

IMPORTANT NOTES FOR TECHNICIAN

- **PLEASE GIVE US ADEQUATE WARNING IF YOU KNOW THE GET-IN WILL BE DIFFICULT. ANDY WILL NORMALLY TURN UP 2 HOURS BEFORE THE SHOW STARTS. PLEASE INFORM US OF POOR PARKING FACILITIES; LONG CORRIDORS; LIFTS; STAIRS; OPENING THE DOORS TO AUDIENCE WAY BEFORE THE SHOW STARTS; ETC. HE WILL NEED HELP WITH BOTH GET-IN AND GET-OUT. THERE IS LOTS OF BULKY STUFF! PLEASE LET US KNOW IN ADVANCE IF A QUICK GET-OUT IS REQUIRED. OUR NORMAL GET-OUT IS 1 HOUR 15 MINS.**
- **PLEASE NOTE THAT ONE ITEM OF THE SET IS HEAVY. IT IS ON WHEELS BUT IF YOUR VENUE HAS STEPS, A HIGH STAGE OR AWKWARD LOADING BAY WE WILL NEED AN EXTRA PAIR OF HANDS FOR LIFTING. IT WILL FIT INTO A WHEELCHAIR LIFT.**
- **IT WOULD HELP ENORMOUSLY IF YOU HAD TROLLEYS/SACK BARROW/DOLLY BOARDS HANDY**
- Andy will provide the techie with a full and very detailed script (with cue list) on the day. If you prefer “playing it by ear” that is fine but there will be a few essential cues he will discuss on the day. Lighting requirements are detailed on website.
- Andy is responsible for all sound and music cues throughout the show (and prefers to use his own PA) but kindly asks you to play some pre-show (walk-in) music via your PA. We will provide this music on CD or memory stick
- Performance space is approx. 7m width x 4m depth (if you provide black backdrop – otherwise 5m depth). On a very large stage Andy will use the downstage portion only – you may want to use flats/tabs to mask off the rest of the stage.
- At one point in the show a tall tower is constructed, measuring 3m tall. **PLEASE CHECK YOUR CEILING HEIGHT!** An alternative height of tower can be constructed – 2m 65cm – but please warn us in advance.
- The show is a combination of puppetry and storytelling. It is a one man show (Andy) and lasts approx. 60 minutes with no interval.

LIGHTING REQUIREMENTS

Please note: I have divided the lights into HIGH and MEDIUM PRIORITY. If you wish to pre-rig that would be fine. I will mark out the stage ASAP on turning up so that you can focus. The script (with lighting cues) will be available on the day. This show has a very tall and thin TOWER – almost 3m high but only 50cm wide. CENTRE SPOT is to light the main action (centre stage) but the TOWER SPOT is only to light the top of the tower. This must be a separate light and should be from the front – not directly from above.

I control all sound cues throughout the show but will provide a pre-show CD for you to play through your PA system.

HIGH PRIORITY	
GENERAL COVER	Stage wide, slightly warm (eg. straw). (Big stages – DS area only – 7m wide 5m deep. Please light right up to front of stage).
CENTRE SPOT	2m diameter approx. Soft edge. Warm (eg straw).
MEDIUM PRIORITY	
Forest State	Stage wide – downstage. Gobo/greens
Tower Spot	Use barn doors to make a “column” of light – same tone as centre spot. This should overlap centre spot (without dark spot)

LIGHTING SYNOPSIS & CHECK LIST

- PLEASE ONLY MARK THIS WITH PENCIL. THANKS.
- All fading times are standard 3 – 5 secs unless specified
- All figures are %
- FOREST STATE is open to suggestion (feel free to be creative!)
- Please note – Andy goes into audience for cue 8. DON'T BRING UP HOUSE LIGHTS

CUE	FADE TIME	GENERAL COVER	CENTRE SPOT	FOREST STATE	TOWER SPOT	HOUSE LIGHTS
0.1	Preshow	100				100
1	Normal	100				50
2		100	100			OFF
3		50	100			
4		OFF	100			
5	SNAP	100	100			
6	Normal	OFF	100			
7		50	100			
8		30	30			OFF!!!
9		50	30			
10	10 secs	100	100			
10.1	Normal	100	100			50
10.2	Normal	100	100			OFF
11	SNAP	50	50			
12	Normal	100	100			
13		50	100			
14		50	50			
15	20 secs	20	OFF	100		
16	Normal	20	100	100	100	
17		50	100	100	100	
18		70	100	100	100	
18.1		70	100	100	100	50
18.2		70	100	100	100	OFF
19	10 secs	100	100	OFF	100	
20	Normal	100	100		OFF	
21	SNAP	50	100			
22	Normal	100	100			
23		BLACKOUT				
24		100	100			