IUFF PUPPETS

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SEAGULLS - TECH SPECS

CAST & CREW

Puppeteers: Min 2 - Max 4 Production Manager/Minder: 1

TIMES

Roaming performance: 30 minutes

Minimum break: 45 minutes

Maximum performances per day: 3 Maximum daily call time: 8 hours

Note: Puppeteers start with a 1-hour warm-up & site recce, & 30-minute warm-down post-performance.

Performance and call times can be adjusted in consultation with the presenter.

TECH

Power: 240V outlet near the dressing room for repairs

Parking: Space for up to a 3-tonne truck or transport between storage and site

Transport: Seagulls can be moved short distances loose without road cases in a tradesperson van (e.g., HiAce)

Dressing room: Warm-up space, puppet storage, nearby toilets, drinking water, & climate control if re-

quired, located close to performance area

Site Map: Advance roaming area map is helpful

Minders: Extra minders may be needed; no experience required, instructions provided on the day

WEATHER

Adverse weather conditions, including rain, extreme heat, & high humidity, may impact the safe operation of the puppets. If conditions are deemed unsafe, the Production Manager will inform the presenter. In such cases, we will make every effort to reschedule or adapt the performance as needed.

DIMENSIONS

One Seagull puppet in performance mode:

HEIGHT: 2 meters LENGTH: 2.5 meters WIDTH: 0.5 meters WEIGHT: 18kg

In performance mode, Seagulls fit through standard doors, squeeze into lifts, and should avoid high staircases.

STORAGE

Space for puppets to be store on site:

LENGTH: 4.5 meters WIDTH: 5 meters

This tech list is a guideline—all events are different—logistics should be confirmed before the event

www.snuffpuppets.com