



TECHNICAL INFORMATION

“MACREADY! DICKENS’ THEATRICAL FRIEND”

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Company & Show Information

Company: Stratford Productions

Type of show: One-person show

Number in company: 1*

*Mark Stratford is the sole member of the company. He is the adaptor/writer and performer of the show.

Performance Details:

Duration: 80 mins if played straight-through with no interval, or 2 acts of 40 minutes each plus a 15 minute interval.

Venue Technician

The help of a venue technician is required to work with the performer to programme / set up lights and operate both lighting and sound during the performance.

The performer will bring:

- A laptop with the sound cues programmed into 'Multiplay' if the venue technician would prefer to use this rather than programming the cues into the venue's sound system.
- Fully marked up LX/SX cue script
- Basic lighting plot

Technical Get-In / Rehearsal:

Get-In Duration: Best to allow a minimum of 2 hours.

Plan: The following steps will be taken:

1. Unload and set the furniture
2. Plug laptop into theatre's sound system and test levels, or programme the sound cues into the venue's sound system.
3. Work through and programme the lighting cues
4. Do a SX and LX cue-to-cue.

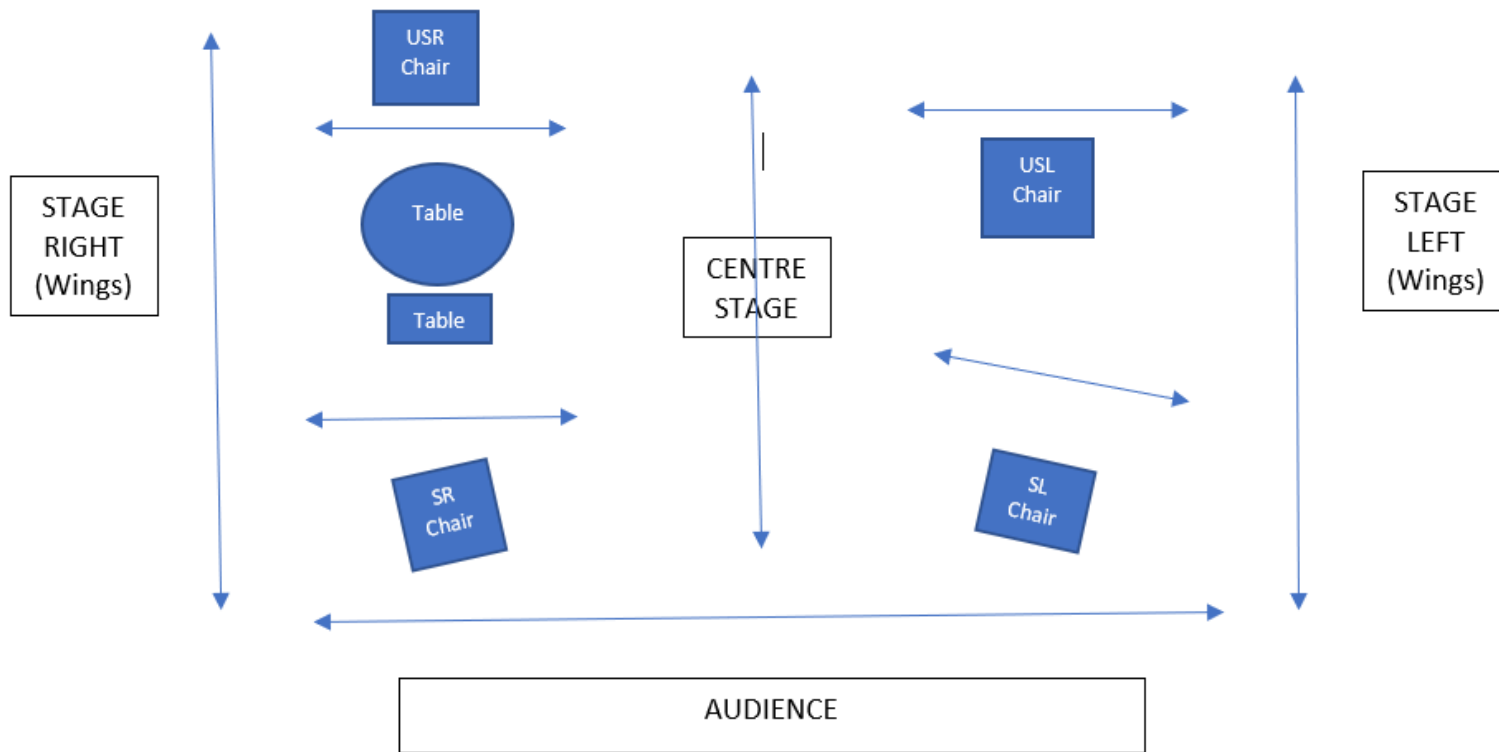
The Space/Staging/Furniture:

- Ideally a minimum stage area of 5m wide, 3m deep and 3m high is required.
- The sets comprises a small table and 4 chairs.

Lighting and Sound:

Lighting:

Basic set layout:





Main Lighting States:

State 1 - Half-light on stage – as audience come in

State 2 - Default state – General wash for most of the show

State 3 - Focused light on SR chair area

State 4 - Focused light on SL chair area

State 5 - Focused light on Centre-Stage area

State 6 - [OPTIONAL] A red wash is added to State 5 which gets gradually redder

State 7 – [OPTIONAL] Default state (State 2) but slightly dimmed (or with a colder hue, e.g. blue)

Effect 1 – A flashing battle effect (rapid lights up and down for a few seconds – can be manually-controlled)

Effect 2 – A lighting flash effect

In total there are 28 lighting cues which use the states above. These will need to be programmed into the venue’s system together with associated fades:

Cue No.	Lighting State Number	Description
1	1	Pre-Show State (half-light)
2	/ + 2	Start of first half. House lights down, then pre-show state to black over 5 seconds, hold for 5 seconds, then lights fade up over 2 seconds to default state
3	3	FADE UP TO (3 seconds): SR chair only
4	2	FADE UP TO (3 seconds): Default state
5	/	Battle effect [STOP AT END OF SX008 – Battle sounds]
6	2	FADE UP TO (3 seconds): Default state
7	4	FADE UP TO (3 seconds): SL chair only
8	2	FADE UP TO (3 seconds): Default state
9	3	FADE UP TO (3 seconds): SR chair only
10	2	FADE UP TO (3 seconds): Default state
11	5	FADE TO (3 seconds): Focused light on Centre-Stage
12	2	FADE UP TO (3 seconds): Default state
13	5	FADE TO (3 seconds): Focused light on Centre-Stage
14	/	Lightning flash effect [STOPS WHEN SX025 – lightning & thunder – STOPS]
15	2	SNAP TO: Default state
16	3	FADE UP TO (3 seconds): SR chair only

17	2	FADE UP TO (3 seconds): Default state
18	5	FADE UP TO (3 seconds): Focused light on Centre-Stage
19	6	FADE IN (2 seconds): A red wash is added to LX18/State 5
20	2	FADE UP TO (3 seconds): Default state
21	7	FADE TO (3 seconds): Default state – but slightly dimmed (or with a colder hue)
22	2	FADE UP TO (3 seconds): Default state
23	5	FADE TO (3 seconds): Focused light on Centre-Stage
24	2	FADE UP TO (3 seconds): Default state
25	4	FADE UP TO (3 seconds): SL chair only
26	2	FADE UP TO (3 seconds): Default state
27	/	Brighten lights for curtain call
28	1	FADE TO (3 seconds): Pre-set

Sound:

As mentioned, the sound cues can be programmed into the venue’s system, or a laptop with ‘Multiplay’ and the sound cues pre-programmed into it can be provided. In this latter case the laptop would just need to be plugged into the venue’s PA system and the levels checked.

The pre-programmed cues are:

Cue No.	Description
SX000	Pre-Show Music
FADE SX000	5 second fade
SX001	Mobile phone announcement (Fixed length)
SX002	Top of show music (Fixed length)
SX003	Romeo welcoming applause (Fixed length)
SX004	Romeo underscore
SX005	Romeo first applause (Fixed length)
FADE SX004 + START SX006	Romeo final applause (Fixed length)
SX007	Act 1 to Act 2 transition music (Fixed length)
SX008	Battle sounds (Fixed length)

SX009	Horse and carriage (Fixed length)
SX010	The Distressed Mother first applause (Fixed length)
SX011	The Distressed Mother final applause & cheering (Fixed length)
SX012	Act 2 to Act 3 transition music (Fixed length)
SX013	Richard III audience chatter
FADE SX013	5 second fade
SX014	Richard III smattering of applause (Fixed length)
SX015	Mother's voice (Fixed length)
SX016	Father's voice (Fixed length)
SX017	Richard III battle drums (Fixed length)
SX018	Richard III final applause
FADE SX018	5 second fade
SX019	Act 3 to Act 4 transition music (Fixed length)
SX020	Wedding bells (Fixed length)
SX021	Newspaper seller (Fixed length)
SX022	Applause and cheering
FADE SX022	5 second fade
SX023	Act 4 to Act 5 transition music (Fixed length)
SX024	Management underscore music
SX025	Lightning flash with thunder crash (Fixed length)
INSTANT STOP SX024 + START SX026	Stylus scratch (Fixed length)
SX027	Drum beat underscore (Fixed length)
SX028	Ominous drone underscore
SX029	Angry crowd #1 (Fixed length)
SX030	Angry crowd #2
FADE ALL PREVIOUS + START SX031	Musket fire (Fixed length)
SX032	Nina underscore music
FADE SX032	5 second fade
SX033	Audience taking their seats
FADE SX033 + START SX034	Drum beat underscore
INSTANT STOP SX034+ START SX035	Applause (Fixed length)
SX036	Horse & carriage with cheers (Fixed length)

SX037	Act 5 to Epilogue transition music (Fixed length)
SX038	Ariel underscore music
FADE SX038	5 second fade
SX039	Various voices (Fixed length)
SX040	Bows and audience exit music

END