

LX OP NOTES

The show is fairly straightforward; the cues are called by the Stage Manager (Cat Nicol). Things to note about the cues:

- There's a script in the box if you want to read along - cues are marked in it. The cue sheet in the lighting desk also has the cues and the nearest script page. Go with the stage manager regardless of what the cues say.
- Generally cues are whole numbers but there are a few point cues (Lx Cues 82.5, 87.2 etc)
- There are some follow-on cues that the desk will run automatically - these should all be marked "**** FOLLOWS ****" and have double-digit point numbers (Lx 47.02 etc). Aside from Lx 47.02, they are all cues to turn off the strobe / lightning.
- There are some multi-part cues (so the desk will show several lines of text for the cue e.g. shows Cue 110, Cue 110 P1, Cue 110 P2) and all the parts will run for one press of the GO button.
- The lighting cues are connected via magic to the sound effects and video, so don't worry if there's a loud explosion when you press GO! Aside from thunder in sync with the lightning flash there's also the pre-show announcement (goes with **Lx Cue 3**) and a video sequence. If you experiment with cues prior to running the show avoid the sequence between **Lx Cue 70** and **Lx Cue 92**; these cues power on the video projector, run the video and image sequences and power it off afterwards.
- There are no links over skipped cues, loops or other things to confuse; there are some missing cue numbers where cues have been cut.

Pre-show checks. One of Eddy or Rob should be around to help set up - if some disaster prevents this see additional notes (and grab the nearest lampie for help if it doesn't make any sense). The follow spot operator might want to check the followspot - this is on submaster fader 11. In case of utter disaster Sub 1 has front light and Sub 20 has the auditorium houselights.

Pre-show sequence. After the rig check clear down the lighting desk [**GotoCue**][**Out**][**Enter**] then the lighting desk should be put into **Lx Cue 1** [**GO**] which turns on the houselights; the houselight controller should at this point be switched to "OFF" as the lighting desk now has control. [**GO**] into **Lx Cue 2** when the house opens - this brings on the tab warmers and starts the haze machine (the hazer is pre-plotted and no manual intervention is required). Once front of house have given clearance to start the show the SM will wake up Sound and Musical Director and call **Lx Cue 3** (tab warmers only, no houselights). **Lx Cue 4** goes with the house tabs and is the end of overture/ start of the show proper...

Visual cues. The SM will ask for one or two visual cues during the show - these are really easy. For example, **Lx Cue 82.5** happens when the Lady of the Lake (lead principal doing all the singing) leaves the SL balcony etc. **Lx Cue 102** can be run as soon as the safety curtain is released during the interval, and **Lx Cue 103** can be run once the safety curtain has been wound out fully.

Act 1 Scene 8 p34 SPAM cues. This is the only moderately fast / tricky cue sequence. Basically there's a lighting change each of the **EIGHT** times they sing SPAM, and a **NINTH** cue with similar timing where they would sing SPAM again if they carried on. Cat typically puts these cues (**56-64**) on standby with the preceding **Lx Cue 55** a verse earlier.

SCENE EIGHT

[The Court of Camelot]

(The garishly lit neon exterior of The Castle of Camelot. Like a hotel in Las Vegas, with DANCING KNIGHTS and COCKTAIL MAIDS. A beyond over the top Broadway number in the worst possible taste.)

#13 KNIGHTS OF THE ROUND TABLE

#54 GIRLS ENTER
GIRLS
CAMELOT
THE TOWN THAT NEVER SLEEPS
IT'S CAMELOT!

ALL KNIGHTS

Hello! Welcome to Camelot!

ARTHUR

HUP!

BARITONES

HUP!

TENORS

HUP!

BASSES

HUP!

LANCELOT, BEDEVERE, GALAHAD, & ROBIN

HUP!

#55 **ARTHUR AND THE KNIGHTS**
WE'RE KNIGHTS OF THE ROUND TABLE
WE DANCE WHENE'ER WE'RE ABLE
WE DO ROUTINES AND CHORUS SCENES
WITH FOOTWORK IMPECC-ABLE
WE DINE WELL HERE IN CAMELOT
WE EAT HAM AND JAM AND SPAM A LOT

#56-59 SPAM, SPAM, SPAM, SPAM
#60-64 SPAM, SPAM, SPAM, SPAM

60 61 62 63 64
KNIGHTS
WE'RE KNIGHTS OF THE ROUND TABLE

34

Post show

At the end of the show once the house is clear, please power off the dimmers, **[GotoCue] [Out]**, then power down the desk and backup desk. This is most easily done **[Displays] Network -> Power OFF** Multiconsole system. Switch off the hazer (half-way hemps).

PRE-SHOW CHECKS

1) Boot the lighting desk and the backup deck (it has a power button on the mini-computer stuck to the back of the monitor) then turn on dimmer power

2) Do rig check. An iPod touch is plugged in by iron-winding handle next to the SM desk and can be unplugged from its charging cable to wander around with. Start the iRFR app, poke it to connect to the lighting desk if it doesn't do so automatically. Bring on 1 Thru 499 @10 Enter @20 Enter @30 Enter and then wander round and check all the lights have come on. Everything rigged should light up except the lights on the side-bars pointing at the floor. Don't forget the two mirrorball lights in the perches, the Camlot sign in the grid, the light pointing at seat B1 and the two bars upstage of the castle set with PAR cans.

3) Check the focus on the two MinF's on the floor immediately upstage of the prosc. They are fairly full flood and point across and upstage (and don't point downstage of the prosc or into the pit). Check the top barn-doors are wide open (they tend to get umbrellas dropped on them during the show).

4) Check with Stage Manager (Cat) that the fire alarm is isolated and the patch bay door is shut and then switch on the hazer (half-way hems). Once it has finished whirring and done its clean cycle, it can be controlled on channel 501 on the desk or rigger. Note the "Intensity" channel is a decoy - press Encoders on the iPod remote, select Haze and press Max to test, Min for off. It takes a while to respond but tends to respond faster if you put "BLOWER" to Max as well.

5) **Plug the iPod back in to charge when finished.**

6) Clear down the lighting desk (**GotoCue Out**) and put it in **Lx Cue 1 (Go)**. Push "OFF" on the houselights controller.