



SHOW AND TECHNICAL INFORMATION

Hi there! First of all can we say what an honor it is to have your amazing venue play host to our show. We hope that in putting together this brief we can make the production on the day go as smoothly as possible. We have a reputation of being very easy to work with and we hope to live up to that reputation during our time with you. We thank you for taking the time to read through this document and are very much looking forward to working with you. If you have any problems, concerns, questions, wants or needs then please don't hesitate to contact Paul (Griff) at any time by phone, text or whatsapp on 07909 777845 or by email at dublinshowproductions@gmail.com

Please note that all of our current legal documents including PLI, PAT, risk assessment, cloth fire resistance certificates, PRS declaration, wireless license and many more riveting reads can be viewed / downloaded at www.onenightindublin.com/legal

CAST / CREW

Let's introduce you to the people you'll be working with on the day;

Paul (Griff) Griffiths - Producer / Director / Guitarist - "Not as scary as he looks"

Tony Davis - Keys - "Always eating, hide your sweets"

Sarah Boulter - Vocals / Flute / Whistle – "Always smiling – loooovves dogs"

Max Griffiths – Drums / Bodhran - "Sickeningly young and good looking"

Sophy Ball - Fiddle - "Little, feisty, way too much energy"

Dale Jewitt - Lead Vocalist - "The most chilled of the group"

Paul Finlay (The Captain)- Sound engineer - "Don't ask him about anything nautical"

SHOW DAY SCHEDULE

3.00pm - Get in begins

4.30pm - Setup complete, line check, sound check

5.30pm – Food break

6.30pm - House handover

7.30pm - Start of act one

8.30pm - Interval (20 mins)

8.50pm - Start of act two

9.50pm - Show ends

9.55pm – Meet & greet

10.10pm - Get out begins

11.00pm - Get out complete

We understand sometimes shows start later (eg. 7.45pm) We will adjust the schedule as needed but the get in unless otherwise agreed will be 3pm on all shows.

INFO FOR FRONT OF HOUSE

Here are the answers to most FOH questions we get asked;

- Run Time - 60 mins > 20 min Interval > 60 mins.
- Photo's / Videos - No photo's or video to be taken during the show .
- Content Warnings - Haze, Loud music. Scenes portraying alcohol consumption.
- Audience Participation - No audience on stage, no performers off stage into audience. We do encourage audience to clap and sing along.
- Merch - TBA
- Meet and Greet - Meet and greet after show with the cast 10-15 mins

TECHNICAL REQUIREMENTS

PARKING

We will require parking for 1 x LWB Van and trailer.

Unless we hear anything to the contrary we will assume you have taken care of any required permits and parking suspensions.

DRESSING ROOMS

We require a minimum of 2 dressing rooms that can accommodate 2 and 5 people respectively or any combination of rooms to house 2 female and 5 male cast members.

POWER

Our system runs on 1 x 32amp single phase CEE socket, we carry adaptors and distribution units to run from most UK and EU CEE power up to 63amp 3 phase, we carry plenty of cable to get to our tech area which will be located DSL.

SOUND

We tour with our own point source system which we are happy to bring in and setup however, depending on what is available in house at no extra charge we may either like to use the in house system, or we may like to patch in to parts of the in house system to make use of delays and balcony fills etc. Usually Paul our sound engineer would decide this on the day upon arrival.

LIGHTING / HAZE / HOUSE TABS

We would like to use the house tabs for the beginning and end of both acts. Please let us know in advance if this is not possible for any reason.

We would like to use your lighting and an LX operator for the duration of the show at no extra charge. We have prepared a basic script, cue sheet and lighting notes which are merged as a pdf document to this tech rider-we also carry hard copies with us.

NB: Please only use specials if they incur no extra cost to the production company.

We carry our own hazers which will be switched on one hour before showtime and run continuously throughout the show. Our tech Paul will liaise with in house techs regarding isolation of any sensors and alarms.

Our chandeliers can be coupled into your LX rig via 15amp plugs (which we provide) and dimmed from your LX desk, if this is not possible we can provide a flown dimmer pack which will require hot power (240v single phase) fed to the centre of the fly bar, we carry multiple adaptors for the dimmer pack (16amp CEE form is our preferred option)

RISERS

We will require 4 sections of 8'x4' litedeck (or similar) at no cost - preferably at a height of 40cm, but can work with any height you have (See stage plan for setup and positioning) we will provide fabric skirts for the risers with velcro top hems.

FLYING

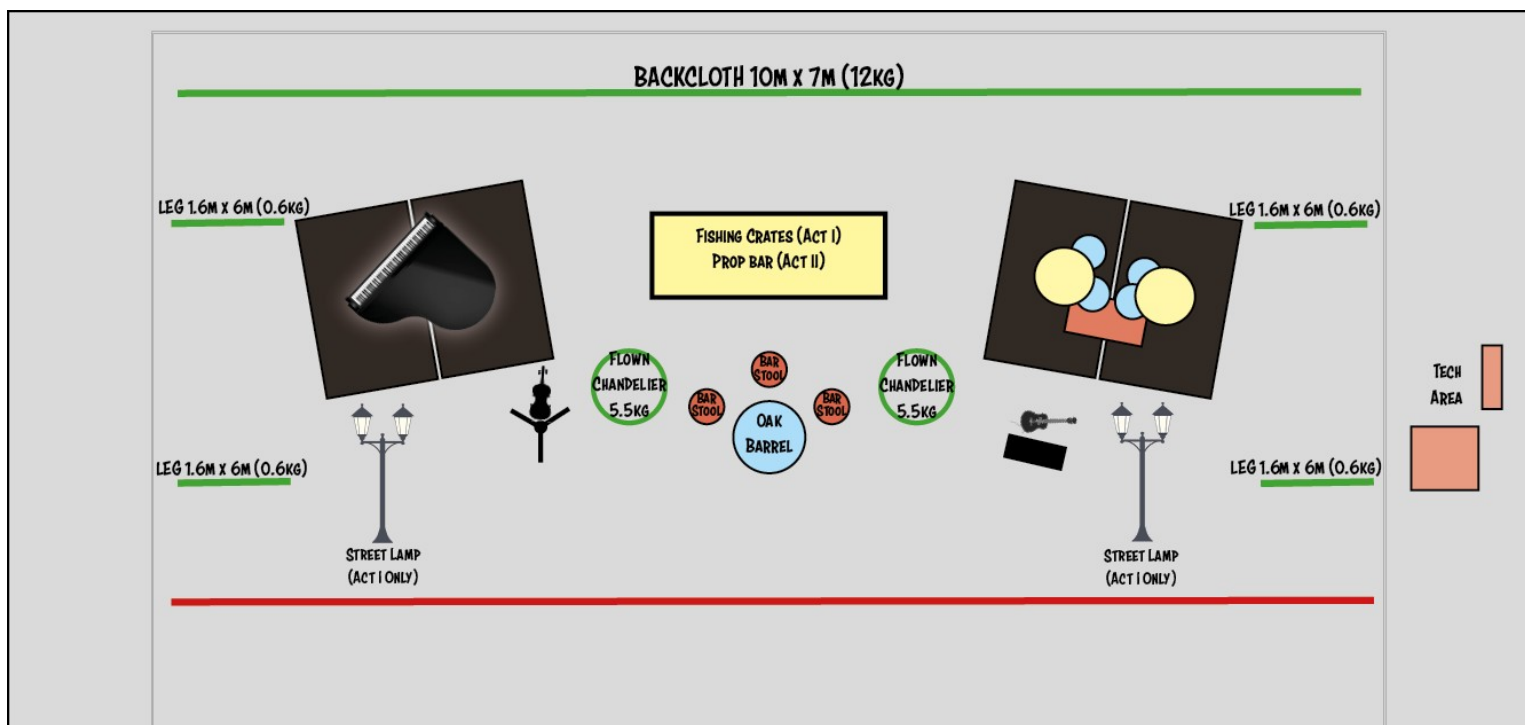
We will need to fly the following items:

- Backcloth x 2 - 10m wide and 7m tall – 12kg each
- 2 pairs of legs - 1.8m wide and 6m tall - 1.2kg (per pair)
- * Don't worry if you can not fly that high, we have clips and clamps
- 2 chandeliers - mid stage - 11kg (total with cables and dimmer pack)

MID-SHOW CHANGEOVERS

During the interval, while the house tabs are closed we will change the set by removing the ACT 1 cloth, the lamp posts, repositioning the set pieces and changing to our second act back cloth. Depending on your fly facilities we may have already hung the ACT 2 cloth during the initial setup and it will just need to be flown in, otherwise we will require you to fly in the back cloth bar so we can change cloths.

STAGE PLAN



One Night In Dublin – Lighting Cue Sheet (Detailed)

Specials Required: Down Stage Centre (DSC will be spiked), Key's (USR)

Other Specials If Possible: Drums (USL), Fiddle (DSR), Guitar (MSL), Flute, Accordion (USC).

If the specials; Keys, USC, Fiddle and Drums can be quite wide as cast members sometimes enter these specials. The other specials can be quite tight. Soft edged and open white.

FOH Wash: Ideally the wash would be split into 3 different sections (SL, Centre and SR)

The below notes are just for guidance; we are generally happy for the operator to have as much free reign as possible. Generally, after each number it drops into a scene state which needs to be bright with pastels of blue and pink where possible and the whole stage lit. After some songs there are blackouts, these are labelled on the below cue sheet.

ACT 1

Preset / Audience In

Where tabs closed: Stage Lit so cast can see and work. (general coverage).

Where Tabs Open: Dimly lit stage in dark greens and blues

Intro Music / Curtain Up

Overhead ambers/reds fade into blue for a night-time feel.

Drums Play/Danny Enters

Blue wash, FOH wash to come on as Danny Enters

1. Swallow Tail

Bright full stage wash. Blue, yellow snappy chase for energy, settle into full wash.

SCENE:

2. Wellerman

Green wash, chase build. White flash/blinder if poss on 'Huah!' shouts at the end of each verse, then drop to green look.

SCENE:

3. Whiskey in the Jar

Green & yellow look with chase. Bring wash forward when band steps forward, back when they move upstage.

SCENE:

4. Temple Bar

Warm reds/ambers. Gentle chase at start. Static look when song drops.

SCENE:

5. Las Vegas

Open rainbow wash with flashes. Drop mid-song on verse 3, rebuild brighter towards the end.

SCENE:

6. Galway Shawl

Dark blue wash. Lift on Rosie when she enters, fade when she leaves. If Poss. DSC spot to be back-lit also

FADE BLACKOUT AT END OF SONG

SCENE:

7. Star of the County Down

Upbeat reds/ambers. Band across the front near end.

SCENE:

8. Rambling Rover

Pink/red romantic wash. DSC Special on Rosie. End: fade to static red/amber.

SCENE:

9. South Australia

Green/amber upbeat wash. Blinders on audience participation, or house lights if no blinders.

SCENE:

10. Sweet Sixteen

Soft pink/red wash. Special on Rosie DSC. Soft glow on fiddle player during breakups.

FADE BLACKOUT AT END OF SONG

SCENE:

11. Streams of Whiskey

Fast upbeat wash, and chase. Breakdown in song for V3 and drums, back up for ending.

SCENE:

12. Molly Malone

Fun song upbeat wash, chase with audience participation during last chorus.

SCENE:

13. Raggle Taggle Gypsy

Upbeat song to be lit in purples and whites to reflect Key and feel of song.

SCENE:

14. Seven Drunken Nights

Fun pub look. Bright wash, focus on Danny DSC.

15. Rocky Road

Green upbeat wash. Band build. End: big white flash + blinders for finish.

BLACKOUT

End of Act 1.

ACT 2

Curtain Opens

Bar scene look: warm wash, band sat around barrel.

16. Tell Me Ma

Static wash to start. Switch to green/gold chase with drum flashes.

SCENE:

17. Ferrymen

Blue/green soft wash. Specials on band + Danny. End: dim to Danny only.

SCENE:

18. Raglan Road

Special on Danny DSC + keys. Blue starry wash. Add specials if poss on drums + Gtr as it builds. Focus shifts back to Danny/keys. Build up again with drums.

FADE BLACKOUT AT END OF SONG

SCENE:

19. Joyce Country Ceilidh Band

Pinky yellow fun wash. Special on Griff DSC + specials on band. End: big blinder/white hit.
SCENE:

20. Rattling Bog

Upbeat wash in greens/reds/oranges. Snappy chases.
SCENE:

21. Galway Girl

Soft pastel wash. Specials on band. Slow chase fade. Instrumental at end of song with band members across front of stage
SCENE:

22. Sally Mac

Bright upbeat wash. Griff sings DSC · special on him, band at 50%.
SCENE:

23. Banks of the Roses

Special on Rosie DSC to start, then build into full wash. End: chase for flute solo.
SCENE:

24. Irish Rover

Green/amber upbeat wash. Special on Danny DSC. Band moves forward at end · bring wash front.
SCENE:

25. Dirty Old Town

Blue wash. Special on Danny DSC + Griff harmonica DSC. Build into brighter wash, then free rein.
SCENE:

26. N17

Soft bright wash. Upbeat fun song FOH wash covering band. Song drops after solo for band introductions, lighting to be static here. special on band members as they are introduced if possible. Song builds back up at end to a big finish.
SCENE:

27. Brown Eyed Girl

Green/red wash with flashes. Gradually build brightness.
FADE TO GREEN AT END OF SONG
SCENE:

SCENE:

28.(Encore) Wagon Wheel

Free rein look. Bright wash with lots of colours and chases.

SCENE:

29.Wild Rover (Finale / Bow)

Green, White, Gold wash (Irish Flag Colours) throughout song with chase and movements as you see fit. FOH wash. End: static Irish flag colours for bow, big and bright.

PRESET:

One Night In Dublin – Lighting Cue Sheet v3 – Updated 03 April, 2026