

Gilbert & Sullivan Society of Edinburgh  
"Ruddygore"  
King's Theatre, March 2003

## **Additional Items**

### **Sound Requirements**

Sound reinforcement of the action onstage to the Audience is required. Assume this would be by way of Float mics at front of stage? There are no radio mics being used. Unless someone takes ill (as happened last year) we do not envisage any requirements for offstage/wing mics.

### **Foldback speakers**

As per usual, we would like to use speakers in each downstage wing to provide foldback of the Orchestra to the stage. This will require Mics in the Orchestra pit no doubt? The speakers should be placed so as to provide foldback directly onto the stage, i.e. positioned just out of site behind the Prosc Arch in both wings.

If possible we would like to use further foldback speakers perhaps halfway up each wing, do you have further foldback speakers available?

### **Sound Effects**

There will be a number of Sound Effects (all thunder effects) in Act II, cued by the DSM on Book. We intend to provide these on Minidisc, please advise if you do not have a player available in which case we will provide one.

### **Video Monitors**

As per usual, SM position to have 2 monitors, one showing Conductor, the other showing the action onstage.

Large monitors are required for the people onstage to be able to see the Conductor from everywhere (apparently there are sometimes problems seeing!). These would require to be in a similar position to the foldback speakers, however there has been a suggestion from yourselves that they are flown from the undersides of the perches which would be much more preferable for us. We have always had problems with the monitor stands and the foldback speakers needing to occupy the same space!

### **Strobe Lighting**

A strobe will be used in the performance; please will the KT take responsibility for ensuring appropriate notices are displayed Front of House?

### **Pyrotechnics**

One flashbox DSL and one DSR on forestage, "medium silverstar" pyros (supplied by KT) to be used. Firing unit to be rigged to OP corner (Stage Right). 2 pyros required per performance, including the Dress Rehearsal this is 14 pyros in total.

We have a requirement to simulate a prop cannon being fired onstage. This may be done by firing a maroon in a bomb tank upstage, or else we may build a Pyropot into the onstage prop. If the bomb tank is required we will advise as soon as possible however at this stage we are not sure which method will be used.

### **Smoke**

We will be providing a smoke machine for use in Act II. It will be used from two different positions in the OP (Stage Right) wing:

- (1) approx 30 feet upstage (around where Bar 40 is); and
- (2) in the OP corner, where the Prompter sits.

This will require a mains supply (terminating in a 13A socket) to be available both in a dip trap midstage and in the OP corner. The midstage supply should have enough cable for the operator to reach the centre of the stage with the smoke machine.

### **Dry Ice**

We would like to use two KT dry ice machines. The Dry Ice machines will be used one from each wing, about 20 feet upstage (roughly where bar 20 is). Please advise if you have ducting/hosing for the machines to enable the effect to be directed appropriately.

Mac's Cube Ice will be delivering 1 bag of Dry Ice to the theatre daily starting on Monday 24 March (2 bags on Saturday or maybe 3 on Friday, not sure how their deliveries will be done). We understand you have storage facilities for the Dry Ice, please advise if this is not the case.

### **Cue Lights**

As per normal we would like a Cue Light for the Conductor in the Orchestra pit.

An additional 4 Cue Lights are required around the stage in each wing. The first pair (one each side) should be roughly where Bar 18 is, the second pair (again one each side) should be where Bar 34 is. The placing of this second pair is quite crucial so there should be some room to move them after they're initially rigged to ensure the Cue Lights can be seen from the required positions onstage. Both pairs of Cue Lights should be well above head height and given that some people are standing on 2 feet high rostra onstage, 14 feet would seem to be pretty good.

### **Prompter**

The Prompter will be positioned in the OP (Stage Right) corner and will require a lit music stand.

### **Comms**

Aside from normal Comms positions (DSM on Book, LX Op, Sound Op, Flys) we would also like the following:

- (1) Comms in OP (Stage Right) Corner (for Smoke Operator and Pyro Operator).
- (2) Comms in midstage OP wing beside mains supply for Dry Ice machine.
- (3) Comms in midstage PS wing beside mains supply for Dry Ice machine.

The Comms at positions 2 & 3 can hopefully have the units stowed in the Dip Traps whilst not in use to prevent damage/trip hazard.

Mike Hume  
14 Mar 2003