

BATTLE CHORUS Tech Rider as at 18 May 2024



Technical Rider

as at 18th May 2024

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TOURING COMPANY

TOURING PARTY: 2 x Performers / Hosts

Creator (Concept and Content) & Performer/Host

Jason Te Mete is of Ngāti Ranginui and Ngāi Te Rangi descent, and is a freelance artist with over 15 years experience as a vocal coach, musical director and performer. He created the BATTLE CHORUS concept for the Auckland Live Cabaret Festival in 2019, collaborating with Rutene Spooner to develop the content. Jason is also Kaiwhakahaere (Artistic Director) of Tuatara Collective.

Collaborator (Content) & Performer/Host

Rutene Spooner is an award-winning cabaret performer of Ngāti Porou and Ngaruahine descent. He has toured nationally and internationally with various theatre and corporate entertainment organisations as a singer, actor and entertainer. He has worked as a Performance Coach, is a proud kaihaka of Te Kapa Haka o Whāngara-Mai-Tawhiti, and is a member of the Modern Māori Quartet.

Other Performers/Hosts

In the event that either Jason or Rutene is unavailable (due to other engagements or illness), other performers could be engaged instead. **Laughton Kora** was Performer/Host of BATTLE CHORUS (Kiwi Classics) in 2019, and we have a list of other potential covers.

SHOW INFORMATION

SYNOPSIS / DESCRIPTION:

BATTLE CHORUS is a social sing-a-long experience that brings people together for an unforgettable night of iconic melodies and sweet harmonies. Under the guidance of Aotearoa musical heavyweights Jason Te Mete and Rutene Spooner, audiences form two teams, grab a drink, learn some choruses and then battle it out with an epic medley of songs.

No singing experience is necessary, simply a love of music and coming together with others in collective harmony (although a little bit of friendly rivalry doesn't hurt)!

Using wifi or data, audiences will receive a secret QR code (or similar) on the day to access their teams' song lyrics from their own personal device. Presenter to provide some printed hard-copies also. We suggest presenters advise audiences to charge their personal devices prior to arrival.

NB: BATTLE CHORUS is designed for participants to be standing for the duration of the hour - there is little-to-no downtime. Of course anyone who needs to sit may do so, suitable seating at the front should be made available on request.

VERSIONS:

There are 2 tour-ready versions available. Content of each of these can be made available on request. Please advise which one you would prefer;

- a) **The Kiwiana Songbook**
- b) **The Greatest Hits of All Time**
- c) **Disco Inferno** (*in development*)

MARKETING / MEDIA:

BATTLE CHORUS is a social event so we encourage the presenter to package a drink on arrival into ticket price. It is a perfect event to market to groups, and/or as a corporate function.

Click on this link for marketing media content, hero images and some past promotional examples.

[BATTLE CHORUS MEDIA](#)

RUNNING TIME / LATECOMERS:

60 minutes, No interval. If there are no time restrictions, we suggest extending to 75 minutes, or even 90 minutes to have a slightly more relaxed event. Latecomers permitted at any time.

REHEARSALS:

All rehearsals/sound-checks must be able to be performed under show conditions including lighting, exit lighting and air conditioning.

BAR:

Bar should be open for the duration of the performance. The ideal setting would be a bar set up inside the main space for patrons to access at any time.

PHOTOGRAPHY:

Photography allowed, video recording prohibited.

TUATARA COLLECTIVE TRUST CONTACT DETAILS

Kaiwhakahaere (Artistic Director): Jason Te Mete
E: tuataracollective@gmail.com
M: +64 21 222 2859

Kaiwhakahaere (Administration): Tāwera Ormsby
E: tuataracollective@gmail.com
M: +64 21 297 0994

TRAVEL & ACCOMMODATION

Presenter to provide return travel for 2-person touring party, and accommodation for the night before the show and the night of the show (unless otherwise negotiated).

TRAVEL

Either;

- return domestic economy airfares with 1 x checked in bag each
- all transfers between airport, hotel, venue, and return to airport for departure (for touring party plus luggage and instruments etc.)

Or;

- return vehicle and petrol costs (according to IRD Tier 1). These details can be negotiated when booking

ACCOMMODATION

Minimum 4-star hotel/motel accommodation (or equivalent), with;

- individual non-smoking rooms, clean condition with king/queen bed
- located near the venue (no more than a 15-min walk). If further away, presenter will provide transport to and from venue
- free internet / wifi access in each room at no extra charge
- parking (if travelling by car)

PER DIEMS

Presenter to provide per diem of \$60pd for touring party.

EXTRA LUGGAGE

Presenter to factor safe transportation of Acoustic Guitar into all travel arrangements.

STAGING

BATTLE CHORUS requires 2 separate spaces. Preferably there is no sound-bleed between these spaces, but this is not a dealbreaker.

Space 1 is the main battle arena that must accommodate the entire audience at the beginning and the end (up to 200 persons). Team 1 (half of the total audience, up to 100 persons) remains in this space for the entire event.

Space 2 is a breakout room for Team 2 (the other half of the total audience, up to 100 persons) where they will learn their songs before returning to the battle arena.

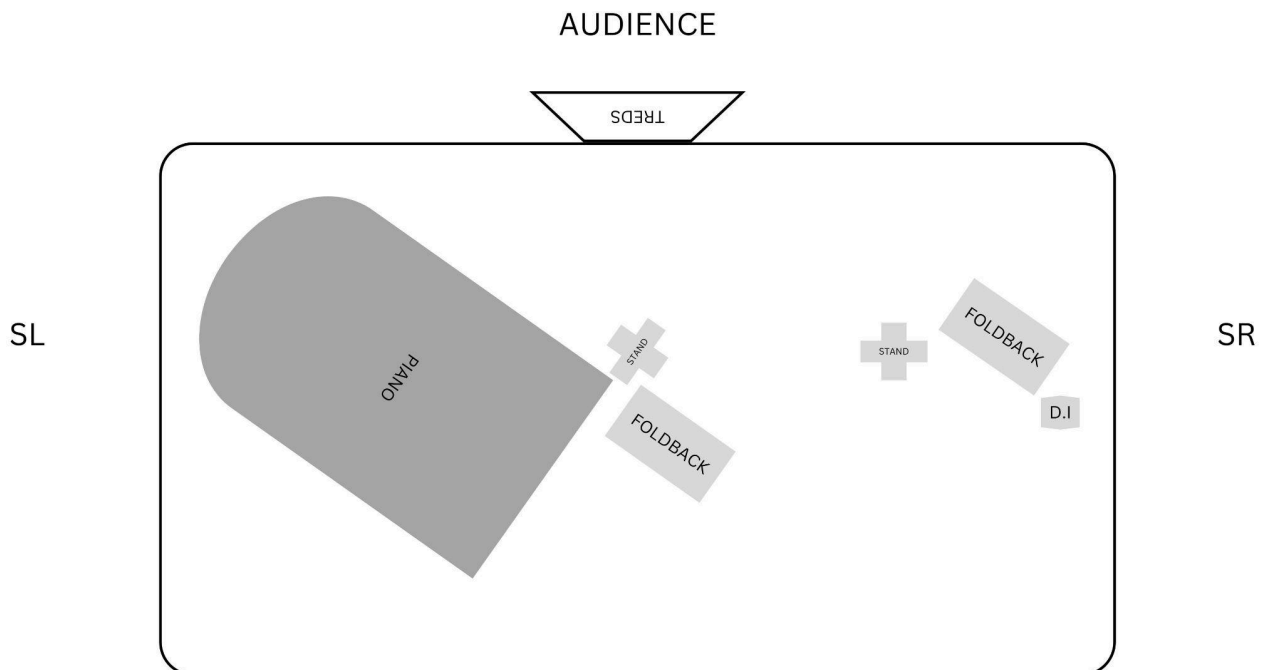
Both spaces must be clean, tidy and clear of excess equipment and debris, prior to the company's arrival.

SPACE 1:

The main battle arena with a grand piano (preferred - please contact us if this is not available to discuss other options). The stage should be raised, and a minimum 4m x 4m x 400mm with treads. The stage must be level and smooth (no rake).

Audience is standing on the floor.

SPACE 1: Preferred Staging Configuration



STAGING (cont.)

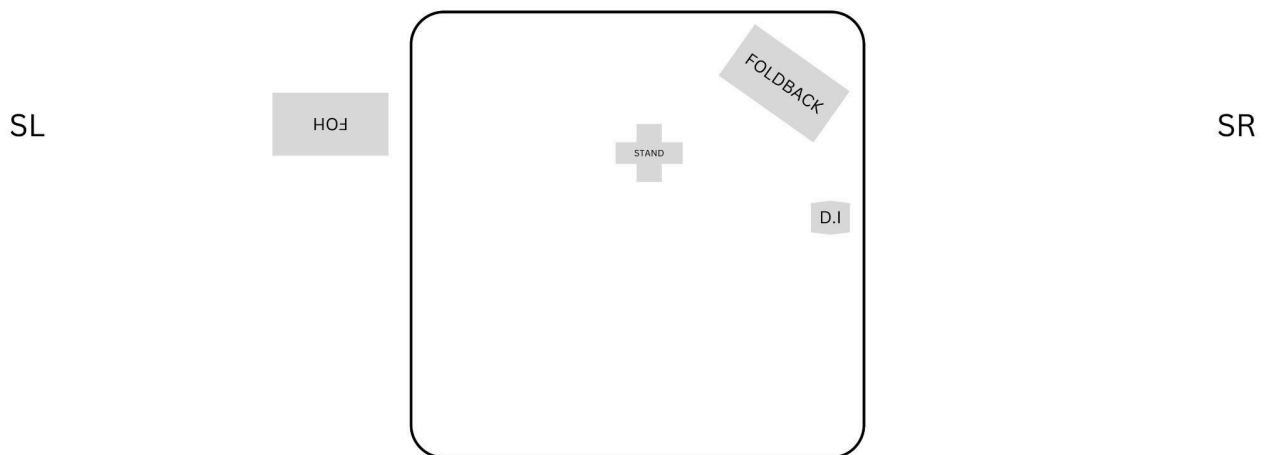
SPACE 2:

The breakout room must cater for half of the total audience members (up to 100 persons) - a medium sized function room, or even a foyer/atrium could work. There should be a small raised stage (at least 400mm high) to accommodate one performer. The stage must be level and smooth (no rake).

Audience is standing on the floor.

SPACE 2: Preferred Staging Configuration

AUDIENCE



LIGHTING

BATTLE CHORUS requires 2 separate spaces. Preferably there is no sound-bleed between these spaces, but this is not a dealbreaker.

Each BATTLE CHORUS has two teams. Team colours are dependent on the BATTLE CHORUS version being presented:

For the **Kiwiana Songbook** version

Team 1 is ***Karaka (Orange)***

Team 2 is ***Kahurangi (Teal)***

For the **Greatest Hits Of All Time** version

Team 1 is ***Kākāriki (Green)***

Team 2 is ***Waiporoporo (Purple)***

SPACE 1:

Generic overhead LED fixtures to have both Team 1 and Team 2 colours (e.g. both ***orange*** and ***teal***, or both ***green*** and ***purple***) states. During the pack-in / rehearsal the hosts will plot the show of simple cues with a venue operator.

The venue operator must have control of the house lights for audience movement in and out of the venue.

Suggestion: A projection of the BATTLE CHORUS Logo onto a large screen or cyc looks great and will frame Space 1 effectively, if the venue has these facilities available. This is not mandatory, and is up to the presenter.

SPACE 2:

Generic LED fixtures (either overhead or uplights) to have Team 2 colour only. Preset and fixed for ambience only - no operator cues required.

SOUND

BATTLE CHORUS requires 2 separate spaces. Preferably there is no sound-bleed between these spaces, but this is not a dealbreaker.

SPACE 1:

The main battle arena with a grand piano on stage (preferred - please contact us if this is not available to discuss other options).

A PA system operated by a venue operator to provide a clean and even coverage. The system must be clean, free from hums, buzzes and rattles.

- 1 x wireless mic on boom stand for vocals (pianist)
- Piano mic
- 1 x mic on boom stand for vocals (guitarist)
- DI for guitar
- Guitar lead
- Foldback for both performers
- Guitar stand (if available)

SPACE 2:

The breakout room must have a PA system operated by a venue operator to provide a clean and even coverage. The system must be clean, free from hums, buzzes and rattles.

- 1 x mic on boom stand for vocals (guitarist)
- DI for guitar
- Guitar lead
- Foldback
- Guitar stand (if available)

TECHNICAL REHEARSAL SCHEDULE

This is an *example* of an ideal technical rehearsal, for a performance starting at 7.30pm (19.30).

Both spaces should be set up as per diagrams above before performers arrive for the technical rehearsal.

17.00	Space 1 SX check: <ul style="list-style-type: none">- Piano- Guitar- Mics Space 1 LX check / basic plot
17.20	Space 2 SX check: <ul style="list-style-type: none">- Guitar Space 2 LX check (fixed state)
17.30	Space 1 Rehearsal: <ul style="list-style-type: none">- Performers will run through some of the material to get comfortable in the space.
18.00	Contingency time
18.30	Check in with FOH regarding audience management and team allocation
18.45	House open, performers to greet audience
19.30	BATTLE CHORUS begins

DRESSING ROOMS / GREEN ROOM

1 x dressing room (minimum) for 2 persons including showers and bathroom facilities, with high speed internet access.

1 x Green Room area containing tea and coffee and a refrigerator.

1 x 6-pack of cold beer, lager or pilsner.

2 x bottles of cold, still mineral water.

PRODUCTION SCHEDULE

Pre-show we require a one hour call before doors to plot, and sound check both spaces with venue operator(s).

Post-show we unplug and leave.

HEALTH & SAFETY

The presenter is responsible for all site-specific risk assessment and health & safety requirements.

**PRESENTER TO PROVIDE ALL OF THE ABOVE, INCLUDING
OPERATOR(S), READY TO GO AT COMPANY'S ARRIVAL**

TUATARA COLLECTIVE TRUST WILL PROVIDE
A GUITAR AND A DAMN GOOD TIME 🤪