

Ruralesque – Presenter/Technical Overview

A sample tech rider and lighting plot are shared below for context, but we are very keen to adapt the work to a variety of different venues or contexts and have done this in the past.

Availability: We are currently taking bookings 2024 onwards. Contact CandicePikeInMotion@gmail.com for booking information.

Number of Shows: We are available to do any number of shows based on the presenter's opinion. We are also keen to be in residence or to have some connection with the local community in advance of the show.

Team: We are 3 performers (Candice Pike, Hilary Knee, Josh Murphy). We can also travel with our own dedicated ASL interpreter/swing performer/stagehand (Robert Azevedo), and 1 stage manager (Chelsea Marks). As resources allow we also bring our director/dramaturg (Lois Brown). In advance of the show we also find one local guest star – someone who the community knows and loves – to perform a 3-5 minute set or two during the show. It could be a dancer, musician, actor, comedian, or so on.

Set-up: Because we adapt our piece to each venue, set-up times and considerations can vary. We work this out with each location. In a typical theatrical environment, we prefer at least 1 day of set-up (can be the performance day), with time to test lighting and run the show. However, we have also been able to do it in a more condensed time period. It just depends on the time and resources available.

General needs: While we can adapt to any venue, it is preferable to have access to basic lighting instruments and a technician, a sound system and 2 microphones, and a projector. We can also avail of boom stands or other sturdy elements in the performance space to run our clotheslines. We require 3 non-folding chairs.

Travel: Artists are based primarily in Newfoundland (Corner Brook and St. John's) but occasionally work off island. Travel costs and times fluctuate depending on the season.

Show Fee: Costs vary depending on block bookings and tours, one-act vs two act performance, festival settings, and availability of in-kind contributions. We are happy to negotiate with presenters on creating performance options that work for their budget.

Additional Options: Bookings can also include community or professional workshops in our Ruralesque methods, or more traditional dance techniques. The team is also available to participate in artist talks, panel discussions, and similar outreach activities.

Archival Video Links:

Proscenium Theatre Setting - <https://youtu.be/dr8zoaNk6eA> (Arts and Culture Centre, Corner Brook)

Alternate Venue Setting (ski cabin) - <https://youtu.be/JVVTvQlz8QU> (GMSM – Blow Me Down Ski Lodge)

Alternate Venue Setting (dinner theatre) - https://youtu.be/u-Rogpxg_cs (Festival of New Dance – Masonic)

Ruralesque Tour Fall 2022
Lighting, Audio and Video Package

*3 Performers/Dancers

*2-3 Clothesline Setups at various positions around the stage

*Two pre-programmed Qlab files on a Mac Laptop (to be provided by the touring group):

-One contains audio and video cues only

-One contain audio, video and lighting cues

-These files and the associated video and audio files can be sent ahead of time if it's helpful for the venue.

Lighting requirements: (To be provided by the venue)

*Front Wash (minimum of 2-4 lamps) Channels 2-5

-2&3 are direct front

-4&5 are cross focused front

*2 Back Color Washes to light the background with various color mixes (can be a minimum of 3 lamps depending on the size of the space, but 4 would be preferred to create a symmetrical color background. All RGB Color LEDs)

-The Lights used for the programming in this package were set in 7 channel mode with the following characteristics: Red, Green, Blue, White, Amber, UV, Intensity

-For Venues without qlab capabilities, please see the light cue level sheets at the end of this document.

Projection/Video Requirements: (To be provided by the venue)

*Front Projecting Projector capable of providing a crisp and clear image onto a surface such as a bed sheet (to be provided by the touring group), or a projection screen above and behind the dancers (to be provided by the venue where hanging the clotheslines/bedsheet isn't possible)

Audio Requirements: (To be provided by the venue)

*Two microphones

*PA capable of playing sound from a Macbook headphone jack

Ruralesque Running Order:

Act 1:

- 1 a) Intro A ("Black Velvet" - Alannah Myles)
- b) Intro B ("The Black Velvet Band" - Harry Hibbs)
2. Rant and Roar Part 1 ("Rant and Roar" - Bridget Swift)
3. Clothesline Lament ("Lament" - Sonny Lester and His Orchestra)
4. Booty Pop ("Tootsie Wootsie")
5. Gay Sera ("Que Sera, Sera/Grey Foggy Day" - Bridget Swift)
6. Video
7. Should I Get Screeched Out?
8. Heave Away ("Heave Away" - The Fables)
9. Intro Special Guest #1
10. Special Guest Performance #1
11. Candice's Story
12. Lobster Mating Dance ("Joe Batt's Arm Longliners" - Bridget Swift)
13. Josh's Story
14. Reverse Mummer ("Untouchable Face" - Ani DiFranco)

Act 2:

15. Video (with "I Had A Hat" - Shanneyganock)
16. Chair Is An Island ("Geography Text" with "Song for Newfoundland" - Buddy Wasisname)
17. Milk Pour
18. Intro Special Guest #2
19. Special Guest Performance #2
20. Hand Over Hand ("Dream of Blue" - Bridget Swift)
21. Boot Tease ("Tootsie Wootsie")
22. Hat Game (with "You Can Leave Your Hat On" - Tom Jones)
23. Hilary's Story
24. Rant And Roar Part 2 ("Rant And Roar" - Great Big Sea)
25. Curtain Call ("We'll Rant And We'll Roar" - Rob Gillard)

Ruralesque Tour Fall 2022
Instrument List

Instrument No.	Address	Type of Instrument	Focus Area	DMX Controls
1	2	Source 4-26deg or similar	SR Direct	Intensity
2	3	Source 4-26deg or similar	SR Cross Focused	Intensity
3	4	Source 4-26deg or similar	SL Direct	Intensity
4	5	Source 4-26deg or similar	SL Cross Focused	Intensity
5	10-16	ADJ Ultra Hex Bar 6 - Set in 7 Channel Mode	USR Wall (Background)	R,G,B,W,A, UV, Intensity
6	18-24	ADJ Ultra Hex Bar 6 - Set in 7 Channel Mode	USC Wall (Background)	R,G,B,W,A, UV, Intensity
7	18-24	ADJ Ultra Hex Bar 6 - Set in 7 Channel Mode	USC Wall (Background)	R,G,B,W,A, UV, Intensity
8	10-16	ADJ Ultra Hex Bar 6 - Set in 7 Channel Mode	USL Wall (Background)	R,G,B,W,A, UV, Intensity

Ruralesque Tour Fall 2022
Lighting Cues

Cue # 0.5

Label: Preset

Channel	2	3	4	5	10	11	12	13	14	15	16	18	19	20	21	22	23	24
Lamp	FOH SR-Direct	FOH SR-Cross	FOH SL-Direct	FOH SL-Cross	Color Changing Light Bar (focused on Wall far SR and far SL)							Color Changing Light Bars (focused on Wall Centre-SR and Centre SL)						
Attribute	Intensity	Intensity	Intensity	Intensity	Red	Green	Blue	White	Amber	UV	Intensity	Red	Green	Blue	White	Amber	UV	Intensity
Level (%)	-	-	-	-	FULL	-	-	-	60	-	FULL	70	-	-	-	FULL	-	FULL

Note: Warm Amber Background with no Front Light

Cue # 1

Label: Black Velvet

Channel	2	3	4	5	10	11	12	13	14	15	16	18	19	20	21	22	23	24
Lamp	FOH SR-Direct	FOH SR-Cross	FOH SL-Direct	FOH SL-Cross	Color Changing Light Bar (focused on Wall far SR and far SL)							Color Changing Light Bars (focused on Wall Centre-SR and Centre SL)						
Attribute	Intensity	Intensity	Intensity	Intensity	Red	Green	Blue	White	Amber	UV	Intensity	Red	Green	Blue	White	Amber	UV	Intensity
Level (%)	60	60	60	60	FULL	-	-	-	60	-	FULL	70	-	-	-	FULL	-	FULL

Note: ADD FRONT LIGHT

Cue # 2

Label: Rant & Roar

Channel	2	3	4	5	10	11	12	13	14	15	16	18	19	20	21	22	23	24
Lamp	FOH SR-Direct	FOH SR-Cross	FOH SL-Direct	FOH SL-Cross	Color Changing Light Bar (focused on Wall far SR and far SL)							Color Changing Light Bars (focused on Wall Centre-SR and Centre SL)						
Attribute	Intensity	Intensity	Intensity	Intensity	Red	Green	Blue	White	Amber	UV	Intensity	Red	Green	Blue	White	Amber	UV	Intensity
Attribute	Intensity	Intensity	Intensity	Intensity	Red	Green	Blue	White	Amber	UV	Intensity	Red	Green	Blue	White	Amber	UV	Intensity
Level (%)	60	60	60	60	-	-	FULL	-	-	-	FULL	-	FULL	40	-	FULL	-	FULL

Note: Blue/Green Background

Cue # 3

Label: Clothesline Lament

Channel	2	3	4	5	10	11	12	13	14	15	16	18	19	20	21	22	23	24
Lamp	FOH SR-Direct	FOH SR-Cross	FOH SL-Direct	FOH SL-Cross	Color Changing Light Bar (focused on Wall far SR and far SL)							Color Changing Light Bars (focused on Wall Centre-SR and Centre SL)						
Attribute	Intensity	Intensity	Intensity	Intensity	Red	Green	Blue	White	Amber	UV	Intensity	Red	Green	Blue	White	Amber	UV	Intensity
Level (%)	60	60	-	-	FULL	-	FULL	-	-	-	FULL	FULL	-	FULL	-	-	-	FULL

Note: Blue/Pink Background

Cue # 4

Label: Booty Pop

Channel	2	3	4	5	10	11	12	13	14	15	16	18	19	20	21	22	23	24
Lamp	FOH SR-Direct	FOH SR-Cross	FOH SL-Direct	FOH SL-Cross	Color Changing Light Bar (focused on Wall far SR and far SL)							Color Changing Light Bars (focused on Wall Centre-SR and Centre SL)						
Attribute	Intensity	Intensity	Intensity	Intensity	Red	Green	Blue	White	Amber	UV	Intensity	Red	Green	Blue	White	Amber	UV	Intensity
Level (%)	60	60	60	60	FULL	-	-	-	30	-	FULL	FULL	-	-	-	30	-	FULL

Note: Red/Magenta "Purity Syrup Colored" Background

Cue # 5

Label: Gay Sera

Channel	2	3	4	5	10	11	12	13	14	15	16	18	19	20	21	22	23	24
Lamp	FOH SR-Direct	FOH SR-Cross	FOH SL-Direct	FOH SL-Cross	Color Changing Light Bar (focused on Wall far SR and far SL)							Color Changing Light Bars (focused on Wall Centre-SR and Centre SL)						
Attribute	Intensity	Intensity	Intensity	Intensity	Red	Green	Blue	White	Amber	UV	Intensity	Red	Green	Blue	White	Amber	UV	Intensity
Level (%)	50	50	50	50	-	-	FULL	-	-	-	FULL	-	-	FULL	-	-	-	FULL

Note: Blue Background

Cue # 6

Label: Video

Channel	2	3	4	5	10	11	12	13	14	15	16	18	19	20	21	22	23	24
Lamp	FOH SR-Direct	FOH SR-Cross	FOH SL-Direct	FOH SL-Cross	Color Changing Light Bar (focused on Wall far SR and far SL)							Color Changing Light Bars (focused on Wall Centre-SR and Centre SL)						
Attribute	Intensity	Intensity	Intensity	Intensity	Red	Green	Blue	White	Amber	UV	Intensity	Red	Green	Blue	White	Amber	UV	Intensity
Level (%)	-	-	-	-	40	-	60	-	-	-	FULL	40	-	60	-	-	-	FULL

Note: Pinkish Background with No Front Light

Cue # 7

Label: Screeched Out

Channel	2	3	4	5	10	11	12	13	14	15	16	18	19	20	21	22	23	24
Lamp	FOH SR-Direct	FOH SR-Cross	FOH SL-Direct	FOH SL-Cross	Color Changing Light Bar (focused on Wall far SR and far SL)							Color Changing Light Bars (focused on Wall Centre-SR and Centre SL)						
Attribute	Intensity	Intensity	Intensity	Intensity	Red	Green	Blue	White	Amber	UV	Intensity	Red	Green	Blue	White	Amber	UV	Intensity
Level (%)	50	50	50	50	FULL	50	-	-	-	-	FULL	FULL	30	-	-	-	-	FULL

Note: Amber Blend Background

Cue # 8

Label: Heave Away

Channel	2	3	4	5	10	11	12	13	14	15	16	18	19	20	21	22	23	24
Lamp	FOH SR-Direct	FOH SR-Cross	FOH SL-Direct	FOH SL-Cross	Color Changing Light Bar (focused on Wall far SR and far SL)							Color Changing Light Bars (focused on Wall Centre-SR and Centre SL)						
Attribute	Intensity	Intensity	Intensity	Intensity	Red	Green	Blue	White	Amber	UV	Intensity	Red	Green	Blue	White	Amber	UV	Intensity
Level (%)	50	50	50	50	-	-	-	50	FULL	-	FULL	FULL	-	-	35	-	-	FULL

Note: Amber & Pink Background

Cue # 9

Label: Intro Guest Performer #1

Channel	2	3	4	5	10	11	12	13	14	15	16	18	19	20	21	22	23	24
Lamp	FOH SR-Direct	FOH SR-Cross	FOH SL-Direct	FOH SL-Cross	Color Changing Light Bar (focused on Wall far SR and far SL)							Color Changing Light Bars (focused on Wall Centre-SR and Centre SL)						
Attribute	Intensity	Intensity	Intensity	Intensity	Red	Green	Blue	White	Amber	UV	Intensity	Red	Green	Blue	White	Amber	UV	Intensity
Level (%)	50	50	50	50	FULL	-	-	50	FULL	-	FULL	FULL	-	-	35	-	-	FULL

Note: ADD Channel 10 @ FULL

Cue # 10

Label: Guest Performer #1

Channel	2	3	4	5	10	11	12	13	14	15	16	18	19	20	21	22	23	24
Lamp	FOH SR-Direct	FOH SR-Cross	FOH SL-Direct	FOH SL-Cross	Color Changing Light Bar (focused on Wall far SR and far SL)							Color Changing Light Bars (focused on Wall Centre-SR and Centre SL)						
Attribute	Intensity	Intensity	Intensity	Intensity	Red	Green	Blue	White	Amber	UV	Intensity	Red	Green	Blue	White	Amber	UV	Intensity
Level (%)	50	50	50	50	-	80	-	-	-	-	FULL	FULL	-	40	-	-	-	FULL

Note: Newfoundland Flag-ish Green and Pink Background