

Technical Get-Out Requirements

It is the responsibility of the show's technical manager to ensure that the following technical get out requirements are fulfilled, this should be done **IMMEDIATELY** after the last performance.

Any show not fulfilling all the requirements of the get out as listed below, in the specific time slots will have a percentage of their deposit cheque removed. This removal is at the discretion of the technical and/or theatre managers.

1. Strip the rig of all fittings that are specials to your show and those that are not required by currently running shows or future shows. You should discuss this with the next shows Technical Manager before your show goes up.
2. Remove all gels from the lanterns and put them NEATLY into the correct folders.
3. Remove any gel frames and gobos from lanterns and return them to the correct places. Close all barn doors and shutters.
4. Return all fully functional lanterns to the lantern store and place them on the correct bars.
5. Place all lanterns that have problems on the bar marked F.U.C.T (Failed under constant testing), try and lave a note explaining the problem. **DO NOT ATTEMPT REPAIR OF ANY KIND WITHOUT PRIOR CONSULTATION WITH THE TECH MANAGER.**
6. Remove all cables used. Take off all tapes from these cables and coil them, securing them with LX tape. Place them on the correct posts.
7. Take ALL tape off any LX bars and pipes used.
8. De-patch any circuits not in use.
9. If the smoke machine, hazer, cans or any other specialist equipment have been used, return them to their correct places.
10. Tidy the tech box, remove all your show's equipment, all personal gear and music, empty the bins and place a new liner in the bin and Hoover the floor.