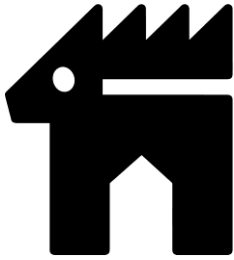


Artist Liaison



Artist Liaison Runner (festival weekend role)

Hours: 8 hrs shift per day

Location: On-site (North Yorkshire)

Dates: Fri 25th July – Sunday 27th July

Payment terms: 3 days employment @ £98 day rate (before tax) based on 8hr shift

- Assisting the Stage Manager to ensure the smooth running of the stage & dressing rooms from Friday – Sunday.
- Collect riders from Artist Liaison, check them and distribute to the correct dressing rooms.
- Cleaning / tidying dressing rooms & toilets.
- Liaising with artists & crew
- Assisting with sound checks, load ins / outs.
- Communicate with Production / Artist Liaison as required.
- Driver preferred, 18+.
- Must have previous stage management / production / artist liaison experience.
- Expect to work long hours, with breaks, to ensure that the stage is suitably always staffed. The Artist Liaison Manager will allocate shifts.
- You will be required to arrive at the festival site on Thursday 25th July to complete your H&S inductions, familiarise yourself with the site and pitch your tent.
- Take messages, equipment to staff in other areas of the site using golf buggies
- Transport artists/performers off site as required
- Get supplies from off site as required
- Take messages, equipment, food to staff in other areas of the site by foot

General Points

- Make sure you know where the cleaning equipment is kept.
- Introduce yourself to Deer Shed staff in Production so you know who everyone is before the festival starts.
- Make sure you arrive on site slightly before your shift starts and get on with jobs as soon as you arrive. Don't wait for someone to tell you what to do.
- There is always something useful you can do. Ask for a job if you don't have one.

Other details to note for festival weekend role:

- Arrival onsite is Thursday 24th July (evening) for inductions and meeting the team
- Accommodation: Crew camping onsite, with showers (please bring a tent)
- 1 hot meal provided per day
- Onsite parking or Thirsk train station is 10mins away