

REASONS TO STAY iNSiDE

TECHNICAL
SPECIFICATION



**BARKING
GECKO** ARTS

CONTACTS

Barking Gecko Arts Office
Subiaco Arts Centre, Level 2, 180 Hamersley Road, Subiaco WA 6008
e: gecko@barkinggecko.com.au
ph: (08) 6184 4905

Production

Stewart Campbell, Production Manager
e: stewart.campbell@barkinggecko.com.au
m: +61 407 817 077

Touring

Natalie Di Rasio, Manager, Creative Sector, Development & Growth
e: natalie.dirisio@barkinggecko.com.au
m: +61 411 341 643

Rebecca Nelson, Producer, New Works, Tour Delivery & Artistic Programs
e: rebecca.nelson@barkinggecko.com.au
m: +61 416 843 444

TABLE OF CONTENTS

Staging	3
Stage Management & Control	3
Set Elements	4
Props & Puppets	4
Masking & Drapery	4
Set Plans	5
Lighting	7
Reduced Lighting & Example	8
Sound	9
Intercom/Communications	10
Wardrobe	10
Dressing Rooms	10
Consumables	10
Freight & Transport	10
Schedule	11
Generic Schedule Example	12
Local Venue Crew	15
Touring Personnel	15
Accommodation	15
Plans & Venue Information	15

STAGING

Minimum stage dimensions for *Reasons to Stay Inside* are as follows:

Proscenium Width	8000mm
Stage Depth	6000mm
Stage Width	8000mm
Proscenium Height	4000mm
Minimum Grid Height	4500mm

Reasons to Stay Inside requires overhead hanging positions above the set and front of house for lighting and sound systems to be installed. Please see lighting and sound system sections for details.

STAGE MANAGEMENT & CONTROL

Reasons to Stay Inside will utilise the venues lighting and sound control systems where possible. Where required Barking Gecko Arts can tour control systems to assist with a more efficient install of the production.

Stage Management will operate all lighting and sound cues, and press 'GO' on all sound cues.

Where toured control systems are required, the following cables to be run to interface with venue systems:

- DMX or ARTNET cabling (Toured Artnet node installed in systems rack)
- House Light control (at determined stage management position)
- Sound cabling for FOH Right, Left and Sub sends
- FOH Camera feed (if stage management position side stage)
- Comms lines if house lights unable to be controlled from SM position

SET ELEMENTS

The *Reasons to Stay Inside* set is made up of a main large couch that is progressively deconstructed into its individual bits to form Pedro's basic pillow fort before being reconstructed into its full Death Star form. Once standing the set revolves to reveal that final image.

<p>Main Couch Section</p> <ul style="list-style-type: none"> • 3600mmW x 1200mmD x 800mmH • Polystyrene blocks • Velvet covered • Revolving Base Frame • Convertible into Death Star shape 	<p>2 x Arm Rests</p> <ul style="list-style-type: none"> • 1200mm x 1200mm x 600mm • Polystyrene blocks • Velvet Covered • Timber Legs
<p>3 x Couch Back Rests</p> <ul style="list-style-type: none"> • 1200mm x 600mm x 300mm • Polystyrene blocks • Velvet Covered 	<p>6 x Cushion Stacks</p> <ul style="list-style-type: none"> • 6 stacks with various size throw and couch cushions

PROPS & PUPPETS

Reasons to Stay Inside has a small number of hand props including light sabres, back packs, and sketch books.

MASKING & DRAPERY

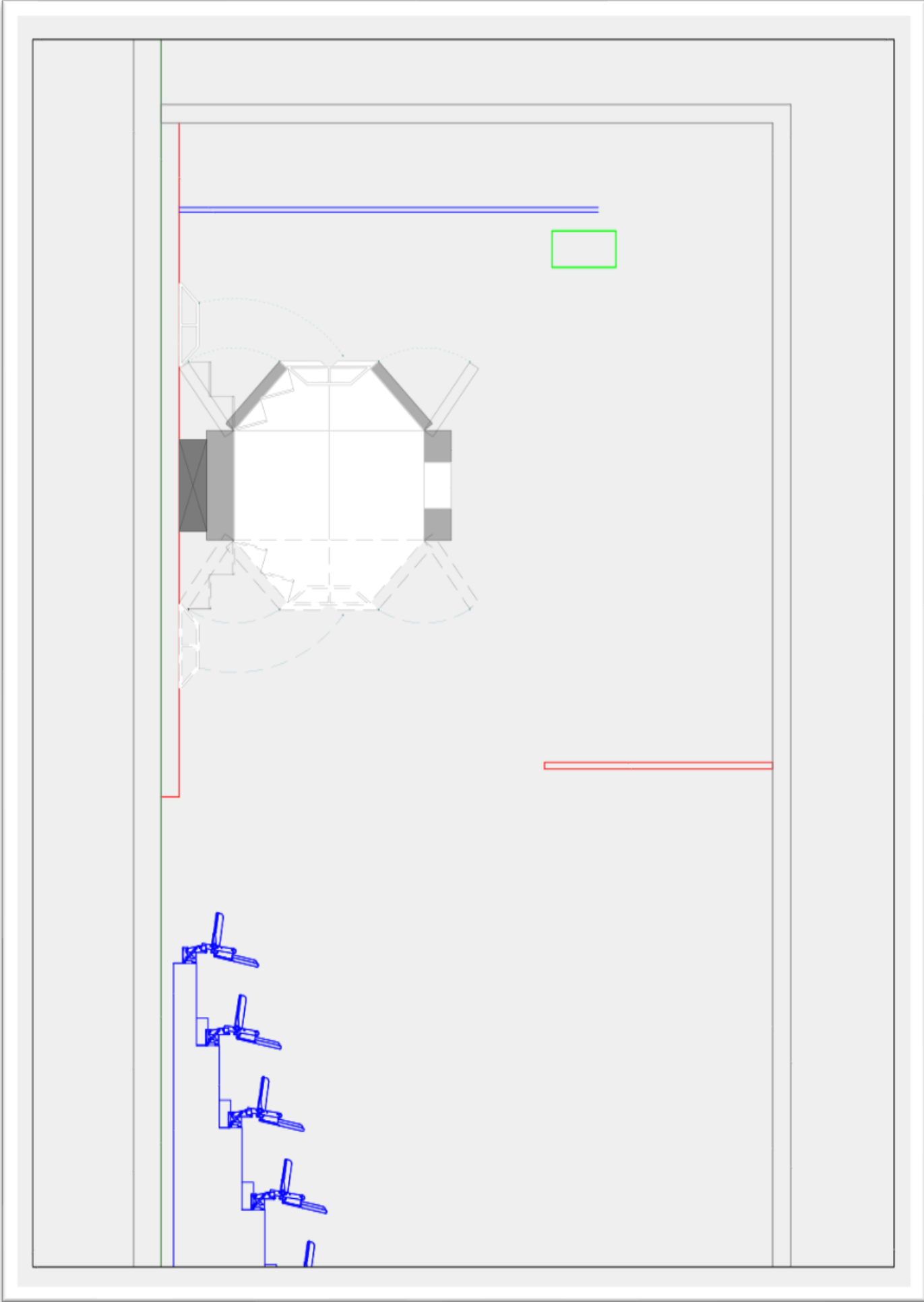
Reasons to Stay Inside requires a blacked-out space to perform in. After achieving this, the production requires the following masking and drapes to mask the show appropriately:

- Three sets of legs hung at around 5000mm from centre
- US smother hung across the rear of the space behind US Wall
- DS border in line with most DS set of legs

Consultation with the producers to assess the venue's capacity to fulfill the listed requirements and devising the optimal solution is required.

Please refer to the subsequent pages for the set plan and section.

A lighting, sound and masking pre-rig must be completed prior to the company's arrival.



(Section view not to scale)

LIGHTING

Reasons to Stay Inside requires a medium-sized lighting rig to successfully deliver the lighting design. An example of the original and reduced lighting design has been included as an indication of the scale required. Barking Gecko Arts can tour certain lighting fixtures to assist venues with achieving this lighting design. All set lighting and control will be toured as standard.

A lighting and masking pre-rig must be completed prior to the company's arrival. This includes all units rigged, patched, coloured, and tested. Where a lighting console is to be installed upon arrival, testing is to occur with the house console.

Lighting control is programmed on ETC EOS based lighting software. Where required Barking Gecko Arts will tour this system with an Art-net output rack. The venue will need to provide a DMX or Art-net/Ethernet cable at the operation position to patch in venue lighting systems.

Reasons to Stay Inside also includes a number of set lighting elements and toured fixtures. These are either hard-wired or wireless DMX control and battery powered. All wireless and set lighting instruments will tour with the production. All touring LX elements are listed below:

INSTRUMENT	NOTES
RC4 WDMX Transmitter System	
6 x RGBW Uplights in couch	Include RC4 receiver and LED
LED edge lighting on Death Start Bridge	Include LED Driver, PSU
12 x LED Pixels	Linear LED wash unit (pixel controlled)
1 x Artnet Pixel Driver	
6 x Filament 19XRGBW Moving Head Wash	Hung in Lighting Rig
5 x LED footlight battens	Include LED Driver, PSU
<i>CAN BE TOURED IF REQUIRED</i>	
15 x Event Lighting PARI2X12	Depending on how many are required

Reasons to Stay Inside will tour with a hazer, however, we will utilise the venue's hazer if appropriate.

All cabling for set lighting will be toured as part of the control systems.

Lighting filters are to be ordered by the venue prior to the lighting pre-rig.

All set LX is to be installed and maintained by the touring crew.

Control systems will be placed side stage with sound control systems.

SOUND

Reasons to Stay Inside incorporates composition and sound design throughout the performance. The production therefore requires these elements to be accurately reproduced for each performance.

The sound design for *Reasons to Stay Inside* involves a LCR PA system, with subs, and 2 spot effect speakers inside the set. Audio is operated via touring QLab machine setup side of stage and screen shared to SM operating position. Touring QLab machine uses touring X32 rack as interface, connecting to venue audio console via 4 XLR outputs.

Barking Gecko Arts to Provide

- Primary and secondary QLab machines
- Behringer X32 Rack
- 2x Adam Audio A4V Active Monitors for spot effects
- 2x IEM Sennheiser G4 (566-608 Mhz) packs and transmitter, plus cabling to spot effect speakers
- 1x Sennheiser EW-D 835-S Handheld (606-662 MHz)

Venue to Provide

High quality professional sound system appropriate for space and capable of significant SPL (100db without distortion at ops).

This system must have sufficient and equal coverage of all seating areas within the venue.

Each loudspeaker requires its own individual output sent from the console

Digital audio console to interface 4 channels of QLab from touring X32 via XLR. Digital console must also have individual EQ and delays on each output.

GOD mic for SM at SM ops position.

Control systems will be placed side stage with lighting and video control systems.

INTERCOM/COMMUNICATION

Reasons to Stay Inside only requires a single link between the SM and the lighting operator. In this circumstance the venue technician will be directed when to turn House Lights off at the start of the show and back on at the end.

Some assistance may be required for monitoring haze levels during the production if sightlines are obscured.

Stage Manager	PS Ops Position	Wired/Wireless Comms
Venue Technician	Lighting Control	Wired/Wireless Comms

WARDROBE

- Access to washing machines and stand-up air dryers to facilitate cleaning during the season
- Costume rack and hangers in all dressing rooms
- Portable costume rack for onstage quick changers

DRESSING ROOMS

The venue is to provide a minimum of three dressing rooms. These rooms must be for the exclusive use of the touring company for the duration of the season. All dressing rooms must have adequate access to costume hanging racks; have toilet and shower facilities and dressing tables, chairs, and mirrors with adequate lighting for performers to apply make-up.

Dressing Room allocation is as follows:

- 1 x Dressing Room for Production and Stage Management (desirable but optional)
- 1 x Dressing Room for performers

Additional Backstage requirements:

- Towels for performers to use post show
- Access for the company Greenroom / Kitchenette facilities (does not need to be exclusive access)

CONSUMABLES

Venue to provide all tapes, lighting filters, and additional consumable stock. The touring company will provide consumables for the ongoing up-keep and maintenance of the set, props, and wardrobe.

FREIGHT & TRANSPORT

The show travels in a large 3T Pantech truck (7-8m in length) and requires adequate loading bay access for these modes of freight. Truck is equipped with a 2000kg tail lift. Tail lift length is included in the truck total length.

If the loading bay access is limited, more time may be required in the bump-in to unload/load the truck.

The internal door height within the venue for set piece access cannot be lower than

2400mm or narrower than 1700mm.

Most elements in *Reasons to Stay Inside* set are small enough to fit easily in most venues.

If venue staff foresee that any loading and unloading issues might arise during bump in and out, please inform the touring company to assess and determine the best path forward.

SCHEDULE

Reasons to Stay Inside requires one full day in each venue with the first possible performance in the morning of day two. LX, Sound, and Masking pre-rig must have occurred prior to the touring company's arrival. This must include full testing of the lighting rig and fixes to ensure efficient commencement of the lighting focus as scheduled. A generic schedule based on a day two morning performance is located on the following pages.

Access to the venue is needed 90 minutes prior to the show time, with 60 minutes of access post show required. Show crew will need to be called for this time.

Costume maintenance (and therefore laundry/wardrobe access) is required after every second show (dependent on the schedule).

Venue staff will be expected to be experienced in their areas.

Please advise ahead of time if there are any expected shortfalls in required experienced staff.

Bump-out will occur immediately after the final performance.

A detailed schedule will be provided to each venue closer to the bump in date.

This schedule is indicative and additional time may be required depending on the venue.

SUBJECT TO CHANGE



REASONS TO STAY INSIDE

Version 4

PRODUCTION SCHEDULE

KALAMUNDA PERFORMING ARTS CENTRE (KPAC)

START TIME	FINISH TIME	ACTION	NOTES	VENUE			GECKO				
				Mech/Fly	Lighting	Sound	Prod. Manager	Carpenter/ MX	Lighting	Audio	Stage Manager
Saturday, 18 October 2025											
LOCATION:		KALAMUNDA PERFORMING ARTS CENTRE (KPAC)	CAN HAPPEN ANYTIME BEFORE MONDAY	VENUE PRE RIG							
		SAFETY INDUCTION - TOOL BOX TALK		2	2						
		LIGHTING and MASKING Pre Rig	VENUE TO ARRANGE LIGHTING AND MASKING PRE RIG PRIOR TO TOURING COMPANIES ARRIVAL. THIS IS IMPERATIVE TO ENSURE DAY 2 MORNING PERFORMANCE IS ACHIEVABLE.	2	2						
		Install Lighting									
		Flash out rig when ready									
		Rig should be ready for touring units to be installed and focus to commence									
		TECH - Power down and make safe									
ALL FINISH											
Sunday, 19 October 2025											
LOCATION:		DAY OFF		NO ACTIVITY							
Monday, 20 October 2025											
LOCATION:		KALAMUNDA PERFORMING ARTS CENTRE (KPAC)		TECHNICAL PRODUCTION DAY							
8:00	8:05	SAFETY INDUCTION - TOOL BOX TALK	PM to complete	2			1	1		1	
8:05	8:30	Unload TRUCK		2			1	1		1	
		Place All set DS and Off Centre						1		1	
8:30	10:00	Commence Set Construction		2				1		1	
		Mark Up Set Placement									
		Place set and fix to ground									
		Finish Masking									
8:15	10:00	Install Touring Lighting Units	Assumes DMX and Power already run as part of lighting pre rig	2			1				
		Hang overhead fixture first and clear set.									
10:00	12:00	Commence LX Focus		2			1				
		Front of house units first									
		Overhead LX									
11:00	12:00	Commence Sound Install			1	1				1	
		Install Control									
		Install onstage speakers									
		System tests									
12:00 1 x MECHS FINISH											
12:00 13:00		LUNCH - ALL	1 HOUR LUNCH BREAK								
13:00	16:45	Mechs Continue Bump In		1			1				
		Set maintenance									
13:00	15:00	Complete LX Focus		2			1				
13:00	15:00	Complete Sound Install			1	1				1	
		Install Control									
		Install onstage speakers									
		System tests									
15:00	17:00	Commence LX Plotting		2			1			1	
		Step through LX cues									
15:00	17:00	Commence Sound Plotting			1	1				1	
		Step through LX cues									
16:45	17:00	Mechs Pack up & Make Safe									
17:00 MECHS FINISH											
17:00 18:00		DINNER - ALL	1 HOUR DINNER BREAK				1			1	
18:00	19:30	Continue LX Plotting		1			1			1	
		Step through LX cues									
18:00	19:30	Continue Sound Plotting			1	1				1	
		Step through LX cues									
18:30	19:30	Cast Call		1	1					2	
		Into Costume								2	
19:30	21:00	TECH STEP THROUGH	Session Time - 1hrs30mins	1	1	1				1 2	
21:00	21:30	Cast dress down								2	
21:30 CAST FINISH											
21:00	22:00	Complete Technical Notes					1			1	
22:00 ALL FINISH											

SUBJECT TO CHANGE



REASONS TO STAY INSIDE

Version 4

PRODUCTION SCHEDULE

KALAMUNDA PERFORMING ARTS CENTRE (KPAC)

START TIME	FINISH TIME	ACTION	NOTES	VENUE			GECKO				
				Mech/Fly	Lighting	Sound	Prod. Manager	Carpenter / MX	Lighting	Audio	Stage Manager
Tuesday, 21 October 2025											
LOCATION:		KALAMUNDA PERFORMING ARTS CENTRE (KPAC)				PERFORMANCE 22 & 23					
8:00	9:45	Tech - Prepare for PERFORMANCE 22			1						1
		Tech and check all set LX	PERFORMANCE SCHEDULE								
		Tech and check all audio systems	8:55 - 1 Hour Call								
8:30	9:45	Cast - Prepare for PERFORMANCE 22								1	ALL
		Into Costume, Makeup, Hair	9:25 - Half Hour Call								
		HOUSE OPEN	9:45 - HOUSE OPEN								
9:45		HOUSE OPEN	9:55 - Beginners Call								
10:00	11:00	PERFORMANCE 22	10:00 - Performance Time		1					1	ALL
11:00	11:15	Q & A Post Show									
11:15	11:30	Cast dress down									
11:15	11:30	TECH - POST SHOW								1	
11:30	12:00	LUNCH - CAST	30 MINUTE LUNCH BREAK								
11:30	12:00	LUNCH - CREW	30 MINUTE LUNCH BREAK								
12:00	12:45	Tech - Prepare for PERFORMANCE 23			1					1	
		Tech and check all set LX	PERFORMANCE SCHEDULE								
		Tech and check all audio systems	11:55 - 1 Hour Call								
12:00	12:45	Cast - Prepare for PERFORMANCE 23	12:25 - Half Hour Call							1	ALL
		Into Costume, Makeup, Hair	12:45 - HOUSE OPEN								
12:45		HOUSE OPEN	12:55 - Beginners Call								
13:00	14:00	PERFORMANCE 23	13:00 - Performance Time		1					1	ALL
14:00	14:15	Q & A Post Show									
14:15	14:30	Cast dress down									
14:30		CAST FINISH									
14:15	15:00	Reset and Technical Fixes			1					1	
		Packdown and repairs as required									
		Laundry									
15:00		ALL FINISH									
Wednesday, 22 October 2025											
LOCATION:		KALAMUNDA PERFORMING ARTS CENTRE (KPAC)				PERFORMANCE 24 & 25					
8:00	9:45	Tech - Prepare for PERFORMANCE 24			1						1
		Tech and check all set LX	PERFORMANCE SCHEDULE								
		Tech and check all audio systems	8:55 - 1 Hour Call								
8:30	9:45	Cast - Prepare for PERFORMANCE 24								1	ALL
		Into Costume, Makeup, Hair	9:25 - Half Hour Call								
		HOUSE OPEN	9:45 - HOUSE OPEN								
9:45		HOUSE OPEN	9:55 - Beginners Call								
10:00	11:00	PERFORMANCE 24	10:00 - Performance Time		1					1	ALL
11:00	11:15	Q & A Post Show									
11:15	11:30	Cast dress down									
11:15	11:30	TECH - POST SHOW								1	
11:30	12:00	LUNCH - CAST	30 MINUTE LUNCH BREAK								
11:30	12:00	LUNCH - CREW	30 MINUTE LUNCH BREAK								
12:00	12:45	Tech - Prepare for PERFORMANCE 25			1					1	
		Tech and check all set LX	PERFORMANCE SCHEDULE								
		Tech and check all audio systems	11:55 - 1 Hour Call								
12:00	12:45	Cast - Prepare for PERFORMANCE 25	12:25 - Half Hour Call							1	ALL
		Into Costume, Makeup, Hair	12:45 - HOUSE OPEN								
12:45		HOUSE OPEN	12:55 - Beginners Call								
13:00	14:00	PERFORMANCE 25	13:00 - Performance Time		1					1	ALL
14:00	14:15	Q & A Post Show									
14:15	14:30	Cast dress down									
14:30		CAST FINISH									
14:15	15:00	Reset and Technical Fixes			1					1	
		Packdown and repairs as required									
		Laundry									
15:00		ALL FINISH									

SUBJECT TO CHANGE



REASONS TO STAY INSIDE

Version 4

PRODUCTION SCHEDULE

KALAMUNDA PERFORMING ARTS CENTRE (KPAC)

START TIME	FINISH TIME	ACTION	NOTES	VENUE			GECKO			
				Mech/Fly	Lighting	Sound	Prod. Manager	Carpenter/ MX	Lighting	Audio
Thursday, 23 October 2025										
LOCATION:		KALAMUNDA PERFORMING ARTS CENTRE (KPAC)				PERFORMANCE 26				
8:00	9:45	Tech - Prepare for PERFORMANCE 26 Tech and check all set LX	PERFORMANCE SCHEDULE	1						1
		Tech and check all audio systems	8:55 - 1 Hour Call							
8:30	9:45	Cast - Prepare for PERFORMANCE 26 Into Costume, Makeup, Hair	9:25 - Half Hour Call							1 ALL
		HOUSE OPEN	9:45 - HOUSE OPEN							
9:45			9:55 - Beginners Call							
10:00	11:00	PERFORMANCE 26	10:00 - Performance Time	1						1 ALL
11:00	11:15	Q & A Post Show								
11:15	11:30	Cast dress down								
11:30		CAST FINISH								
11:15	12:00	Reset and Technical Fixes		1						1
		Packdown and repairs as required								
		Laundry								
12:00		ALL FINISH								
Friday, 24 October 2025										
LOCATION:		KALAMUNDA PERFORMING ARTS CENTRE (KPAC)				PERFORMANCE 27 & 28 - BUMP OUT				
8:00	9:45	Tech - Prepare for PERFORMANCE 27 Tech and check all set LX	PERFORMANCE SCHEDULE	1						1
		Tech and check all audio systems	8:55 - 1 Hour Call							
8:30	9:45	Cast - Prepare for PERFORMANCE 27 Into Costume, Makeup, Hair	9:25 - Half Hour Call							1 ALL
		HOUSE OPEN	9:45 - HOUSE OPEN							
9:45			9:55 - Beginners Call							
10:00	11:00	PERFORMANCE 27	10:00 - Performance Time	1						1 ALL
11:00	11:15	Q & A Post Show								
11:15	11:30	Cast dress down								
11:15	11:30	TECH - POST SHOW								1
11:30	12:00	LUNCH - CAST	30 MINUTE LUNCH BREAK							
11:30	12:00	LUNCH - CREW	30 MINUTE LUNCH BREAK							
12:00	12:45	Tech - Prepare for PERFORMANCE 28 Tech and check all set LX	PERFORMANCE SCHEDULE	1						1
		Tech and check all audio systems	11:55 - 1 Hour Call							
12:00	12:45	Cast - Prepare for PERFORMANCE 28 Into Costume, Makeup, Hair	12:25 - Half Hour Call							1 ALL
		HOUSE OPEN	12:45 - HOUSE OPEN							
12:45			12:55 - Beginners Call							
13:00	14:00	PERFORMANCE 28	13:00 - Performance Time	1						1 ALL
14:00	14:15	Q & A Post Show								
14:15	14:30	Cast dress down								
14:30		CAST FINISH								
14:15		COMMENCE BUMP OUT					1			1
14:15		TRUCK ONSITE	3 Tonne Pantech Truck							
14:15	18:00	Stage Management Bump Out Pack all props in to cases Complete laundry, dry and pack Packup remaining dressing room elements					1			1
14:15	18:00	Lighting Bump Out Strike Set LX Disconnect and make safe wall LX Clear stage and pack all LX elements		2						
14:15	18:00	Staging Bump Out Drop US Masking Stack all cushions in auditorium Lift couch of pivot point Load all into truck		2			1			1
14:15	18:00	Sound Bump Out Strike Onstage and Spot Speakers Pack control and Olab	Handled by Barking Gecko Staff				1			1
18:00		ALL FINISH								

LOCAL VENUE CREW

Reasons to Stay Inside requires the crew listed in the generic schedule above. This schedule is based on a best-case scenario, and on the provision a pre-rig of all lighting, sound, and masking has been completed. Venues are required to provide:

BUMP-IN:

- 1 x Mechs (1 x 4 hours)
- 2 x LX (1 x 8 hours 1 x 12 hours)
- 1 x Audio (1 x 8 hours)

BUMP-OUT:

- 1 x Mechs (1 x 4 hours)
- 2 x LX (2 x 4 hours)

For venues without departmentalised technical crew, multi-skilled staff can be used in each of these roles. Please advise Barking Gecko Arts if crew levels or skills availability is unable to be achieved so all interested parties can seek the best solution to achieve the schedule required.

TOURING PERSONNEL

Reasons to Stay Inside tours with the following staff:

- 2 x Cast
- Technical Manager
- Stage Manager

In certain circumstances Barking Gecko Arts' Production Manager and *Reasons to Stay Inside* Director may attend for bump-in and the first performance.

ACCOMMODATION

Accommodation is required for all touring staff. The minimum accommodation options must be an individual-room with a minimum of three and half star accommodation for each member of the touring party, as per the Live Performance Australia Award 2010.

For stays longer than one week, where available, accommodation with cooking facilities is required.

If the venue is over 15 minutes walking distance, we will require ground transport.

PLANS & VENUE INFORMATION

The touring company require the venue to provide CAD plans for the venue in .dwg or .dxf formats. Where possible please include the following:

- Plan View of the Venue & Stage
- Section View of the Venue & Stage
- Front Elevation of the Stage
- Standard Lighting, Sound, and Masking Plans
- Plans of Loading Dock through to Stage
- Venue Technical Specifications

- Lighting, Sound, and Masking Inventory
- Hanging Plot
- Any photos of the stage and auditorium

Additional venue information is greatly appreciated.