

NOTES

1. SCROLLER COLOUR - PAC STANDARD ROLL, R00, R04, R333, R36, R339, R46, R21, R26, R49, R56, R52, R3202, R68, R83, R73, R91. ADDRESS SCROLLERS AS 301>308 AND 460 (300 + DIMMER #)
2. SPACING IS GENERALLY 18" UNLESS MARKED
3. LOCATE LADDERS ONCE LEG POSITIONS ARE KNOWN, LEAVE SLACK ON CABLE TO ALLOW MINOR RELOCATIONS.
3. SET MOUNTS AND FOLLOW SPOT POSITIONS TBA WITH DESIGNERS.

GBJ CHCO
DEPARTMENT OF THEATRE ARTS
PAJAMA GAME
LAWSON THEATRE
MAY 5th - 12th, 2002

DIRECTED BY: **JOEL ROGERS**
SCENERY BY: **DAVE AUSTIN**
LIGHTING BY: **A. PAUL DAVIES**
TD: **PETER AUSTIN**
ELECTRICIAN: **NIKKI ROSSINI**
STAGE MANAGER: **NIKKI ROSSINI**

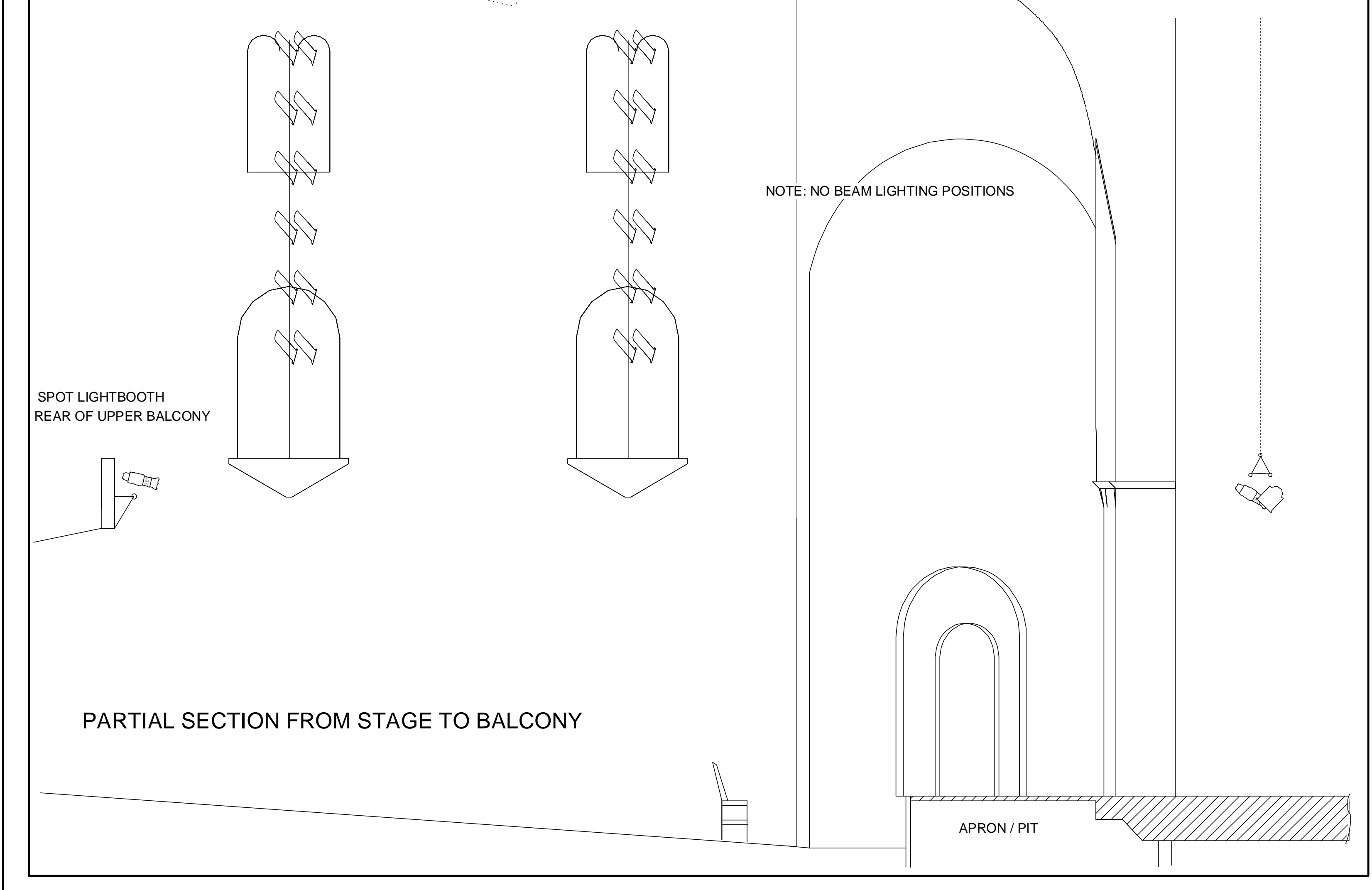
LIGHT PLOT
PAJAMA GAME

SCALE: 1/4" = 1'-0" EXCEPT WHERE NOTED

DATE: 11th APR, 2002.

DRAWN: APD, FILE NAME: pj_plot.mod

- 39 - REAR BLACK TRAVELER
- 38 - SCRIM CYC
- 37 - CYC LIGHTS, AS IS??
- 36 - BLACK BORDER
- 35 - SL SIDE #2
- 34 - SR SIDE #2
- 33 -
- 32 -
- 31 -
- A
- 29 - 3RD ELEC. TRUSS
- 28 - FACTORY LOGO
- 27 - LEGS
- 26 -
- 25 - ????? LEGS / BORDER
- 24 -
- 23 -
- 22 - FULL PARK DROP
- 21 - HERNANDO DROP
- 20 - US TREES
- 19 - ????? LEGS / BORDER
- A
- 18 - 2ND ELEC. TRUSS
- B
- 17 -
- 16 - PARK 2
- 15 - LEGS
- 14 - H. SHACK
- 13 - 2 BOLTS FABRIC
- 12 -
- 11 - MOON
- 10 - BORDER
- 9 - H. SL TREE
- 8 -
- 7 - PARK 1
- A
- 6 - 1ST ELEC. TRUSS
- 5 - SHOW DROP
- 4 - LEGS
- 3 - 3 BOLTS FABRIC
- 2 - MAIN CURTAIN + CUT OUT
- 1 - MAIN VALENCE



| KEY | |
|------------------------------------|------------------------------|
| INSTRUMENT | Num In Inventory |
| ALTMAN ZIP STRIP, MR16 | 4 |
| ALTMAN FARCYC THREE CELL, 3 X 100W | 4 |
| ALTMAN FARCYC TWO CELL, 2 X 100W | 4 |
| BERKLEY | 12-20.30 OR 40 DEGREES |
| SOURCE 4 50 deg | 12 |
| SOURCE 4 36 deg | 12 |
| SOURCE 4 26 deg | 24 |
| SOURCE 4 19 deg | 32 - BOX BOOM POSITION |
| ALTMAN 6x22 | 18 - BOX BOOM POSITION |
| ALTMAN 6x16 | 12 |
| ALTMAN 6x12 | 18 |
| ALTMAN 6x9 | 24 |
| 8" 100W FRESNEL | 24 - 12 CYCNET, 12 ALTMAN |
| S4 PAR | 24 - WIDE, MED, NARROW LAMPS |
| S4 PAR | 12 - FULL LENS KITS |

| LEGEND | |
|----------|-------------|
| Purpose | Color |
| Template | Unit Number |
| Channel | Dimmer |