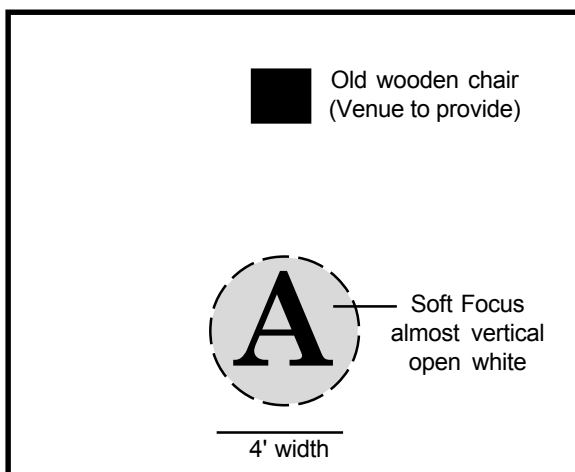


GOERING'S DEFENCE - Technical Specifications - (updated 31/10/07)

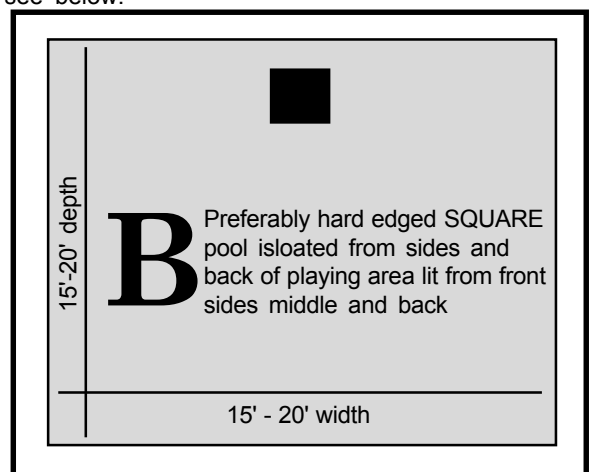
Please note: UNLESS ARRANGED OTHERWISE

This production requires 1 lighting /sound technician for fit-up and running show

State A: 4' Open white pool ALMOST VERTICAL
(soft focus)



State B: OPEN WHITE OBLONG POOL 15' TO 18'
WIDE w/back light & centre fill. For smaller venues,
see below.



Duration: 65 minutes with no interval.

The artiste: ROSS GURNEY RANDALL usually travels without stage management. He should arrive by approximately 3pm unless otherwise arranged. His mobile # is 07954 402627

Lighting should be hung IN ADVANCE. Fine focusing can be completed upon arrival of company (30 mins)

Sound: SFX are on MD. A MINIDISC PLAYER with **AUTO-PAUSE FACILITY ESSENTIAL**. Please contact us if you do not have a minidisc player or if your MD does not have autopause facility. Good amplification is essential.

Programming will consist of the 2 states - (A & B) in approx. 30 cues. All timings need to be preprogrammed. (30 mins)

The show requires 1 technician to run **LX & SFX**. Running the show involves following the script with explicitly numbered lighting & sound cues. Script provided on the day. (Rehearsal time: 45 mins)

The Set consists of an old wooden chair with no arms (**VENUE TO PROVIDE**)

A CLEAN BLACKBOX AND BLACK FLOORING OR DANCE-FLOOR IS REQUIRED (please paint if scuffed badly)

Special notes: State A is an almost vertical 4' spotlight soft edged centred 5' from front of playing space. State B: In bigger venues (playing space greater than 25' x 25") it is ideal to create isolated oblong pool of light. In smaller venues, it is okay to light the backcloth but where possible, edge off the sides. In venues less than 20 wide, light the entire space with a general open white wash.

AN IRONING BOARD AND IRON IN THE DRESSING ROOM WOULD BE APPRECIATED

NB: Lighting SHOULD BE PREPARED IN ADVANCE, after which, maximum programming/rehearsal time should take 2 hours.

Any queries please contact TTI on above numbers