



Funkey Munkey Game Show – Technical Rider

Presented by: Higher Impact Entertainment

Performers: 2 (Jeromē Bartlett & Funkey Munkey Mascot)

Duration: 60–90 minutes

Audience: Family / All Ages

General Information

The *Funkey Munkey Game Show* is a high-energy, interactive motivational performance combining games, music, comedy, and storytelling. The show is completely self-contained, requiring minimal setup time and crew support.

Performance Space

Requirement	Details
Stage Area	Minimum 24' W × 18' D × 12' H clear playing space (ideal 30'×20'). No obstructions.
Backdrop/Masking	Standard black legs & cyc or neutral background preferred.
Flooring	Smooth, non-slippery surface. No loose cables or debris.
Access	Stage door accessible for mascot entrance; nearby changing area required. Stairs from stage to audience for audience participation and engagement.
Audience Proximity	Prefer audience within 30' of stage for interactive segments.

Power & Audio Requirements

Component Specification

Power	Two (2) separate 20-amp 120V circuits at stage right & left.
Sound	Venue PA system with clear full-range coverage. We travel with Bluetooth XLR transmitter and wireless headset mic. We can use venue wireless and handheld mic if preferred.
Inputs	One (1) XLR input for wireless mic receiver and one (1) stereo input for music playback (3.5 mm or Bluetooth preferred).
Monitors	One (1) wedge or side fill monitor recommended.
Playback	All music and sound effects run from performer's laptop or phone.

Lighting Requirements

Requirement Details

General Wash Full stage white wash (front and top).

Color Accents Optional LED color washes (RGB preferred) to enhance energy moments.

House Lights During interactive audience game segments, the house lights should be brought up to 50-75% intensity to allow clear visibility of the audience for participation and safety.

Cue Operation Simple fade in/out controlled by venue tech or pre-show briefing.

Video / Projection (Optional/If Available)

Component Details

Projector or LED Screen Optional HD (1920×1080 min).

Input HDMI from performer's laptop.

Use Title screen, sponsor logos, and visual segments.

Backstage & Dressing Room

Requirement Details

Green Room / Changing Area Private space for 2 performers, table, 2 chairs, outlets, and bottled water.

Access Time Minimum 90 minutes prior to show for load-in and sound check.

Load-In / Load-Out

Activity Time

Load-In & Setup 1.5 hours prior to showtime

Sound Check 30 minutes

Strike & Load-Out 45 minutes after show

Venue Staff Requirements

Position	Description
House Manager	To coordinate audience entry.
1 Audio Tech	To assist with sound connection and levels.
1 Lighting Tech (optional)	For light cues and dimming.
1–2 Ushers (optional)	For audience games and safety.

Hospitality & Travel

Requirement	Details
Hotel	2 double-occupancy rooms for 2 nights (pre and post show).
Ground Transport	Mini-van rental (2 performers + gear).
Per Diem	\$60 per day per performer if not provided by venue.
Catering	Bottled water

Additional Options (For Advance Coordination)

- **Meet & Greet / Photo Op:** 15–30 minutes after performance.
- **Merchandise Table:** Venue retains 10% of gross sales.
- **Sponsor Integration:** Sponsor logos can be included on screen, on stage, or in skits with advance notice.
- **Off-Site Appearances:** Mascot visit or press event available for an additional fee.

Contact Information

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