

Appendix B: Requirements

General Requirements

The Parties hereto hereby acknowledge that the following additional terms and conditions are incorporated in and make a part of the Contract between the parties hereto.

Requirements for ALL event types, systems, and features are listed below. Some requirements may or may not apply to Service. Additional requirements may be in Appendix A of the Contract along with specific Service Requirements in Appendix B. Company assumes Host will fulfill all requirements. If you need help or have questions on the following, please ask Company.

Extended Definitions: Space is/are the room(s) in which Service will utilize as part of the overall production at Service Location, including both the Production Area and Audience Area. The Production Area is part of Space where the production will be set up. The Audience Area is part of the Space where Guests should remain, sometimes separated from Production Area by barriers. Path is the area and distance in which equipment travels from vehicle to Space and vice versa. Accessories are tangible add-ons such as glow sticks, beach balls, plastic protection, etc. Body immersive effects such as but not limited to body paint, powder, and/or foam are referred to as Physical Effects. Sparks, fog, confetti, streamers, and all other non-Physical Effects are referred to as Special Effects. Effects are both Physical Effects and Special Effects. The Set Up Date and Time until the Service Strike End Date and Time is referred to as the Service Window.

- **Access:** Company will need unlimited and uninterrupted access to the Service Location and its Space(s) during the Service Window. The Service Window may change as needed by Company. Company assumes Host made prior arrangements with the Service Location's management to prepare for access.
- **Property Accommodation:** Company may need to store Property (vehicles, equipment) at Service Location or Host's nearby Property in a secure area. Company will let Host know about this requirement at least 7 days prior, or unless otherwise necessary due to unforeseen events.
- **Lockdown Accommodation:** To protect against the unfortunate event of theft, damage, etc. during a lengthy Service Window, Company may require the Space to be locked down between certain Service Window(s) while Company is away. Company will let Host know about this requirement at least 7 days prior, or unless otherwise necessary due to unforeseen events. Host is responsible to ensure this accommodation is possible even during an unforeseen event, and that there is security who will safeguard, limit, log entry to the Space if needed, and/or unlock for Company as needed.
- **Shelter Type:** Shelter Type must be maintained or otherwise approved in writing - most Services are not possible without a ceiling (building, mobile stage, tent, etc.).
- **Ground Type:** Production Area Ground Type must be suitable to support the stabilization of Service purchased.
- **Temperature:** The temperature in Space during Service Window should not be less than 40 degrees, unless otherwise approved by Company in writing.
- **Sprinkler Systems:** Systems that may damage Property, such as in-ground outdoor sprinkler systems along Path, at, or near Space, should be temporarily disabled throughout Service Window.
- **Lighting:**
 - **Lighting Control:** Host grants Company full-control of the Service Location lighting throughout Service Window. Sufficient lighting will be necessary for set up and strike.
 - **Laser Lighting:** To use Class IV Laser projectors at Service Location, a clearance of at least a 3-meters over Guests or more is required, depending on local law. No windows or reflective objects can be in the zone of the projected beams. Company is not able to use laser lighting "outdoors" unless inside a tent with thick non-transparent, non-reflective, non-punctured material, or otherwise approved in writing. Lasers will not be used in less than 40 degree temperatures. Fog/haze is required for lasers and if omitted, so are lasers for safety reasons.
 - **Location Lighting for OPERATION GLOW Service:** For the best possible experience, Host is responsible to provide an environment that is free from all external light sources including: house lights, parking lot lights, hallway lights, office lights, security lights (lights that remain on when the bulk of lights are off), lights visible in the distance, and/or all light fixtures except emergency light fixtures e.g. exit signs, power failure lights (not to be confused with security lights), that illuminate Space, are omitting 0 lux (turned 100% off) at least 30 minutes prior to Start Time, unless otherwise directed by Company. The whole Space should have a rating of no more than 0.002 lux ("no brighter than a moonless clear night sky with airglow") or dimmer.
- **Electricity:** Company may require electrical power and receptacles to access power. Receptacles must be American Standard, Edison outlet, 15-20 Amp, 2 Pole, 3 Wire, 120. If receptacles are 15A, please declare that to Company. All receptacles must be accessible within 20 feet from the center of the Production Area, typically behind upstage (in crossover), and be labeled with their circuit name/number that correspond to each breaker, only if not pulled from a power-distro. Power must be tested by Host prior to Company plugging in gear.
 - **For Foam Service with a Foam Cannon:** An L14-30 4-prong receptacle/electrical outlet with 15,000 Watts, 30 Amp, Single Phase, and 240V needs to be provided if Company's generator for the Foam Cannon is not listed under Scope of Service or if Service is indoors.
 - **For Service with a Company Generator:** Company will use generator(s) outdoors only. Host may need to make a path for Company to access generator within 50ft of Production Area, or if generator is for the Foam Cannon, 50ft to the downstage position. Earth or another grounding source must be accessible for generator.
- **Cable Guards:** If Host expects Company to run cables through walk-ways, streets, standing areas, Audience Area, or other places that have traffic, Host must either purchase cable guards from Company or provide cable guards that 100% protect Company's cables.
- **Service with Effects:** The Space must be suitable to handle all Effects. Some specifics are below or under Appendix A.
 - **Haze/Fog Atmospheric:** If included in a pre-built package, it is critical to the success of the experience. Company uses water based fluid. If indoors, to ensure the alarm system is not falsely tripped during the experience:
 1. Pick a space that uses, or convert them to, heat / temperature / rate of rise detectors.
 2. Contact the local Fire Marshall (FM) and arrange for the detectors in the vicinity of the Space to be disabled. Typically, upon FM approval, a Host provided "fire watch" must continuously tour the disabled area, from the point of

disablement to re-enablement, whom is then in charge of pulling the alarm if a fire is detected. The alarm system should not be disabled. Note, this is just a suggestion – Company accepts no liability, laws vary.

3. If the above is not possible, Company will use a less atmospheric PPM, but this does not defend against an alarm trip.
- **Confetti/Streamers:** Devices and equipment that are exposed to the launch of debris, such as lighting fixtures that are above the Audience Area, must be protected from projectiles. Confetti/streamers are launched at high speed. Ceiling height must be 20ft or greater.
 - **Service with Physical Effects: Body Paint, Foam, Snow, and/or Bubbles:**
 - **Outdoor Service:**
 - **Water Requirements:** A garden hose and nozzle with running drinkable clear water of at least 50psi must be at the Production Area and be able to reach all around Space for possible cleaning and/or making Effects. Company does not bring hosing or a nozzle.
 - **If Sheltered:** All tents must be made of a tarp material (not cloth) for successful Effect removal.
 - **Barrier Securement:** Company may secure crowd control barriers using ground stakes or secure it to nearby objects.
 - **Indoor Service:**
 - **Water Requirements:** A hose and/or spout with running drinkable clear water of at least 50psi must be near the Production Area and be within 40ft of the Production Area for possible cleaning and/or making Effects. If a spout, it must be elevated enough to fill a 40 gallon drum in the upright position. If Mojo Barriers are used, an additional hose and nozzle with running drinkable clear water of at least 50psi must be near the Production Area at an outdoor location (for use with a gas spray washer) to clean Mojo Style barriers outdoors.
 - **Flooring:** Space flooring must be a hard non-porous non-cracked surface and capable of getting wet and cleaned easily.
 - **Cleaning:** At least 2 mops and a rolling mop bucket with soap must be provided for after End Time.
 - **Barrier Securement:** Company may secure crowd control barriers using nearby objects. Tennis/Volleyball poles in the ground or nearby objects such as bleachers or hooks works pretty well.
 - **Indoor Protection Disposal:** A large dumpster, typically 280cuft for 5 grip indoor protection, is required to be within 100ft from the center of the Audience Area to dispose of used materials. If Ambassadors are not required, the disposal location should be specified to Company upon arrival. If Company was not informed about the whereabouts of the disposal location, cannot find the disposal location, or the disposal location distance wasn't met, Company will leave it in an obvious location so Host can find a suitable location on their own accord. If the disposal site cannot handle the amount of materials, Company will place it nearby.
 - **Liquid Effect Disposal:** Company may need a specified location to dispose of any excess liquid Effects. If Host does not physically specify a drain or disposal site before the Service begins, Company will decide at its sole discretion, without penalization, the best way to dispose of excess Effects at or near Service Location.
 - **Service with Physical Effects: Powder:** The Production Area must be placed facing the direction the wind is blowing, so no powder damages Company's equipment. Powder is an outdoor activity only.
 - **Service with Wireless Systems:** Wireless systems may be used, such as wireless microphone systems and Wi-Fi. Host must ensure that Service Location is suitable for Company's wireless activity. Specific frequencies can be provided upon request, at least 14 days before Set Up.
 - **Production Area Size and Weight:** The minimum area in which Company will utilize for the Production Area is specified under Appendix A. For the purpose of show safety, the Production Area must have a level flooring and be capable of handling a live load up to 50 pounds per square foot and 2,000 pound load placed upon any 2 1/2 x 2 1/2 square foot space, unless otherwise mentioned in Contract. Host may request exact rig weights more than 14 days prior to Service Date.
 - **Path Size and Weight:** The Service Location's Path must be suitable for the included Property listed under Scope of Service. Host must provide a Path that can withstand the weight and dimensions of Company's Property. Path must be clear of all obstructions and be a level hard-surface, not grass; unless Production Area Ground Type is grass then Path is pre-approved to be grass. The Path is not allowed to have stairs, large cracks, ramps with more than a 35-degree angle, or paths that would require equipment to be lifted. The Path must be no longer than, if indoor: 300ft, if outdoor (non-grass): 100ft, if outdoor on grass: 30ft, to center Production Area unless otherwise approved by Company in writing.
 - **Vehicle(s)**
 - **Size and Weight:** Through Service Window, Company may travel off-road only in an effort to establish Path and reduce Path length. When possible, Company may dock vehicle to stage to shorten Path. Company assumes that the ground, including off-road, is able to support the weight of Company's Property and Vehicle – up to 26,000lbs within 20ft, and guarantee Company will not get trapped by ground or lock-in/out. Company also assumes that Host made arrangement with Service Location management/coordination/leadership and will therefore be responsible for any action that may arise.
 - **Vehicle Parking:** Vehicle parking for at least one 35-foot length, 13-foot 3-inch height, straight truck must be possible and be within 2 city blocks of the Service Location. Host is responsible for any parking fees including but not limited to valet. If Company was not instructed to use specific parking, Company has the right to use valet or any near lot at the Host's expense. Company may utilize more than one vehicle. Company may leave vehicle(s) in loading/unloading areas.
 - **Planning Form(s):** Host must complete all planning forms in the Company provided planning account with location instructions, foreseeable Service issues, and critical information regarding the event with notice of completion to Company.
 - **Fire Extinguisher:** An unexpired class ABC fire extinguisher must be accessible and within 100 feet of the Production Area. Company must be informed of the extinguisher location upon arrival. Company is not responsible for using the extinguisher in the event of a fire.
 - **Laws and Permits:** Company assumes Host arranged, meets, and fulfills all governing laws including but not limited to Fire Code and Noise Ordinance(s). A sound/noise permit is recommended for all outdoor Services and is the responsibility of Host to obtain and pay for. Check Appendix A for SPLs (volume) as the system may not be turned down passed a threshold.
 - **Signage:** Host is recommended to post all important information regarding the Service they are hosting including warning signs, disclaimers, and relevant information, especially if strobes and/or lasers are present and it is required by law. If required by law, this shall be host's responsibility. Information can include: personal property damage i.e. no cell phones, no electronics, wear disposable clothing and footwear when a Physical Effect is present; Service contents including audio capabilities, visual capabilities, and/or Physical Effect notices; Host rules such as crowd surfing or standing on shoulders, etc.
 - **Security and Safety:** Host is recommended to provide their own security to handle emergencies and/or issues that may arise from Service. Company is not responsible for enforcing organizational rules or laws on Host's guests.

- **Tables:** Under Appendix A, the number of 6-8ft table(s) must be provided to Company unless otherwise listed under Scope of Service.
- **Staging:**
 - **CLIK ENTERTAINMENT:** If Host or third party provides staging to Company, Host ensures each platform can support at least 400lbs in the center of each platform and ensures that is level and steady.
 - **OPERATION GLOW:** Host must provide and set up all staging if not provided by Company, listed under Scope of Service. If Host or third party provides staging to Company, Host ensures each stage deck can support at least 400lbs in the center of each stage deck and ensures that it is balanced, level, and robust.
 - Main Stage Length and Width:**
 - Level 1 and 2 Production, Stage Dimensions: 12-16ft (W) by 8-12ft (L)
 - Level 3 and 4 Production, Stage Dimensions: 16ft (W) by 12ft (L)
 - Main Stage Height:**
 - Indoor or Outdoor (non-tent): 4ft (H)
 - Outdoor Tent: 3ft (H)
 - Single Stage Deck On Stage As DJ Table:** A stage deck of 3-4ft height is needed for DJ to use as a DJ table and shall be placed at center stage. If an additional stage deck is not available, a strong 6ft table may be approved by Company, with notice.
- **Trash:** If a dumpster isn't required due to indoor protections, a trash bin to dispose of materials shall be nearby for Company to use.
- **Ambassadors:** If Ambassadors are required in Appendix B, Host must provide Ambassadors. Ambassadors will be used for labor as instructed by Company. If not known when they are needed, contact Company.
 - **VIP:** Host may request or Company may require that Host provides VIP Ambassadors for dispersing physical effects such as UV Body Paint. VIP Ambassadors must arrive 10 minutes before the Start Time for pre-Event training. Any damage to equipment created by VIP Ambassador(s) will be billed to Host. Ambassadors must stay in the designated ambassador area and follow all rules, training, and instruction provided to them, otherwise Company may revoke VIP Ambassador status and/or eject VIP Ambassadors from the Service Location and its entirety.

Hospitality Requirements

- **Lodging:** Host may be required to purchase lodging as articulated on the contract under Appendix A. Each room must be non-smoking, have 2 queen beds, and be within the listed location(s) or, if not listed, near the Service Location. The lodging provided to Company must be at least a 2-star hotel, not on Host's property (campus housing) unless otherwise approved by Company in writing, and be able to provide proper parking for up to a 26ft (bed) truck. Company must be notified of the lodging name, address, and necessary booking information 14 days prior to the Service Date Start Time. The reservation should be placed under Company's service name.
- **Lavatories:** Company must have unlimited access to restrooms from their arrival to departure.

NOT ALWAYS REQUIRED BUT ALWAYS APPRECIATED:

- **Wi-Fi:** A strong wireless signal to the internet with network password is always appreciated (see online Service Form).
- **Event / School / Organization Attire:** Staff amount and clothing size(s) may vary – mostly medium and large.