

# TECH-RIDER “Brrr&Skrrr”

## **Light**

- 1x LED-Par (RGB)
- 1x Profiler
- 1x little Mic-Stand

## **Sound**

- 1x Stagebox (or 2 really long XLR-Cables)
- 1x PA
- 1x Mixer
- 1x wireless Mic + Receiver

## **Cables**

- 5x multiple Plug
- 12x XLR (minimum)
- 8x power cable (4x5m)

## **Other**

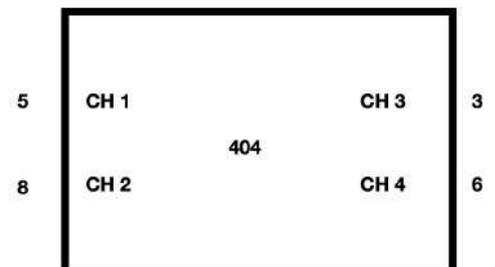
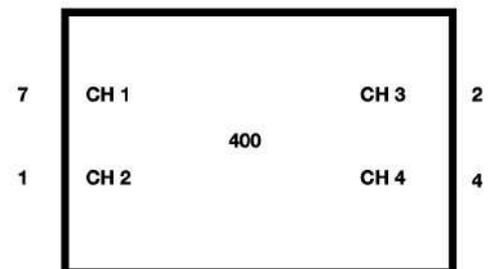
- 1x high Bar Stool
- Step elevation for audience



## **Build-Up Plan (EST 6 hours)**

1. Positioning of Stage (Everyone)
2. Rigging Extra Light + DMX (Frithjof & venue technician)
3. Organizing Probs (Bobes&Mathias)
4. Positioning Gear (Ana&Frithjof)
5. Rigging Stage Lights (Mathias&Bobes)
6. Cable Planning (Ana&Frithjof)
7. Cable Fixing (Bobes&Mathias)
8. Connection Set-Up (Ana&Frithjof)
9. Costumes (Mathias&Bobes)
10. Sound-Check (Bobes/Mathias/Ana)
11. Light Focusing (Frithjof&venue technician)
12. Final Check

*SHOW*



*DMX-Channels*

## **General Info**

Brrr&Skrrr is a multimedia Puppet-Trap-Show. It has an interconnected Audio/Light/Video Setup. The Interconnections are done via wifi (mobile hotspot). Therefore its really important to have a stable connection (4G/LTE) inside.

We use a lot of XLR-Cables, because most of our DMX-Devices are using 3 poles. We also bring a lot of ours but depending of the room size, we usually need a lot.

In our experience it is really useful to have a venue-proofed technician for soundcheck and general questions for the whole time of the build up.

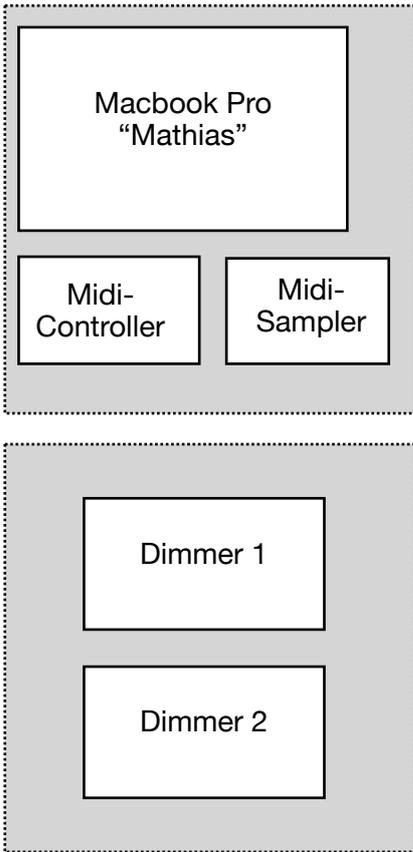
If there is a possibility to control the main room lights with DMX (or an additional Dimmer), we would use it. Otherwise we need one additional DMX-Controllable Light (Profiler or Wash).

Your Spokesperson for Light&Video is Frithjof. For Audio its Ana.

We are looking forward to meet you IRL!

# Layer-Plan

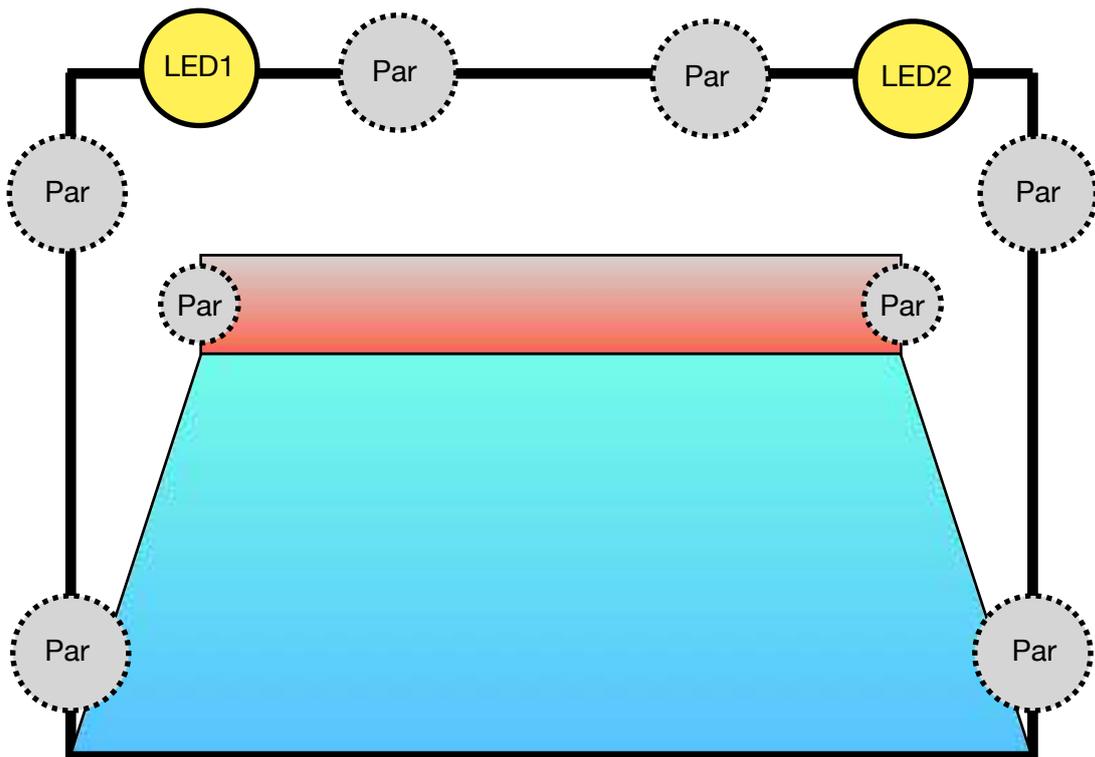
## Layer 2 - Stage Floor



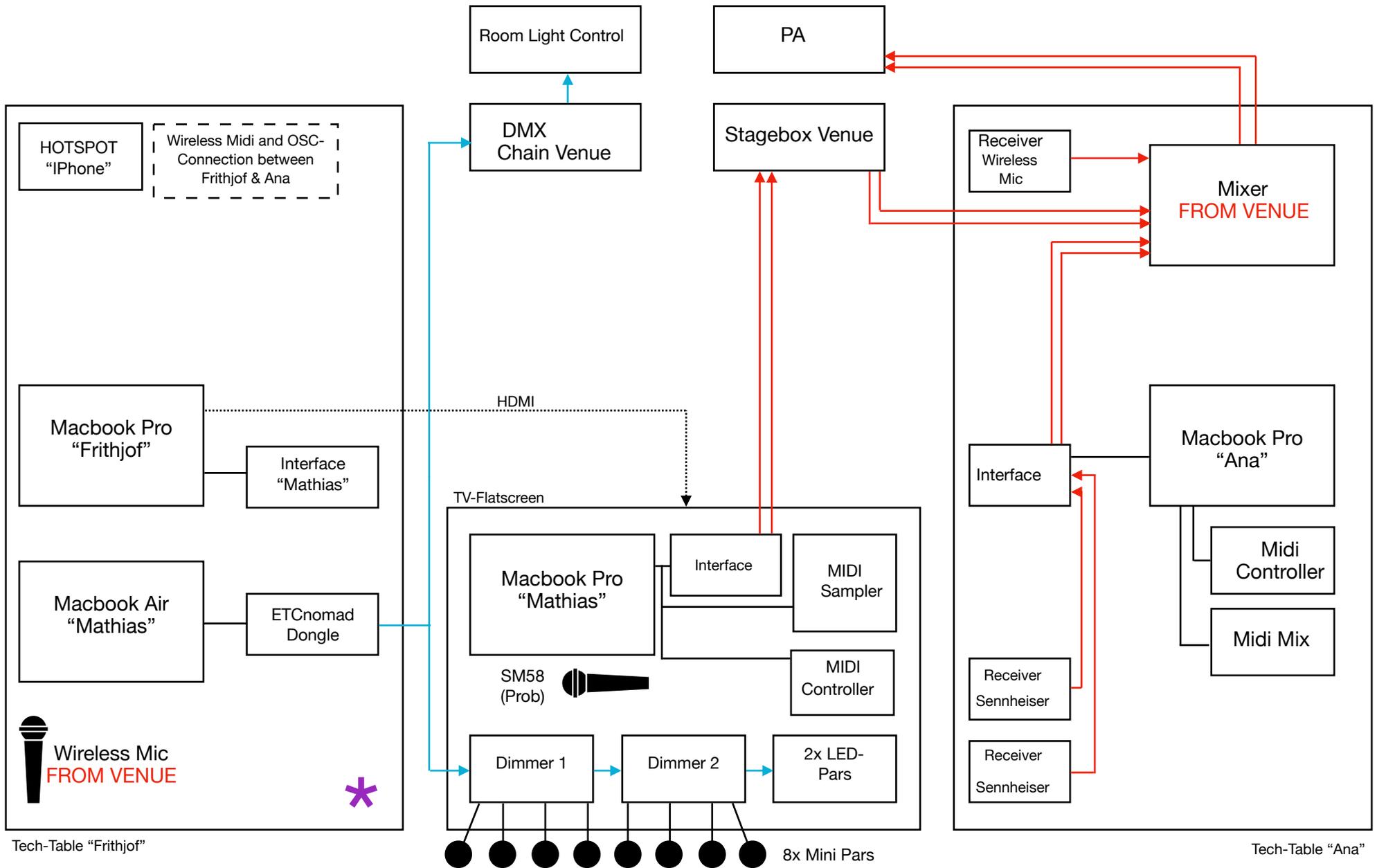
Complete stage build-up at Cafe Letka (Praha 2025)

## Layer 1 - Ground Floor

# Rigging-Plan



Layer 3 - TV Stage



- DMX
- Audio (XLR/Jack)
- DATA/USB

# CONNECTION PLAN

\* Although here shown on the side of the stage (for ease of illustration), the music desk is preferably located at FOH.