

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 STUFF! PLEASE LET US KNOW IN ADVANCE IF A QUICK GET-OUT IS REQUIRED. OUR NORMAL GET-OUT IS 1 HOUR.**
- 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.
- The show is a combination of puppetry and storytelling. It is a one man show (Andy) and lasts approx. 60 minutes with no interval. (If interval is required please give Andy plenty of notice, but this will affect running times and get out times!)

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). 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) will not specify particular lights.

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)
LOW PRIORITY	
Red Wash	Downstage to midstage only

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 suggestions (feel free to be creative!)
- Many cues are copies of others
- Cues marked with ? means it's up to you!

CUE	FADE TIME/COPY CUES	GENERAL COVER	CENTRE SPOT	RED WASH	BLUE WASH	FOREST STATE	HOUSE LIGHTS
0.1	Preshow	60?	100			100?	100
1	Normal	100	OFF			OFF	40
2		80	100				40
3	SNAP	OFF	OFF	100			OFF
4	SNAP	80	100	OFF			40
5	Normal	60	100				40
6		100	100				40
7		40	70	50			20
8	Copy (6)	100	100	OFF			40
8.1		100	100				100
8.2	Copy (6)	100	100				40
9	Copy (7)	40	70	50			20
10	Copy (6)	100	100	OFF			40
10.1	Copy (8.1)	100	100				100
10.2	Copy (6)	100	100				40
11	Copy (7)	40	70	50			20
12		20	50	OFF			OFF
13	Copy (6)	100	100				40
14		50	100				40
15	Copy (6)	100	100				40
16	Copy (14)	50	100				40
17	Copy (6)	100	100				40
18		OFF	50			100	20
19		OFF	80			100	20
20		OFF	60		100	OFF	20
21		60	60		OFF		20
22	Copy (6)	100	100				40
23	Copy (14)	50	100				40
24	Copy (6)	100	100				40
25		30	80		100		20
26		80	100		OFF		40
27	SNAP	OFF	OFF	100			40
28	SNAP – Copy(4)	80	100	OFF			40
29	Normal – Copy (6)	100	100				40
30		50	70				40
31	Copy (6)	100	100				40
32	Copy (30)	50	70				40
33	Copy (6)	100	100				40
34	Copy (30)	50	70				40
35	Copy (6)	100	100				40
36	SLOW BLACKOUT	OFF	OFF				OFF
37	Normal	100	OFF				40