

TECHNICAL RIDER: Mario the Maker Magician

contact: Katie Rosa Marchese • katie@mariothemagician.com • 917.605.0662 cell

Minimum Space Requirements

- indoor, temperature-controlled performance area with staging minimum 15' wide x 10' deep
- ample backstage area and easy stage-to-backstage access for striking large props during performance

Audience Placement

- proscenium/end-on (*not suitable for arena or thrust stages*, as angles must be protected)
- there must be audience direct access to stage (not through a corridor) via stairs or ramp for both Mario and audience participants
- for venues with flexible seating options, please discuss options with us

Performance Duration

- approx. 60 minutes, no intermission

Load-in and Set-up / Strike-set and Load-out

- Mario needs access to the space a minimum of 3 hours prior to house doors
- Strike-set and load out will require at 90 minutes from the time guests depart the venue

Lights

- will work with your rep plot/tech team to create simple looks for the show (see cue sheet on page 3 for stage lighting looks and cues)
- up-lights on back drape when possible

Sound

- house system suitable for venue size
- two (2) over-ear/Countryman-style wireless mics - one for use during show and the other as backup, set-up and ready to go onstage for quick swap if needed
- one (1) additional wireless handheld mic backstage for live introduction
- one (1) 1/8" cable for iPad music playback system (all pre-music and show music will be controlled by Mario via remote) - the iPad system to be positioned in/near a wing area onstage, with screen clearly visible to Mario from the performance area and will also need an electrical outlet for charging
- at least one (1) stage monitor speaker at side stage or mounted

Video

- on-stage screen required for two (2) animated videos
- FOR VENUES of approx. 500+ capacity *and/or with balcony/mezzanine seating* without clear sight lines into full orchestra level, we will require two to three (2-3) live cameras + camera operators for duration of performance + camera switching operator - exact requirements will depend on size and configuration of venue

Smoke

- we use one very small puff of smoke during the show, created with two (2) PMI SmokeNINJA Pro Hazer Kits, which are very small handheld smoke machines using a vegetable glycerin/propylene glycol formula

Drapes + Rigging

- black drapes (venue provides) with center split far upstage unless using rear projection - exact positioning to be discussed depending on venue stage dimensions and configuration
- hand-painted curtain (we provide) to fly in and out to reveal screen for video content and live cameras
- black draped wings (venue provides)
- plywood or fabric proscenium pieces (we provide, exact details of which will depend on venue and length of run) create a portal at the proscenium - exact positioning to be discussed depending on venue stage dimensions and configuration
- one plywood-backed cardboard banner to be mounted with one releasable side, to accomplish a falling banner effect during one moment of the show

Communications:

- reliable comm system for our stage manager/backstage personnel to communicate with your tech team during show for cues, etc

Additional Equipment/Needs:

- two (2) short, straight, extendable mic stands to prop up additional cardboard set pieces
- 2-3 long tables backstage/in wing for props
- access to electrical outlets stage left and stage right wings

Front of House

- one (1) approx. 6' table with cloth for merchandise sales (artist to provide seller)
- notes for front of house staff:
 - we'd love help in distributing clown noses to guests as they exit the show
 - please have staff guarding stage access point(s) at end of show

Dressing Rooms

- minimum one dressing room/green room stocked with at least 6 bottled waters per performance and tea kettle, herbal tea, and honey

MINIMUM LIGHTING CUE SHEET
(may be expanded depending on venue details and length of run)

CUE	ACTION
house doors open	pre-show look: stage dimmed, with lighting to illuminate suitcase table and set pieces and small spotlight on small box
on-stage introduction by Katie	intro: pre-show look with added spotlight for Katie front center
Mario takes the stage	main show state: full stage wash added to illuminated set pieces, spotlight removed from small box, accent lighting on back curtain/wall in purple/pink tones
brown paper lunch bag on suitcase table + music track starts (robot lamp routine)	focused light look #1: a more intimate scene with focused light or spotlight large enough to illuminate suitcase table and Mario full body, red/orange tone accent lighting for “cozy storytime” feel
clown nose appears on lunch bag at end of robot lamp routine	stage-only blackout for approx. 2-3 seconds (house lights stay at 10-15%)
2-3 seconds after blackout	back to main show state
toy drone pulls card out of top hat	party lights: moving colorful lights over audience, disco effect, as much movement as possible to emphasis the card revelation
end of toy drone routine	back to show state
Mario final speech	focused light look #2: stage dimmed except for warm spot on Mario front center
THE END sign	stage-only blackout for approx. 4-5 seconds (house lights stay on at 10-15%)
Mario back onstage to throw clown noses	party lights, disco effect, full on party, colors, happiness!

note on house lights: During the show, house lights should remain at approx. 10-15% except for when Mario verbally calls for “house lights up” and/or whenever he leaves the stage and enters the house. Please bring house lights back down to 10-15% whenever Mario returns to stage.