

SYMPHONIC WRESTLING ASSOCIATION & HATCH ARTS

~ present ~

BRAWL AT THE HALL

TECHNICAL RIDER

OVERVIEW

Congratulations! You're about to give your audiences the experience of a lifetime, that will be talked about for years.

Brawl At The Hall is an orchestra concert unlike anything you've presented.

An integrated, staged collaboration between an orchestra, its conductor and professional wrestlers, Brawl At The Hall centres great orchestral music, set against hijinks, gags, drama, cat calls, and raw physical theatre. Orchestra participation is on a co-ordinated basis with the orchestra.

Vital to the event's success is ensuring it connects with both orchestral and wrestling audiences. Through a mix of regional wrestling partnerships and a core group of Brawl At The Hall wrestlers, we are excited to deliver a successful concert with your orchestra.

CONDUCTOR

Central to the on-stage drama, the conductor is tremendously important to the success of the concert, combining significant physical & musical demands. Only SWA-approved conductors are permitted to lead SWA Brawl At The Hall concerts. SWA will confirm conductor name before marketing announcement, and they will be featured on the marketing materials.

REPERTOIRE

SWA provides selections from:

Tchaikovsky Symphony No.4
Mozart Eine Kleine
Stravinsky: Firebird
Paavo Järvi: Romeo and Juliet
Shostakovich String Quartet No.8
Dvorak Symphony No.9
Strauss' Also sprach Zarathustra

Beethoven Symphony No.5
Mendelssohn Symphony No.5
Bizet: March of the Toreadors (Carmen)
Mozart Symphony in G minor
Mussorgsky: Pictures At An Exhibition
Brahms' Hungarian Dance No.5

TRAVELLING PARTY / HOTELS

3 nights for each of the following (7 rooms total)

1 Conductor	(1 x king)
8 Wrestlers	(4 x double rooms)
2 Wrestling Team Coordinators	(1 x double room)
1 Production Manager	(1 x king)

ADDITIONAL WRESTLERS

4-6 additional wrestlers to be contracted by SWA via partnership with local wrestling organizations.

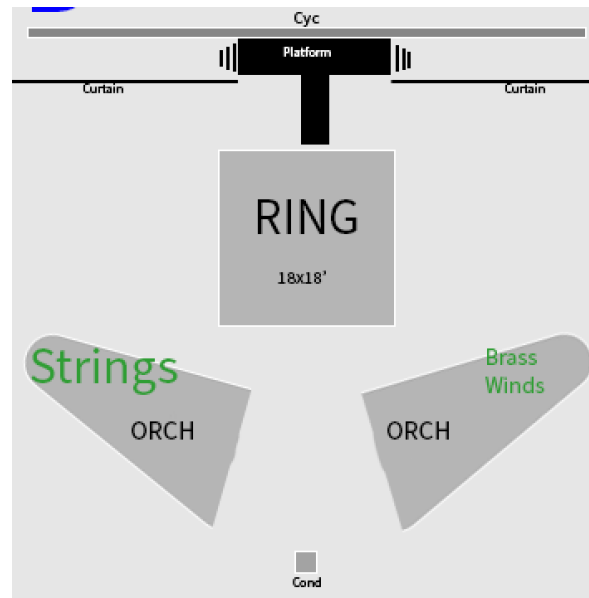
PRODUCTION SCHEDULE

DAY 1

6:00	Stage setup
	Ring assembly
	Orchestral seating inc. stand lights
	Audio
	Lighting focus
12:00	Lunch / crew break
13:00	Rehearsal

DAY 2

10:00	Dress rehearsal
21:30	Concert (100 mins + 20 min intermission)
23:30	Bows
23:45	Strike



AUDIO

*** VERY IMPORTANT ***

Because the wrestling is fast paced, extremely physical & uses whole stage:

All cables MUST be clear of all action pathways.

Cable mats are a trip hazard and are not permitted between ring + conductor.

ORCHESTRA MIC APPROACH

Mic each instrument section, but individual mics on each instrument are not necessary.

Mix is to be an approx. 25% lift in orchestral dynamics, but does not need to be as loud as a movie mix. The music is traditional classical repertoire and will benefit from a "straight line with gain" approach. Quality condensers and ribbons strongly preferred.

The crowd will provide significant volume. The stage will periodically get drowned out. That means we are succeeding.

OTHER: Wireless handheld for MC.
 Wrestlers and conductors do not get mic'd.

LIGHTING

Ring special	White / Yellow
Conductor special	White / Yellow
Orchestra wash	Various colours
Downstage centre special	Various colours
Downstage wash	Various colours + Gobos
Upstage special	Various colours + Gobos
Follow spot	

STAGING

It is vital that your production team discusses Audio and LX cable routes in advance. No cables or cable mats are permitted around the ring, the conductor, or the interior of the orchestra (between the ring and the conductor).

ie: route all cables to the outside stage left and stage right.

The orchestra is to be supplied music stand lights.

The orchestra gets split, with each section running on an approximate 45 degree angle from the conductor towards the far upstage corners of the stage, leaving wrestling action around the ring and between the ring and the conductor.

Upstage wrestler entrance requirements:

- staggered drapes with 4-6' opening
- stairs to platform running behind ring
- platform at ring height upstage of ring, width of drapery opening

Steps from audience to stage are preferred if possible.

ORCHESTRA POSITION

Stage Left	Brass	Winds	Horns	Percussion
Stage Right	Strings	Harp		

SWA / ARTIST TO PROVIDE

Wrestling ring	Championship belt
Bell	MC
Conductor	Production Manager
Wrestling support team	

PRESENTER TO PROVIDE

ORCHESTRA

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PRODUCTION PERSONNEL

- Stage manager to call show with 35-45 cues
- Audio + lighting technicians experienced in orchestral concert production
- Sufficient number of stagehands to accomplish production schedule

DRESSING ROOMS

- Star dressing room for conductor
- Backstage workspace for touring production manager
- Mix of individual & shared dressing rooms for wrestlers (men + women)
- 48 bottled water

CATERING / BUYOUTS

- \$50 buyout x 13 (wrestlers + conductor) x 2 days = \$1300
- Buyouts strongly preferred as wrestlers have particular diets

MERCHANSE

- 2 x 8' Merchandise selling tables
- No merchandise commission (SWA to provide own seller)

MARKETING

DESIGN

Symphonic Wrestling Association retains full, exclusive rights to our branding. SWA will provide graphics to the specifications of your organization's needs, with a minimum 2 month turnaround time.

Posters

Social media images

Banners

Gobos

To confirm your marketing needs, please contact
Michael Falk : mike@headinthesand.ca

ASSETS

Additionally, SWA will provide:

Character development short-form vertical videos for minimum two wrestlers

Character development short-form vertical video for conductor

Partnership with local wrestling organization wherever possible

Orchestra orientation booklet (*Terms, what to expect, why we're doing this, etc*)

And SWA will work with you to create:

Character development short-form videos for 1-2 orchestral musicians, for ex:

"Pleeeeeease, don't break my only flute!"

"I can't believe the horns really did that. They've crossed the line. They will pay!"

"This cello is worth \$400,000. Over my dead body! <smash out of frame>"

LOCAL CAMEOS

Brawl At The Hall succeeds best with local connections. Is there a popular musician, ballet dancer, actor, politician, media personality, or other public figure that your audiences would jump out of their seats for?

THIS RIDER

This Brawl At The Hall rider is part of the presenter's performance engagement contract with Symphonic Wrestling Association. Any changes must be mutually agreed in writing. The undersigned accepts this rider as a condition of the performance contract.

Presenter

Symphonic Wrestling Association

Date

Date

Print name + title

Print name + title

WRESTLING TERMINOLOGY

Kayfabe

Is the tacit agreement between professional wrestlers and their fans to pretend that overtly staged wrestling events, stories, characters, etc., are genuine.

Babyface

The hero or protagonist in a particular storyline, the wrestler which the fans cheer for.

Heel

Opposite to a babyface, therefore it's a wrestler who is the villain in a specific storyline.

Over

A wrestler who generates a reaction from the fans. A babyface would usually generate cheers from the crowd, while a heel would look to receive boos.

Blowoff

The final match of a long-running feud. Often these have added stipulations to add extra jeopardy to a rivalry's climax.

Bump

Used to refer to a wrestler hitting the ground or mat, this can also apply to suplexes or falls off a ladder.

Dark match

A match which takes place before or after the taping of a TV show. These can have two purposes, either hype up the crowd before the show starts or after as a bonus for the fans attending.

Gimmick

The character traits which the wrestler implements when performing. These stretch to how they dress and perform in the ring regardless of their role in a storyline. These gimmicks can be based on reality or fiction.

Jobber

A wrestler who unfortunately has to always lose and make his opponents look good.

Mark

A wrestling fan who treats what is happening as if it is unscripted.

No-sell

This occurs when a wrestler does not react to an opponent's move. This could be a part of a gimmick or a sign of disrespect.

Pop / Heat

The reaction a wrestler generates from the crowd. 'Pop' is a positive reaction, while 'Heat' is negative.

Sell

A crucial part of making wrestling look unscripted, it's how a wrestler reacts to an opponent's move.

Shoot

A wrestler going off-script and making something real, whether it be a speech or during an actual match.

Spot

A pre-planned, scripted move or series of moves, having a huge effect on the structure of the match.

Squash

A match where a wrestler beats another easily and in quick fashion.

Turn

A wrestler who switches from babyface to heel or vice versa.

Tweener

A wrestler who is neither babyface or heel, and displays elements from both roles. Sometimes it can be a heel who is cheered by the crowd.

STAGE PLOT

