

# UIL LIGHTING INSTRUCTIONS

**Raymond E. Hartfield**

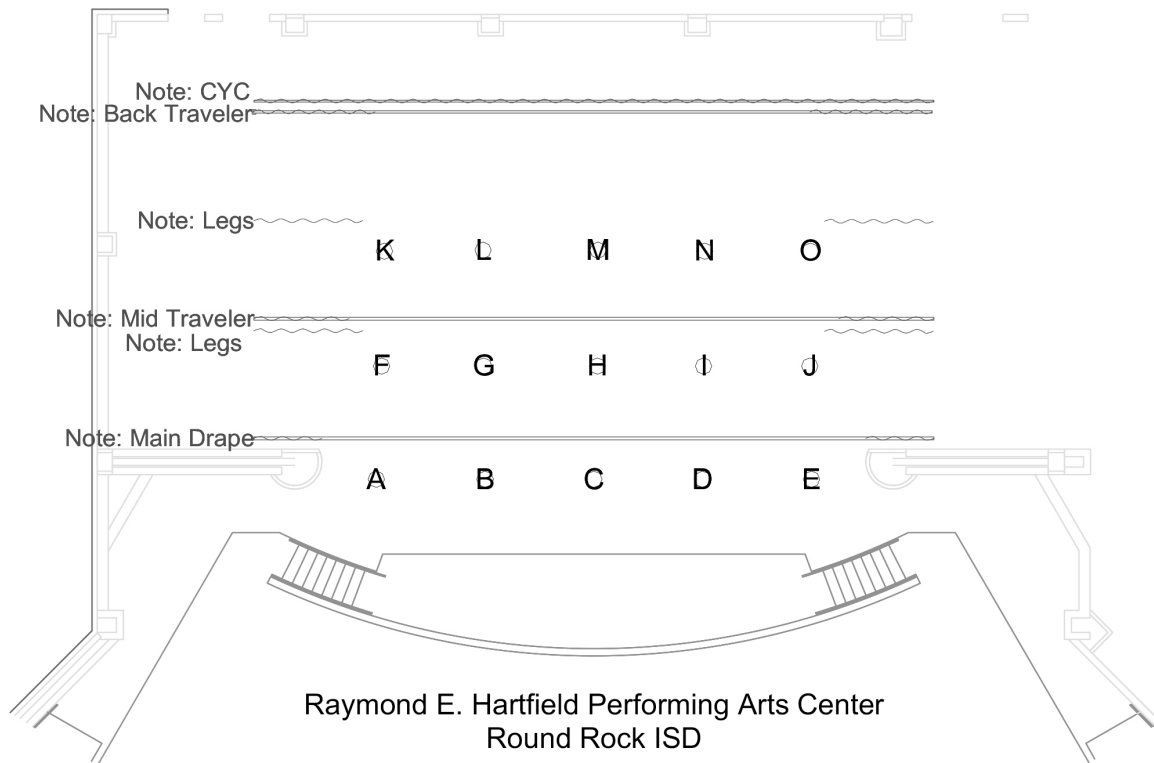
**PERFORMING ARTS CENTER**

The UIL lighting in the Raymond E. Hartfield PAC consists of fifteen (15) areas, (each approximately 9' X 9'), each illuminated by two front lights and one down light. Each down light has the ability to color mix utilizing red, green and blue values. There is also a cyc that has the ability to color mix utilizing red, green and blue values. Participants have the option of not using the cyc and using a full upstage blackout drop.

There is one follow spot provided, but its use should be specially requested.

There is NO limit to looks or Light Q's.

Please complete and return the attached lighting cue sheet and questionnaire by the deadline, **MONDAY APRIL 10**, in order to facilitate your lighting needs.



Using the diagram on the first page, indicate the percentage of intensity for each look.  
 For areas you can give a separate level for the downlight and the frontlights  
 Percentages should be indicated in increments of 5, from 10% to 100% or F (Full).  
 For the cyc you can give a name of a color in lieu of specific percentages if you wish.  
 There are no look limits. Print extra pages as needed.

**EXAMPLE: LOOK # 1**

Areas															Cyc			
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	R	G	B
<i>Fronts</i>	80	75	80	80		50	60				20	15	90	F				
<i>Down Red</i>	20	20	20	20		20					35	20	20			Color Lt. Blue-Green		
<i>Down Green</i>	65		65	65							35			40				
<i>Down Blue</i>	35	20	35	35		20	65				35	20	20	F				

**LOOK #:**

Areas															Cyc				
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	R	G	B	
<i>Fronts</i>																			
<i>Down Red</i>																<i>Color</i>			
<i>Down Green</i>																			
<i>Down Blue</i>																			

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Areas															Cyc				
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<i>Fronts</i>																			
<i>Down Red</i>																<i>Color</i>			
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															<i>Color</i>			

SCHOOL \_\_\_\_\_ CONFERENCE \_\_\_\_\_ PERFORMANCE ORDER \_\_\_\_\_

**Which background will you be using?**

(circle one)

**Cyc**

**UpStage Blackout**

**Will you be using the follow spot?**

(circle one)

**Yes**

**No**

**Will you bring additional lighting equipment [must meet limitations of 1033 (c)(2)(F)]** \_\_\_\_\_

**If yes, please describe**

(Type of equipment, number of electrical outlets required, etc.)

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**The state meet does not provide any specials or special effects lighting. Cues such as "lightning" or "chases" must be listed as "Looks" and included as "Cues" for your school.**



SCHOOL \_\_\_\_\_

CONFERENCE \_\_\_\_\_

PERFORMANCE ORDER \_\_\_\_\_

## CUE SEQUENCE SHEET

Please use this sheet to put the looks in sequence and insert blackouts and repeating looks as required. Blackouts should be Indicated by "B/O" for "Time", please indicate the seconds for cue execution. (time to complete the cue)

### EXAMPLE:

CUE 1 / Look 1 / Time: 10 Sec

CUE 2 / B/O / Time: 3 Sec

CUE 3 / Look 7 / Time: 5 Sec

### LOOK SEQUENCE:

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SCHOOL \_\_\_\_\_ CONFERENCE \_\_\_\_\_ PERFORMANCE ORDER \_\_\_\_\_

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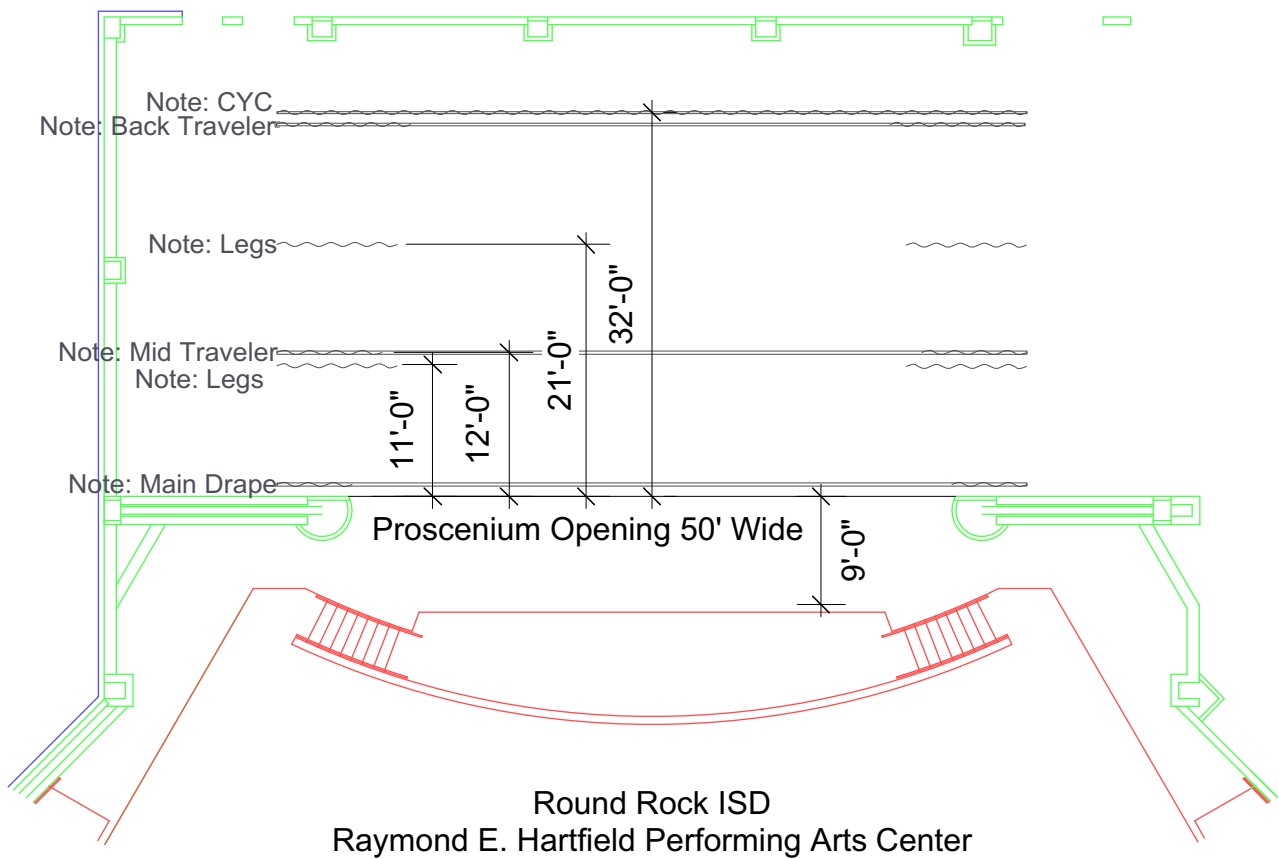
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**Stage Dimensions:**

50' Wide at Plaster Line

1st Set of Legs 11' upstage from Plaster Line

Midstage Traveler 12' upstage from Plaster Line

2nd Set of Legs 21' upstage from Plaster Line

Depth from Plaster Line to CYC 32'

Stage Apron has approximately 9' of useable space downstage of the Plaster Line

Note: The area behind the CYC is not a crossover. There is a crossover hallway backstage.

## TIME SCHEDULE

### CONFERENCE ALL CONFERENCES 2017 STATE ONE-ACT PLAY CONTEST

#### *ALL CONTESTS*

Cast# is based on performance order

Cast #	Dressing Room	Δ Be in Dressing Room At	Rehearsal Begins At	Δ Be in Dressing Room At	Approximate Performance
1.	Blackbox	8:30	8:45	2:30	4:00
2.	Multi-Purpose Room	9:05	9:35	3:20	4:50
3.	Dressing 1	9:55	10:25	4:10	5:40
4.	Dressing 2	10:45	11:15	5:00	6:30
5.	Blackbox	11:35	12:05	6:00	7:30
6.	Multi-Purpose Room	12:25	12:55	6:50	8:20
7.	Dressing 1	1:15	1:45	7:40	9:10
8.	Dressing 2	2:05	2:35	8:30	10:00

No other company will use this room unless indicated. UIL is not responsible for valuables left in dressing rooms.

Δ Must be at the Caller's entrance at least 10 minutes prior to this time.

**NOTE:** You are reminded that you must travel AS A GROUP from the dressing rooms to the stage and back.