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### George and the Dragon

# Technical details and LIGHTING CUES



Playing Area 4.5 metres width by 4.5 metres depth 3.5 metres high

#### Lighting States

- 1. Preset (Some red and green wash suggested)
- 2. Warm General State
- 3. Focussed warm / rose special SR top of backdrop lit by strong profiles from FOH
- 4. Green focussed profile top centre of backdrop from FOH
- 5. Red wash for fight

PRE SET. AUDIENCE IN.

FADE TO BLACK. SOUND OF GONG. SLOWLY FADE UP TO DAYLIGHT / MAINWASH. (45 SECONDS)

BRING UP SPECIAL ON QUEEN WHEN SHE COMES UP,
TAKE OUT WHEN SHE GOES OFF THE 2<sup>ND</sup> TIME.

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ORAL CUE " IT SMELLED OF BURNT TOENAILS AND ROTTEN EGGS" BRING UP GREEN SPECIAL FOR DRAGON, WHEN SMOKE COMES UP AT THE BACK:

TAKE OUT GREEN SPECIAL WHEN DRAGON GOES DOWN.

## GEORGE ARRIVES TO FIGHT THE DRAGON WITH HIS HELMET AND SPEAR. VERY SLOW CROSS FADE TO RED OVER

# FIVE MINUTES. (FIGHT LASTS AT LEAST FIVE MINUTES)

CROSS FADE BACK TO DAYLIGHT AFTER GEORGE HAS KILLED THE DRAGON AND HE SAYS:

"I'VE KILLED THE DRAGON".

FADE TO BLACK ON SHEEP DISAPPEARING TO MUSIC PLAYED ON PIPE.

END OF SHOW.

LIGHTS UP FOR CURTAIN CALL.