each.



A giant spine puppet that ships in three pieces but assembles into one long unit approx.  $18' \log x \ 24'' \ x \ 24''$ .



There is also a large inflatable puppet that stands about 9' tall when in use.





Several of the puppets have batteries for lights and motors that require charging.

The prop and puppet running track is complex, and will be adapted to the physical layout and scenic ground plan of the theatre. It will be necessary to consult with GRT's crew on backstage areas, crossovers, storage spaces, and pathways between different entrances to the theatre.

#### **Presenter to Provide:**

- A space within the theatre building that can be accessed when necessary, to be used as a workspace for prop and puppet repairs.
- A non-dimming circuit with two power bars to be used as an overnight charging station for all puppet batteries.

#### **Ghost River Theatre to Provide:**

- All prop and puppet pieces necessary for the production.
- All batteries and chargers for props and puppets.
- Tools and materials for maintenance of props and puppets.

#### **COSTUMES**

There are numerous costumes and accessories that are a part of the actor and stage management show tracks. Consultation with Stage Management is necessary to determine quick-change locations specific to the layout of the theatre. A head of wardrobe or appropriate crew person will be required to load-in, maintain, repair, preset and clean costumes.

#### **Presenter to Provide:**

- Access to one washer and dryer, an iron, steamer, and ironing board is required.
- One local head of wardrobe or appropriate crew person.
- Three portable costume racks with hangers for backstage pre-sets.
- Dressing rooms for 5 performers and the SM team, which include make-up mirrors with lights, washroom, sink with hot water, shower with hot water, and 8 clean towels with wash cloths.
- Access to communal green room or hospitality area.



#### **Ghost River Theatre to Provide:**

All costumes and accessories necessary for the production.

#### FREIGHT AND LOADING

The freight requirements for 'GIANT' will need to be confirmed once the specifics of venue adaptation have been determined. The final agreement as to the logistics of the wrestling ring and rental gear will influence the freight transportation requirements.

Without ring or rental equipment, 'GIANT''s equipment can be transported in a 26' cargo truck with outside dimensions of 35' long x 8' wide x 11'6" tall.

A loading bay and clear passage through to the theatre is necessary, with a minimum opening of 7' wide x 7' high for any door or passageways.

If 'GIANT' is shipped via ground transportation, parking for the truck near the venue must be provided by the presenter.

Storage areas should be provided for empty boxes and road cases. If none are available then empties can be back-loaded onto the truck.

#### PRODUCTION REQUESTS

The process of prepping the show in such a short time takes a lot of effort by all. We respectfully ask that coffee, tea, drinking water, and snacks be provided during the load-in and throughout the run of the show.

Wi-fi internet access is appreciated for cast and crew. Access to a printer for Stage Management is necessary for dailies and reports.

Stage Management must be able to talk to the FOH Manager to communicate when the show starts.

Local contacts for prop/puppet professionals are requested in the event of major repair issues.



Local contacts for wardrobe professionals or studios are requested in the event of major repair issues.

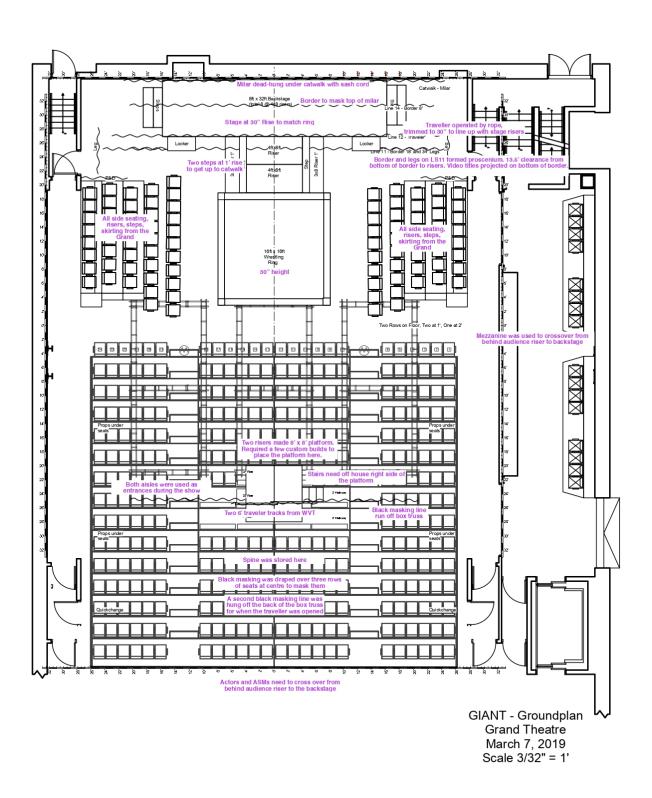
Please provide contacts for Chiropractors, Massage Therapists, Acupuncturists and medical service providers close to the venue. The wrestling has a high physical demand on the performers.

Latecomer seating is possible. Stage Management will be able to describe the appropriate points at the beginning of the show where latecomers can be seated.

If in following with venue policy, Ghost River Theatre encourages audience members to embrace a stadium like atmosphere during the show where they consume beverages, food and are welcome to participate by cheering the performers on.

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### **ADDITIONAL PHOTOS**

Projected surtitles on back curtain.



Audience riser. See page 5 for more details.

