

FICHANDLER STAGE

Step Afrika!'s *Drumfolk*

Information for Ushers



Information for Ushers

SPECIFIC INFORMATION FOR *Drumfolk*

PLEASE NOTE: Our building will open 90 minutes prior to showtime for usher check in. Usher check in will last for 90 minutes. Because our building will open 90 minutes prior to showtime, please do not arrive any earlier than 90 minutes prior to the start of the show.

The house will open approximately 30 minutes prior to the performance.

Show Length: The show is approximately 1 hour and 40 minutes, including one 15-minute intermission.

Act 1: 43 Minutes. **Act 2:** 38 Minutes.

Content: This production contains fog and theatrical haze, prolonged and sudden loud noises, strobe effects and flashing lights, and mature themes.

NEW FOR THIS SHOW: Due to the extensive preshow work our Production and Stage Management team requires to get this show ready each night, the usher speech will now take place prior to usher check in on the usher benches by the box office window. We will not be allowed inside the theater until 45 minutes prior to the show. Please wait in the lobby until House Management gives the all clear to enter the Fichandler Theater.

- House Rules:**
1. Food and drinks are not allowed inside the theater.
 2. No children under age 5 for this production. Advise the House Manager if you see a child that appears to be under age 5.
 3. No use of cell phones or cameras inside the theater. No texting or recording of any kind allowed during the show. Patrons may take photos of themselves and the stage before or after the show if they wish, but no photography during the performance.

Patrons with Walkers/Canes/Wheelchairs: If you take a patron's walker (or other mobility equipment) at the beginning of the show to stow it for them, you are then responsible for returning it to the patron at intermission and after the performance has concluded. You will be that patron's personal concierge for the evening. If you should happen to check out early – please remember to advise the House Manager or a neighboring usher the location of the patron and their items.

After the performance has concluded the ushers will remain inside the theater until all patrons have safely exited the space.

4. No patrons or ushers should ever walk across the stage. Before the show and after the show, aisle ushers should make sure patrons know if they need to get to the other side of a row; they must cross through the seating area or leave the theater and walk around to the other side of the house.