

## Tech Rider for Campus Escapes – "The Philosopher"

**TECHNICAL REQUIREMENTS:** We will discuss with you, in advance, the specifics of the space & equipment that you have available. If any of these requirements cannot be met, we can generally find a work-around, however advance notice is imperative to the success of the event.

**FACILITY** - The Purchaser must provide the following:

Room – An air-conditioned room measuring 15' wide by 15' deep minimum. For larger spaces (greater than 20' x 20'), additional walls can be provided by Campus Escapes to reduce room size if there are no on-site options, but this must be discussed in advance. The door must be capable of closing. Outside the entrance to the room must be a waiting area featuring enough space for team photos.

Surfaces – The ideal floor is flat hardwood or tile. All walls and floor-space must be cleared of furniture and other objects, except those mentioned below.

Lighting – Required ability to turn the lights on and off in the room. If the room has windows, they must be covered to block out light.

Volunteers – Two (2) volunteers available for the length of the event itself to check in arriving teams, take team pictures and send new teams into the room experience.

**EQUIPMENT** - The Purchaser must provide the following:

**Furniture** 

- Office desk, emptied out completely.
- Office chair.
- (2) 6' to 8' tables, or pieces of furniture approximately sized that can provide a surface, also emptied.

Electricity – Access to at least one electrical outlet is necessary (two preferred). Two 12' extension cords are needed.

If you have any additional small furniture pieces to put in the room, those are welcome, but not necessary. Examples would include: filing cabinet, side table, credenza, additional chair, bookcase.

**CREW AND WORK SCHEDULE:** Crew will arrive 2-3 hours prior to the event for set-up and needs 1-2 hours after the event for take-down.

The rider must be returned along with the contract as part of the contractual agreement.

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