

Channel	Instrument	# of lights	Position	Gel # (Lee)	Description
1	PC or Fresnel	2	FOH #2	154	Down Right
2	PC or Fresnel	2	FOH #2	154	Down Center Right
3	PC or Fresnel	2	FOH #2	154	Down Center
4	PC or Fresnel	2	FOH #2	154	Down Center Left
5	PC or Fresnel	2	FOH #2	154	Down Left
6	PC or Fresnel	2	FOH #1	154	Up Right
7	PC or Fresnel	2	FOH #1	154	Up Center
8	PC or Fresnel	2	FOH #1	154	Up Left
9	PC or Fresnel	2	FOH #2	201	R & L Direct Blue
10	PC or Fresnel	2	FOH #2	201	Center Direct Blue
11	PC or Fresnel	2	FOH #2	154	Napkin Pink
12	PC or Fresnel	1	FOH #2	201	Napkin Blue
13	PC or Fresnel	2	Apron Side	126	Apron Side
14	PC or Fresnel	2	Elec. #1	126	Front of Carpet Side
15	PC or Fresnel	2	Elec. #2	126	Middle of Carpet Side
16	PC or Fresnel	2	Elec. #3	126	Back of Carpet Side
17	PC or Fresnel	2	Apron Side	126	Apron Side
18	PC or Fresnel	2	Elec. #1	126	Front of Carpet Side
19	PC or Fresnel	2	Elec. #2	126	Middle of Carpet Side
20	PC or Fresnel	2	Elec. #3	126	Back of Carpet Side
21	PC or Fresnel	2	Elec #2	201	Back
22	PC or Fresnel	2	Elec #3	201	Back
23	PC or Fresnel	2	Elec #2	195	Back
24	PC or Fresnel	2	Elec #3	195	Back
25	PC or Fresnel	1	Elec #3	195	Back
26	PC or Fresnel	1	Elec. #2	195	Back

Focus Notes

Lighting elements needed are described below. A house rep plot with these elements will be fine. Channels are indicated if you are hanging plot from scratch.

Channels 1 - 8 are a warm wash of the entire stage from the edge of the legs to the lip of the stage.

1-5 Downstage, 6 - 8 Upstage.

Channels 9 & 10 are a cool wash of the entire stage

Channels 11 & 12 are specials for a small area centered on the carpet.

Channels 13 - 20 are high sidelights to light things in the air. They wash the entire stage.

Channels 21, 23, 25, 26 are a wash of the entire stage. High back light

Channels 22 & 24 are a wash of the carpet. High back light

Show runs from three submasters, including houselight control.

The light board should be as close as possible to the sound console and cd player.