

**Recreation Advisory Board**  
**January 22, 2025**  
**7:00 pm**  
**Exeter Town Offices**  
**Novak Room**  
**10 Front St, Exeter, NH 03833**

**AGENDA**

- 1) Call to Order
- 2) Public Comment
- 3) Minute Approvals
- 4) Recaps:
  - a) 10 Hampton Rd update
    - i) Met with Hampshire Development Corp-Going over Structural scenarios
  - b) Planet Playground Update
    - i) We are still waiting on Official approval from the state
    - ii) Hoping for approval soon
  - c) Summer Camp - Field Trip updates
    - i) Caroline Neel- Bulk options for field trip
    - ii) Now Hiring
  - d) Coast Bus Update-10 Hampton Rd
    - i) David Tovey-Coast Bus Town Representative
- 5) Discussion Item:
  - a) Scriptless in Seattle-Improv fundraiser event
    - i) David Tovey- proposal
  - b) Deliberative Session- Topics (Senior Coordinator, ADA Van, Park Improvement Fund)
    - i) Greg Bisson/David Tovey
  - c) Recreation Master Plan
    - i) When 10 Hampton Rd is finished, the Department should plan to conduct a Recreation Master Plan to complement the Town's Master plan
    - ii) A resident started the work-Document
    - iii) We will need a 3rd party to conduct for non cost is at least \$50,000
  - d) AARP Community Challenge Grant-Open

- i) David Tovey
- 6) New Business
  - a) Spring Sports- T-ball price increase
- 7) Old Business

**SCRIPTLESS IN SEATTLE**  
**IMPROV PERFORMANCE AGREEMENT**  
**Spring 2025**

Performance Date: Jan. 11, 2025

Contact: Justin Folger

Entity Name: Town of Exeter  
Contact: David Tovey  
Email: dtovey@exeternh.gov

**Performance Agreement Elements:**

1. CLIENT will receive one (1) performance dates at the following locations and times. Each date below, CLIENT is entitled to performances.

January 11th, 2025: 7:00 PM – 9:00 PM (end time is approximate).

Town of Exeter

Show will last approximately two hours with a 15-20 minute intermission

2. CLIENT will provide performance space adequate and safe for improv performance and seating adequate for audiences.
3. CLIENT will provide the opportunity and a space adequate for selling *Scriptless in Seattle*-branded merchandise with proceeds belonging to SCRIPTLESS IN SEATTLE LLC.
4. If CLIENT's venue serves concessions, CLIENT will provide each performer with one (1) snack item after the show has concluded.
5. If CLIENT's venue has a bar, CLIENT will provide each performer with beverages before or after each show has concluded.
6. CLIENT agrees to adhere to the TECH RIDER provided by SCRIPTLESS IN SEATTLE LLC, including stage set up, sound set up, and all lighting requirements included. Specific lighting and sound cues will be provided at a later date.
7. CLIENT will provide a technical team suitable to execute all sound cues, lighting cues, and microphone needs.
8. CLIENT will allow for a sound and lighting check at least twenty minutes before the doors are set to open.
9. If CLIENT cannot meet a certain technical requirement, CLIENT agrees to provide SCRIPTLESS IN SEATTLE with a minimum of 14 days' notice of this inability, and group manager, Justin Folger, will work with the technical team to find a suitable and workable alternative.
10. CLIENT agrees to sell tickets for the event on an online ticketing platform provided by the CLIENT. CLIENT will provide a link to this platform to SCRIPTLESS IN SEATTLE LLC for listing on their website, [www.scriptlessinseattle.com](http://www.scriptlessinseattle.com)
11. SCRIPTLESS IN SEATTLE LLC will provide CLIENT with a marketing package which includes an 8.5x11 poster, an 11x17 poster, a graphic suitable for Instagram and Facebook, an approximately 30-second video promo clip, and a press release. Other marketing materials can also be provided upon request of the CLIENT. If SCRIPTLESS IN SEATTLE LLC is unable to provide additional materials not included here-in, notice must be given to CLIENT within 30 days of request.
12. SCRIPTLESS IN SEATTLE LLC may sell sponsorship packages to the community to raise support for travel costs, marketing costs, and to assist in group ticket sales. Sponsors will be recognized in a variety of ways, including but not limited to recognition in the show, recognition at the merchandise table, and in the "ad-roll."

**Fees and Payment Dates:**

CLIENT will provide SCRIPTLESS IN SEATTLE with the following for the elements described above:

- 1. Pay three thousand four hundred dollars (\$3400) to Scriptless in Seattle LLC. Checks will be made payable to "Scriptless in Seattle LLC" and per the following schedule:

Jan. 11 <sup>th</sup> , 2025	\$3400
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**Force Majeure:**

No party shall be liable or responsible to the other party, nor be deemed to have defaulted under or breached this Agreement, for any failure or delay in fulfilling or performing any term of this Agreement (except for any obligations to make payments to the other party hereunder), when and to the extent such failure or delay is caused by or results from acts beyond the impacted party's ("Impacted Party") control, including, but not limited to, the following force majeure events ("Force Majeure Events"): (a) acts of God; (b) a natural disaster (fires, explosions, earthquakes, hurricane, flooding, storms, explosions, infestations), epidemic, or pandemic; (c) war, invasion, hostilities (whether war is declared or not), terrorist threats or acts, riot or other civil unrest; (d) government order or law; (e) actions, embargoes or blockades in effect on or after the date of this Agreement; (f) action by any governmental authority; (g) national or regional emergency; (h) strikes, labor stoppages or slowdowns or other industrial disturbances; and (i) shortage of adequate power or transportation facilities. The Impacted Party shall give Notice within 7 days of the Force Majeure Event to the other party, stating the period of time the occurrence is expected to continue. The Impacted Party shall use diligent efforts to end the failure or delay and ensure the effects of such Force Majeure Event are minimized. The Impacted Party shall resume the performance of its obligations at a mutually agreed upon substitute performance date. In the event that the Impacted Party's failure or delay remains uncured for a period of 60 days following Notice given by it, the other party may thereafter terminate this Agreement upon Notice.

IN WITNESS WHEREOF, Scriptless in Seattle and the Town of Exeter (CLIENT) have duly executed and delivered this agreement as of the effective date and specifically agree to all agreement elements attached hereto and incorporated herein by this reference.

TOWN OF EXETER

SCRIPTLESS IN SEATTLE LLC

By: \_\_\_\_\_

By: \_\_\_\_\_

Date: \_\_\_\_\_

Date: \_\_\_\_\_

Name: David Tovey  
TOWN OF EXETER

Name: Justin Folger  
Title: Owner

SCRIPTLESS  
IN SEATTLE  
STAGE SET-UP - 2024

Stage Map



Examples from other theaters:





# SCRIPTLESS IN SEATTLE

## LIGHTING CUE BREAKDOWN - 2024

*Scriptless in Seattle* has a few lighting cues that help make the show more technically interesting. This document breaks down what those cues are in more detail than on the cue sheet. Keep in mind that these are NOT meant to be hard and fast and meant to leave room for creativity. If there is something that you cannot do on this sheet? No worries. We'll work around it! These are just a general guideline that can be modified and even improved upon!

Additionally, you should have received a YouTube playlist with examples of all of these cues. This should give you a better idea of what we mean!

### INTRO TRACK/WALK ON MUSIC

- This is a fun one. We're looking for a cooler blue wash, dimly lighting the stage. This can be enhanced with all kinds of effects (star effects, flashing, anything with movement is good). Also, if it isn't already being done, having the logo projected here helps. Feel free to be creative with this one! Once the performers walk out on stage, light the stage with a warm fill and turn off those special effects. The example in the YouTube playlist shows this nicely.

### HEY GIRL

- This is a serenade sketch in which a woman from the audience comes up on stage and sits on a chair (center stage) and is sung to by the performers. We like a purple wash for this one if possible, but any cooler color will do. Some dimmer white lights (dimmer than the general warm fill but enough that you can see the faces is good). Also a spot center stage where we will put the chair. See playlist for example.

### NARRATION

- This is a film noir game. We're looking for a blue wash with dimmer white lights to see faces. A spotlight can be put center as well (similar to HEY GIRL).

### IRISH DRINKING SONG

- Anything green here will do. Any green effect would be great. We're going for Irish here, obviously. If you want to get really fancy you can project an Irish flag on a screen, or accent the green lights with orange and white. Feel free to be creative here too. This is cued when the music starts and back to a warm fill when done.

## **OFF BROADWAY**

- This is the most complicated sketch from a lighting perspective and will require some in-game cues. This is a musical with three separate lighting effects during the three types of songs cued by a call out from on stage. When one of these three are called out, you do that effect, and when that song ends, you go back to the general warm fill. The cues are listed below.
  - **"Take it away!"** - This is a quick show stopping Broadway number. We're looking for any effect you can add here. The video example is a star effect (same as intro) but it can really be anything
  - **"You like jazz?"** - This is a smooth jazz number. Whatever you did for HEY GIRL will work here. Dim lighting, spot on center, purple or another cool color. Red also works nicely here too if you have this effect. Up to you!
  - **"Kick-it!"** - This is a rap number. We're looking for any kind of flashing colors or strobe-like effect you can do. Think of it like a "rave." The video example is good for this one

## **HOEDOWN**

- Anything western looking is good. Usually an orange/yellow effect. Something on a projector can work too if you have something readily available. This is a really flexible one too. This is cued when the music starts and back to a warm fill when done.

## **BACKSTORY**

- This is a relatively simple one, but also involves an in-game cue. This is a sketch where there is a scene happening in the present that keeps flashing back to the past. Whenever "Flashback" or "Flash Forward" is called from the stage, a quick flashing light/strobe effect communicates this time jump nicely.

## **MY WAY - CLOSER**

- We close the show with rewriting the lyrics to Frank Sinatra's "My Way" based on the show as a whole. We're looking for a night sky kind of look. A center spot, blue wash, and any star effects you can do would be wonderful. Also, once the kickline begins, if we could be flooded with a blast of white light, that would be great. This is the climax of the song.

All in all, these are intended to be as flexible as possible to have the show work in a variety of spaces. It can be as simple as need be or as elaborate as you want to or are able. Feel free to reach out with any questions!



# SCRIPTLESS IN SEATTLE

Tech Rider, Updated Oct. 2nd, 2023

**Contacts** Business Manager: Justin Folger, (216)-409-8099, [scriptlessinseattlecomedy@gmail.com](mailto:scriptlessinseattlecomedy@gmail.com)

## Requirements:

We need use of the PA system (Speakers, Subs, In-House Mixer Console) and two stage monitors (QSC CP8 or similar). We would require use of 4 wireless microphones w/ bodypack transmitter (Sennheiser and Shure preferred—lapels are passable, but headset microphones would be ideal), 3 handheld microphones (These should be wireless. They will be used for emcee work, and also the singing games. Show lineup with mics is provided. ), and a XLR Female to stage to plug into our Yamaha MG06 (will be set at a constant level, with one input from a laptop, and one output to house as seen on stage map) as well as an extension cord/power hub on stage (regular 125v household). We also request the venue provide a media/sound tech.

## Stage Map



\*Mono or Stereo,  
doesn't matter to us

## Input List:

Input #	Description	Input #	Description
1-4	Wireless Vocal Mic, Bodypack Headset		
5-7	Wireless <u>handheld</u> Vocal Mic		
8	XLR (F) -- Stage to House Console		(Could also be a simple aux cord to stage)

## Light Needs:

–We will need two main lighting cues. The first is a full stage warm fill. It can light the chairs too, but this is not essential. The second is a cool blue wash of the stage with a spotlight on the emcee for transitions. These are detailed in the lighting sheet.

–If there is a projection screen above your stage, please make it our main logo. This is not essential if you don't have a screen

–There are a few games with special lighting cues, sometimes for the whole game and other times at particular cues in games. These are detailed on the light sheet. We also have a video example of each of these games.