

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.**
- 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.
- Performance space is approx. 7m width x 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, MEDIUM and LOW 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. Some of the specials are specific – eg. centre spot but others are detailed as “states” – (FOREST STATE and GARDEN STATE). This could be one dedicated light (eg. with gobo) or a selection of lights (eg. green gel, yellow gel, gobo, etc). The script (with lighting cues) will be available on the day and the “states” (FOREST STATE and GARDEN STATE) will not specify particular lights. 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 – warm (eg. straw). (Big stages – DS area only – 7m wide 5m deep. Please light right up to front of stage).
CENTRE SPOT	1.5m diameter approx. Soft edge. Warm (eg straw).
MEDIUM PRIORITY	
Forest State	Down stage to mid stage only Single Light (green) or composite (greens, gobos, etc)
DSL Spot	2m diameter, soft edge, warm (eg. straw)
DSR Spot	2m diameter, soft edge, warm (eg. straw)
Tower Spot	An extra centre spot (on its own channel), maybe even a pin spot. Use same gel as centre spot.
LOW PRIORITY	
Garden State	Downstage to midstage only. Single light (blue) or composite (blue + gobos). The garden scene is night time. You could even use same state as Forest, just make it dimmer.