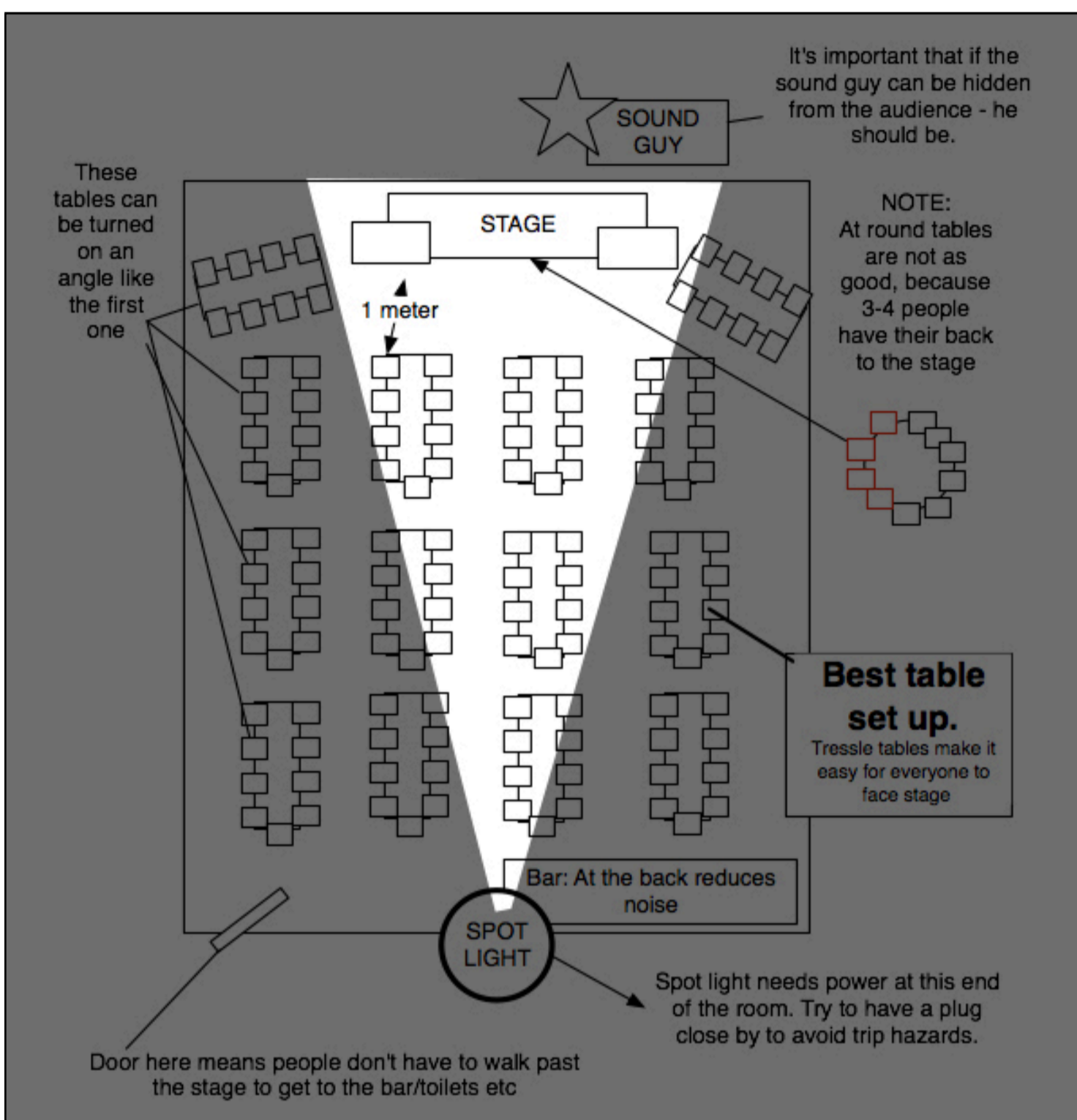


SELECTING A VENUE

NOTE: Below is an example of what you are looking for when selecting a venue to host your event. Our comedians are brilliant, they can work around most things, but jokes are all about words - you must be able to hear the words to enjoy the show! You don't want the comedians punch lines drowned out by noises, so you need to ensure the risk of noise is reduced. **A smart choice of venue will help you achieve that.**



CHOOSING A VENUE:

Most venues are not perfect, but if you keep the below points in mind, you know what to look for and what to try and avoid, allowing you to maximise your space when hosting your 'LIVE' comedy night. Keeping the factors below in mind, will make your show even better - FACT!

Have the bar at the opposite end from the stage. Glasses clashing during the show is very noisy.

Have the entry door at the opposite end from the stage (saving interruptions when people walk in late. Yeah yeah it can be fun, but it's still better this way.

Remind bar staff, that if they are noisy, the audience can't hear the words & the words are the key element to the amount of fun people have. Noisy bar staff is a big NO NO. This isn't music, if the audience miss words they are missing what they paid for.

All seats should be facing the front, as much as possible (try to avoid round tables)
 Ensure nothing in the room will restrict a persons view (large pillars/polls etc)
 No lounge/couch chairs are to be used for seating if possible. Why? They are too comfortable and take up to much space. Have you ever tried to laugh when you are sitting slumped on a couch? It's almost impossible.
 The front row should be approx 1 metre from the edge of the stage

EXAMPLES OF INTRUSIVE NOISE:

- Audience chatting (unless talking to the comedian) is not good
- Plates crashing and banging is not good
- Music in the next room is not good.
- Pokie Machines make a lot of noise is not good.
- Noise from a main road in not so good - Balcony Bars.
- Plates should be cleared from tables prior to the show starting