

SHE KILLS MONSTERS

PRE TECH TRAINING

Overall Notes:

- If actor does not feel safe or is uncomfortable, please mention. Their safety is our priority
- Mention any weird noises or new cracks that you see; we would rather be over bothered than under bothered.

Overview on Dragons

- 5 heads
 - 2 on casters
 - have neck movement, head movement, and jaw movement
 - Come from around the mountain SR and SL
 - 2 on mountain
 - have head movement and jaw movement
 - One stands on the stairway landing and the other stands on the desk
 - 1 in cave
 - Has jaw movement
- 2 claws
 - Each claw has three fingers
 - Thumb controls one, index and middle control the next, and ring and pinky control the final finger

How to Move/Put On/Operate

- Heads
 - Castered
 - To Move: Hold bottom of head off the ground and slowly begin movement
 - If you do not jerk it it should move fine.
 - Using a second person to guide the harness part is absolutely acceptable
 - To Put On: Person #1 steps into the harness location and picks up the trapeze bar for the head and the jaw cable, then Person #2 places themselves in front of the lever arm.
 - To Operate: Person #1 can use the rotating trapeze bar to make the rotate and move up and down. Person #1 can also open the jaw by pulling on the jaw cable. Person #2 can make the neck of the dragon raise by pushing down on the lever in the back of the dragon
 - Please push lever with hands evenly spaced, this helps distribute the weight more evenly.

- Mountain
 - To Move: We have found that the best way to move/carry these dragons is actually by wearing them.
 - To Put On: (takes 3 people), Person #1 foots the bottom of the harness box, while Person #2 and #3 guide the 1x3 linkage upwards and stay in control of the head, Person #2 and #3 rest the head on the stops, and then Person #2 and #3 hold the 1x3 linkage and raise it so that Person #1 can step into the harness and wear it.
 - Person #2 and #3 should remain on both sides of the mountain head while it is being worn.
 - To Operate: Person #1 controls the head moving up and down and rotating by pulling and twisting the trapeze bar. Person #2 controls the jaw opening by pulling on the jaw cable.
- Cave
 - To Move: Pick up dragon by the bottom of the head and the harness
 - To Put On: Place head in desired location with head upright and harness facing towards the ground. Person #1 should walk into the harness and Person #2 should help Person #1 stand up into the head.
 - To Operate: Person #1 uses one hand to move the jaw open and closed, and is responsible for the tilt and movement of the dragon by their own angle and movement
- **Claws**
 - Both
 - To Move: carry the claw as if it were a hand with the palm facing up, use hands and forearms to support the back of the shell allowing for the fingers to rest in an open hand configuration
 - To Put On: Use either a table or the ground to rest the back of the claw gauntlet on, place arm in the gauntlet with palm facing up, either clip buckles yourself, or, have a PA assist in clipping the buckles.
 - To Operate: Place fingers inside of cups/rings and flex fingers to move the claw fingers

What could go wrong?

- Heads
 - Casters
 - Wheels get stuck
 - If offstage: see if something is caught inside, if nothing is, call us
 - If onstage: **NEED TO ASK NICK**
 - 2X4 splits
 - If offstage: call us
 - If onstage: **NEED TO ASK NICK** make sure actor is okay, move them away from problem, call us
 - 1x6 splits

- If offstage: take a picture and call us
 - If onstage: **NEED TO ASK NICK** make sure actor is okay, move them away from problem, call us
- Bolt is loose:
 - Tighten it
- Bolt goes through material:
 - Take a picture and send it to us
- Head piece breaks off
 - If offstage: call us, we may ask you to glue/staple it back on
 - If onstage: see if it is going to harm actor or anyone near actor
 - If so, remove piece or **talk to nick about removing that dragon from the scene <TALK TO NICK/AMY ABOUT THIS**
 - If not, let us know and collect the pieces and the dragon at the end of the scene for repair
- Lighting cable comes undone
 - If onstage: dragon should not be moved around if cable is loose
 - If offstage: tell Nick and call brady
- Mountain
 - 1x3/1X6 splits
 - If offstage: take a picture and call us
 - If onstage: **NEED TO ASK NICK** make sure actor is okay, move them away from problem, call us
 - **Note:** If 1x3 has split, the Mountain dragons should NOT travel into the air - steel/plywood in the air is NOT safe.
 - Bolt is loose/ nut falls off
 - Tighten it
 - Put nut back on and tighten
 - Bolt goes through material:
 - Take a picture and send it to us
 - **Not safe for show**
 - Screw pulls through 1x3
 - Take a picture and send it to us
 - Depending on location, will need to repair screwed in piece or replace piece
 - Head piece breaks off
 - If offstage: call us, if there is we may ask you to glue/staple it back on
 - If onstage: see if it is going to harm actor or anyone near actor
 - If so, remove piece or **talk to nick about removing that dragon from the scene <TALK TO NICK/AMY ABOUT THIS**

- If not, let us know and collect the pieces and the dragon at the end of the scene for repair
 - Lighting cable comes undone
 - If onstage: dragon should not be moved around if cable is loose
 - If offstage: tell Nick and call brady
- Cave
 - Head piece breaks off
 - If offstage: call us, if there is we may ask you to glue/staple it back on
 - If onstage: see if it is going to harm actor or anyone near actor
 - If so, remove piece or **talk to nick about removing that dragon from the scene <TALK TO NICK/AMY ABOUT THIS**
 - If not, let us know and collect the pieces and the dragon at the end of the scene for repair
 - Head piece loosens from harness
 - Adjust pvc foam
 - Tighten bolts to harness
 - If neither works, call us
 - Lighting cable comes undone
 - If onstage: dragon should not be moved around if cable is loose
 - If offstage: tell Nick and call brady
- Claws
 - Both
 - Plastic pieces break
 - If offstage:
 - Take picture of component(s) and send to dragon team
 - Ask Zack if gauntlet is safe for use
 - If onstage:
 - ASK NICK
 - Post Show:
 - Take picture of component(s) and send to dragon team
 - Make note in rehearsal/performance report
 - Bolts fall out
 - If offstage:
 - Identify place where bolt fell out
 - Contact dragon team
 - Replace bolt and nut (if possible)
 - If not, let the dragon team know and we will come to resolve the issue
 - If onstage:
 - ASK NICK

- Post show:
 - Identify place where bolt fell out
 - Contact dragon team
 - Make note in rehearsal/performance report
- Hex nuts fall off
 - If offstage:
 - Identify place where nut fell off
 - Contact dragon team
 - Replace nut (if possible)
 - If not, let the dragon team know and we will come to resolve the issue
 - If onstage:
 - ASK NICK
 - Post Show:
 - Identify place where bolt fell out
 - Contact dragon team
 - Make note in rehearsal/performance report
- Plastic piece falls off of gauntlet
 - If offstage:
 - Take picture of component(s) and send to dragon team
 - Find bolts and nuts that came loose
 - Contact dragon team
 - Replace bolt and nut (if possible)
 - If not, let the dragon team know and we will come to resolve the issue
 - Ask Zack if gauntlet is safe for use
 - If onstage:
 - ASK NICK
 - Post Show:
 - Take picture of component(s) and send to dragon team
 - Find bolts and nuts that came loose
 - Contact dragon team
 - Make note in rehearsal/performance report
- Fabric falls off of gauntlet
 - If offstage:
 - Attempt to reattach
 - If unsuccessful, make a note in rehearsal/performance report
 - If onstage:
 - Ask Nick
 - Find piece
 - Make note in rehearsal/performance report

Daily Checks:

- Heads
 - Castered
 - Make sure all bolts are tight
 - Check 2x4 for new cracks/signs of failure
 - Check 1x3/1x6 for new cracks/signs of failure
 - Make sure all lighting cable is still in place
 - Watch actors work the mechanisms to make sure they are functioning properly
 - Make Sure Sandbags are still in place/centered and that the duve covering is in place
 - Check that head covering is not falling off
 - Mountain
 - Make sure all bolts are tight
 - Check 1x3/1x6 for new cracks/signs of failure
 - Make sure all lighting cable is still in place
 - Watch actors work the mechanisms to make sure they are functioning properly
 - Check that head covering is not falling off
 - Cave
 - Make sure all bolts are tight
 - Check 1x3/1x6 for new cracks/signs of failure
 - Make sure all lighting cable is still in place
 - Watch actor work the mechanisms to make sure they are functioning properly
 - Check that head covering is not falling off
- Claws
 - Both
 - Check that all visible bolts have at least one nut on them
 - Check for any cracks in the plastic
 - Inspect straps for any new tears or stitching pulling out
 - Have actors put gauntlet on and test the mechanism
 - They will know better than anyone if something feels off with the mechanism
 - Should they notice anything different, contact Zack with a description of the differences