

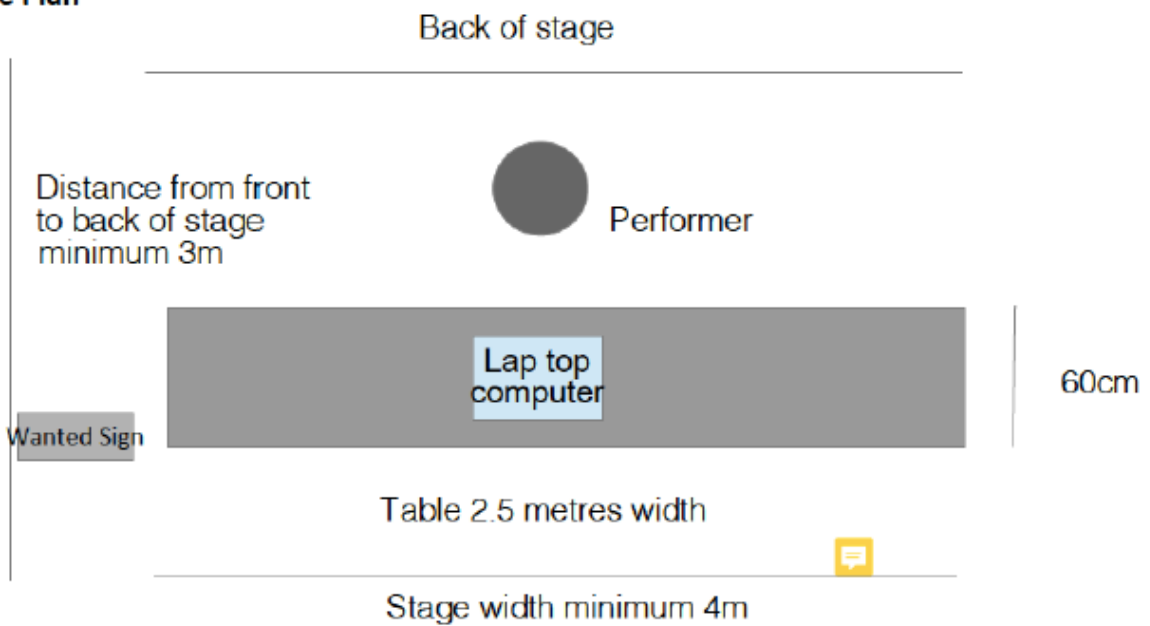
A Little Bit of Blue - Technical Specifications

Little Wing Puppets



A Little Bit of Blue is a solo table-top rod puppet show. I provide my own modified table and perform in front, behind and either side. I trigger the sound cues with foot pedals which are located under the stage connected to laptop which is centre stage. I require venue sound and lights, as well as an operator to follow a simple lighting cue sheet.

Stage Plan



Sound Requirements

The venue provides:

- A PA
- A sound desk with 1x XLR (microphone cable) input for radio mic (I can provide my own wireless radio mic and receiver) and input for RCA Cable or 2 x XLR for sound from laptop.
- 1 x mini-jack to RCA cable (red and white stereo) input that can reach centre stage for the laptop, or
- 2 x XLR cables that are able to reach centre stage from the sound desk to plug into 2 x DI's (Direct Injection Box) and then connect to the laptop via the mini-jack to RCA for the laptop centre stage. I can provide a DI or use the venue's DI's.

XLR/ Microphone Cable	Mini-jack to RCA (red and white stereo)	DI
		

Lighting Requirements

The show can be performed with a general wash without lighting changes. However, if a lighting rig and technician are available, the following lighting states can be used (See lighting cue sheet for more detail):

Bump In

Set up time with venue lights and sound: 2.5 hours (Can be shorter with assistance or when set up partially backstage)

No lights: 1.5 hours

Pack up time: 1 hour (Can be shorter with assistance or pack up partially backstage)

Show duration: 40 mins

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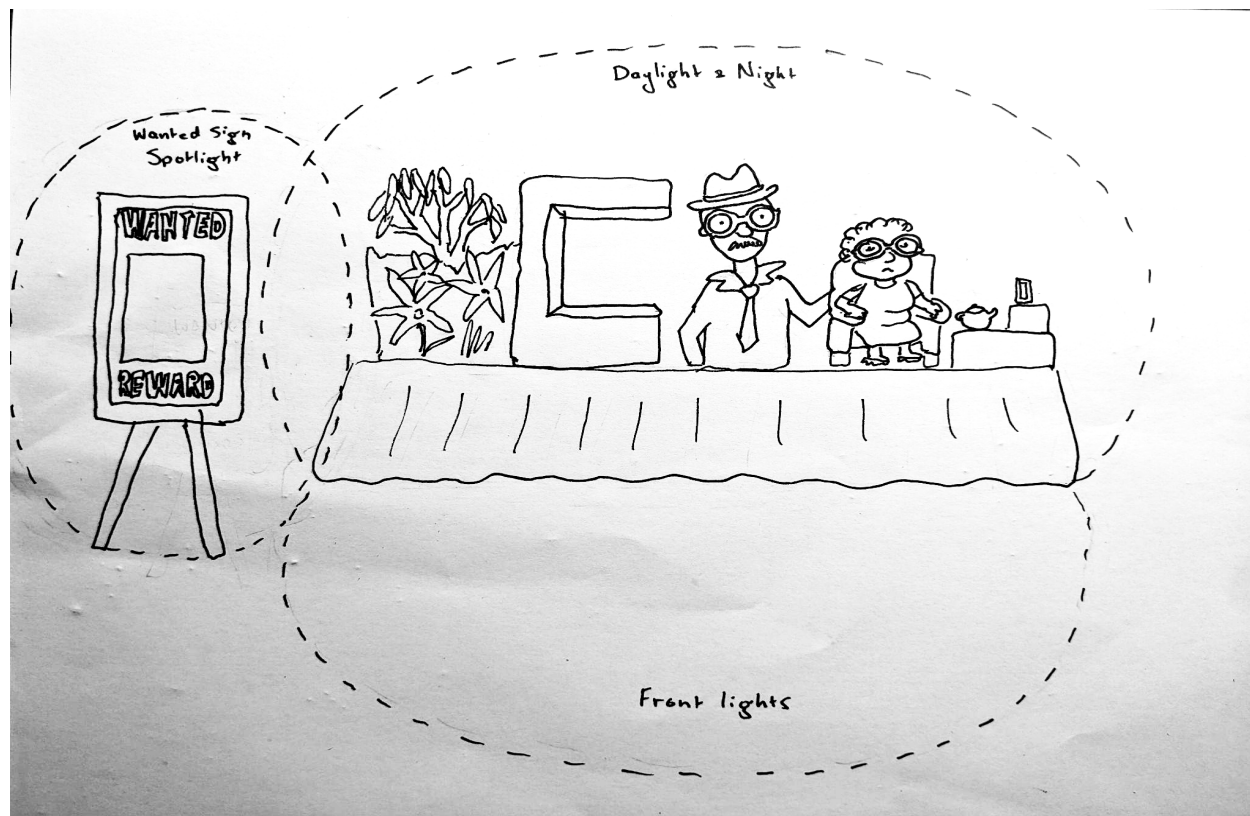
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LIGHTING CUES - A Little Bit of Blue, Little Wing Puppets

- a) Walk-in - Any dim colours and gobos you may have to create atmosphere
- b) Black out
- c) Daylight Table wash - Warm White/Light Amber Wash focused around the table and slightly either side
- d) Front lights - the front of the stage, in front of the table
- e) Spotlight - on Wanted Sign and slightly either side
- f) Night - Dark Blue Wash
- g) Disco lights - Coloured lights in chase sequence

Note: There is always dim light on the audience (around 20%) except for black out.

Lighting Plan Sketch



LIGHTING CUES - A Little Bit of Blue

* Note: the cue in **bold** triggers the next cue. Italics are spoken cues.

1a. Walk in	Audience enters. Audience is seated. Check Jenny is ready to start. Show is ready to begin.
2b. Black Out	Black out triggers Jenny to enter. Walk-in music fading. Jenny is centre stage.
3c. Daylight	Jenny introduces the show, then sinks below the table. Mavis loses her money, then a Bowerbird steals her knitting. She calls a Detective to investigate. He puts a suitcase on stage and reads from a book. <i>Detective: The Detective's Handbook. Rule number one: Always look for clues.</i> The Detective pulls out a magnifying glass from the case and walks slowly around to the front of the table.
4d. Daylight + Front lights	The Detective examines the audience with the magnifying glass, then measures people, then checks for fingerprints. Detective: Rule Number 4: Set the burglar trap
5c. Daylight	The Detective pulls out a saw and sets a trap. The Bowerbird steals Mavis's hair. The Detective fights with the dog. The dog exits. Detective finds a feather. He is excited. <i>Detective: this means.... this means!</i> Detective starts walking with the Wanted Sign to side of stage
6e. Spotlight + Daylight (dim)	The Detective and some kids from the audience draw a Wanted sign of the bird. (Note: kids will be walking onstage so we may need extra light here) <i>Detective: Is this what the burglar looks like?</i> Detective starts walking back to centre stage.
7c. Daylight (short)	Detective: Now all we have to do now is to wait for him to come back. Oh, it's getting.... Dark! (snap change after the word "dark")

<p>8f. Night (Snap change)</p>	<p>The Detective scares himself and goes under the table. Bird enters and steals blue flower. Bird exits through window.</p> <p><i>Detective: Did you see anything? You saw the burglar!</i></p> <p>Detective jumps up from behind the chair</p>
<p>9c. Daylight</p>	<p>The Detective runs on the spot, find the bower, captures the bowerbird in a cage. Mavis and the bowerbird reconcile. They return to the bower to dance for the girl bowerbird. She arrives but he is shy.</p> <p><i>Detective: Why don't we get up and start dancing and show him our best dance moves? That might help him out. On the count of three, everyone up dancing. Including the adults, 1, 2,3!</i></p> <p>Dance music plays.</p>
<p>10g. Disco lights</p>	<p>Everyone dances.</p> <p><i>Detective: Everyone give yourselves a big clap for that fantastic dancing! Everyone sitting down.</i></p>
<p>11c. Daylight</p>	<p>The Bowerbird disappear under the table, the Detective return the stolen goods to Mavis.</p> <p><i>Detective: Mrs Hooley, would you like to go dancing, with me?</i></p> <p><i>Mavis: Sure!</i></p> <p>Detective: Come on everybody. Let's dance, we solved the case!</p>
<p>12g. Disco lights</p>	<p>Everyone dances. Detective and Mavis go under the table, he throws up his hat.</p> <p><i>Detective: Thanks everyone, the case is closed!</i></p> <p>Jenny jumps up and bows.</p>
<p>11c. Daylight</p>	<p>Jenny shows photos of real bowerbirds and does thank you's. Then she sinks below the table waving.</p> <p>Jenny: Bye!</p>
<p>12a. Walk in</p>	<p>Audience leaves, Jenny meets and greets with the puppets (either in the theatre or foyer.)</p>