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The Three Billy Goats Gruff

Technical sheet and LIGHTING CUES

for Theatres and Art Centres

Playing Area 4 metres width by 4 metres depth 3.5 metres high

Sound

Garlic Theatre provide their own sound to be operated by the Performer.

Timings

The get in is 2 hours with a reasonable access to the performance space.

The performance is 45 minutes with time at the end to show puppets and answer any questions from the public

The get out time is 45 minutes.

Requirements

Please provide a 13 amp socket at the back of the stage

Lighting States

Pre-set: Red State.

Duration of Show: Warm General State
Green Spot

Lighting Cues

	<i>Lighting</i>	<i>Sound</i>
Preset	<i>Warm Red State</i> <i>House light at normal</i>	
Iklooshar get onto stage	<i>General State</i>	
When Iklooshar takes the Cowbells off	<i>Gently fade House lights down to low level, slowly</i>	

“A green and flowery meadow”
Iklooshar looks at hill, looks at
Audience, then looks at hill
again - cue

Play CD track 1

When Iklooshar puts green
cloth onto hill

Fade up green special

CD plays for about 3 minutes
should fade out when Iklooshar
puts the river out on the set

Pause it

We meet the Troll, then he goes
away for a pee pee, then
Performer takes out some
sweets – cue is when she
throws sweet packet into river

Play CD Track 2

Village people cross bridge, girl
meets Troll and runs away
“Mamma Mia”

Switch off track 2

The goats small + medium cross
the bridge. Performer eats some
of the grass on the hill, then
crosses SL to behind the mountain
then Iklooshar says “Baa” (cue)

Play CD Track 3

Big goat + Troll meet on bridge, goat
kicks Troll x 2 then when Billy goat
does a really big kick they both
fly into the air

***Flash Lights
(until the troll falls
into the river)***

Performer calls for volunteers to
help clear up the rubbish

***Fade up house lights
to normal level***

Once children are all sitting again

***Gently fade up house
lights back to low level***

Iklooshar plays accordian, then
show ends – clapping

***Fade up house lights
to normal level***

END OF SHOW

(All sounds need to be cued up)