



**Tech Rider for Campus Escapes – “Space Calls: Infinite Horizon”**

**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 (for a fee) to reduce room size if there are no on-site options, but this must be discussed in advance of final contracting. 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*

- (1) 6' to 8' table and (1) 8' table.

*Electricity* – Access to at least one electrical outlet is necessary (two preferred).

**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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Signature of PURCHASER or PURCHASER REPRESENTATIVE

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ARTIST, by signature of Kirkland Productions, its Authorized AGENT