

SAND

TECHNICAL SPECIFICATIONS

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Contact

Producer
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Belloo

T A I K O Z



PERCUSSION
AUSTRALIA

The following technical specifications are a contractual requirement. Please review them carefully before signing.

The SAND technical and producing team are dedicated to making our performances possible in a wide range of unique and challenging venues. It's important to have technical discussions before finalising the contract so that we can work together to bring our beautiful, lyrical and original production to your venue.

Please ensure any variations to the specifications below are confirmed in writing with Belloo's Producer.

Production photographs by Cinnamon Smith

Overview

SAND is an original performance work with First Nations storytelling from Terangeree (Minjerribah/Stradbroke Island).

SAND fuses the stunning Japanese Taiko drumming and musicality of Taikoz (SYD) with intricate projection from globally acclaimed Good Company Arts (NZ) and Belloo's (BNE) award-winning fluid storytelling.

Renowned for their ability to seamlessly blend global narratives with local wisdom, Belloo have drawn inspiration from Japan and the rich narratives of Quandamooka Country, guided by local Elder Uncle Norman Enoch, to take audiences on an epic poetic journey right to the heart of Straddie.

Incorporating a dynamic ensemble of live and digital performers, SAND is a breathtaking and spectacular production, defying convention and igniting the senses in a celebration of coming home and the inherent beauty of our natural world.

Running Time:
75 minutes
(no interval)

Touring Company:
6 performers
1 stage manager
1 touring technician

Warnings:
Strobe, loud
sounds and haze



SAND – Stage & Technical Requirements

SAND is designed to fit a range of venue sizes and shapes. Please discuss stage space with Belloo's Producer.

Stage Requirements

- Recommended ideal stage width: 12m
- Recommended stage depth: 10m
- Minimum stage depth: 8m
- Ideal proscenium opening: 10m
- Ideal grid height: 8m
- The stage must be flat with no rake and painted black
- The surface must be free of any damage or sharp protrusions that could cause injury to performers
- The stage must be mopped prior to the company's arrival.

Taiko Drum Handling

- SAND tours with several large Taiko drums, including a 200kg drum. Crew will be required to unload and load the truck, as well as set the large Taiko drum.
- Four crew members, along with three Taiko players, are required to lift and position the large Taiko drum on and off its stand.

Prior to Bump-In

- A pre-rig of all masking and lighting **MUST** be completed prior to the company's arrival to ensure a one-day bump-in and performance.
- If this is not achievable, please discuss with Belloo immediately to arrange alternatives.
- The pre-rig should include:
 - Hanging, patching, cabling, and testing of all overhead fixtures.
 - Ensuring all fixtures are in good working order.
- A hanging plot will be provided before bump-in, detailing masking, lighting, and projection allocations.

Freight Requirements

- SAND will tour in an 8T rigid truck.
- Loading dock access is required.
- Please advise Belloo if:
 - The dock height is not at stage level.

- Additional resources are needed to manoeuvre road cases and instruments to stage level.

Production Schedule

- A generic production schedule can be found at the end of this document.
- A venue-specific schedule will be provided in advance.
- If there are any questions or issues with scheduling or crewing, please notify Belloo immediately.

Venue Show Crew Required

- 1 x Lighting Operator (or standard venue minimum requirements).
- 1 x Costume Maintenance Person.
- SAND will tour with an audio operator.
- The Stage Manager will operate AV from the side of the stage.

Set

Hanging scenery

All masking and lighting bars are to be hung and positioned as determined by the hanging plot. SAND does not tour any backdrops or additional scenic pieces that require rigging.

Floor Based Scenery

Static risers are used throughout the show.

Venue to provide:

- Rostra 1: 8mW x 3mD x 0.6mH
- Rostra 2: 2mW x 2mD x 0.4mH
- Rostra 3: 2mW x 2mD x 0.4mH
- Black apron skirting on the upstage edge of the rostra (downstage edge exposed to the audience)
- 4 x treads as drawn on the stage plan.

Lighting

Company to provide:

- 1 x ETC GIO Console
- 18 x Source 4 Lustr 2
- 10 x LDDE Nanopix Slim Footlights.

Venue to provide:

- All fixtures drawn on the lighting plan that are not being toured by the company
- 6 x floor booms
- 1 x Hazer (MDG Preferred)
- House light control from control position
- Backstage blue lighting
- All cabling for venue fixtures
- Gel as indicated on the lighting plan.

All venue fixtures are to be pre rigged prior to company arrival.

SAND will tour with a small amount of cabling. Venue is to pre rig cabling for touring fixtures where possible to save on bump in time. Please advise the producer if this is not possible.

Touring fixtures listed above are indicative and may change without notice.

Sound

Company to provide:

- Audio console (TBC)
- Laptop with QLAB file
- 6 x floor mics
- 2 x contact mics (TBC)

Venue to provide:

- A FOH system capable of achieving an even spread across the auditorium. PA is to be EQ'd to the room and tested and in working order prior to company arrival
- Foldback on stage, min 1 x speaker set DS either side of stage
- 4 x Radio microphones
- 12 x SM57
- 1 x shout mic from FOH
- All cabling for on stage microphone runs
- Cabling from Stage Manager Desk to FOH operating position for show playback from QLAB laptop.

AV

Company to provide:

- 12K laser projector (or equivalent), including lens and rigging components
- Laptop with QLAB
- SDI - HDMI Black Magic boxes.

Venue to Provide:

- Foldback monitor at FOH Ops for audio technician + necessary cabling
- Power and signal to the projector rigging point.

SAND will tour a small amount of SDI cabling. Where possible, venue is to pre rig signal and power cabling ahead of company arrival.

Wardrobe

SAND requires daily wardrobe maintenance. Six costumes need to be washed, air-dried and prepared (steam/iron) on an as needed basis. Costume preparation instructions will be provided with costumes.

The touring party also requires access to venue laundry facilities to wash personal clothing if laundry facilities are not provided at their accommodation.

Company to provide:

- All costumes
- Costume preparation instructions.

Venue to provide:

- Wash, dry, steam/iron and return to dressing room
- Maintenance and minor running repairs as needed.

Green Room

SAND will require access to a Green Room with basic facilities including: kettle (or boiling water), sink, microwave and a fridge and freezer.

Venue is to provide the following performer rider, available in the Green Room from the beginning of the day:

- 1 litre whole milk
- 1 litre plant-based milk (oat/almond/soy)
- Tea and coffee facilities
- Six clean bath towels (to be washed and dried ready for each performance)
- Two dressing rooms, ideally with showers
- Filtered water for each performance, with a preference for a water cooler over bottled water
- High energy snack, such as bananas, muesli bars, individually packaged trail mix (nuts, seeds, dried fruit), or almond butter and whole grain crackers.



SAND		VENUE CREW				BELLOO CREW					
	Generic Tour Schedule Regional NSW Tour 2026 <i>Estimated to a 1 day Bump In</i>	Staging	Lighting	Sound	Wardrobe	Stage Management	Technician	Band	Performers	Hours in call	Notes
Day 0		Pre-rig									
0800 - 1200	Pre Rig LX/SD/AV	3	4	2						4	At venue discretion
1200 - 1300	LUNCH										
1300 - 1700	Pre Rig LX/SD/AV	3	4	2						4	
Day 1		BUMP IN/SHOW/BUMP OUT									
0800 - 0830	Unload truck	4	4	2		1	1	1		0.5	
0830 - 1000	Rig touring LX, build rostra, rig projector									1.5	
1000 - 1200	Cont LX, patch and flash, set drums, run AX									2	
1200 - 1300	LUNCH (Sound quiet time if ready)										If ready, AX break to start once complete.No later than 1300
1300 - 1500	Start focus, line check	1	3	2		1	1	1	1	2	
1500 - 1700	Plot, tech									2	
1700 - 1800	DINNER										
1800 - 1900	Tech tidy, show prep	1	1	1		1	1	1	1	1	Show crew only. At venue discretion. LX Operator required
1900	Doors									2	
1930 - 2100	SHOW										
2100 - 0100	Show down, bump out commences	4	3	1	1	1	1	1	1	4	Wardrobe required for costume washing