

## **LEGALLY BLONDE**

### *PRESHOW CHECKLIST*

#### **BOARD OP:**

- Get keys for Booth, go up with Adin (spot 5) and ASM.
- Turn on Red Light.
- Turn ON Board.
  - Make sure Faders for House Lights and FOH Works are at Half.
- Lamp on movers: MACRO 801 ENTER
  - Double Check: GROUP 11 + 12 + 13 + 14 + 15 → Full, Full.
  - If they all turn on, you are ready for Channel Check.
- Push HOUSE & FOH WORK Subs UP to HALF
- Take CONTROL OF HOUSE LIGHTS via BLACK PANEL in BOOTH (On Take/Off Button Should be Lit)
- Set up Channel Check:
  - (1 → At → Full → More SK → Channel Check → Enter)
- Alert DE and ALD that channel check is ready
  - Wait until Props/Scenery has finished mopping/sweeping to start Channel Check.

#### **ALDs and BOARD OP:**

- **CHANNEL CHECK: (PUSH FOH WORK SUB DOWN)**
  - **CHANNEL:** (check these separately)
    - 1-31 (KEY LIGHT)
    - 141 (COURTROOM WINDOW)
    - 143 (CLASSROOM WINDOW)
    - 511 + 512 (2<sup>ND</sup> BEAM PIPE DOWNS)
    - 508 (SWAG LIGHTS)
    - 514 (OLD VALLEY MALL)
  - **GROUP:**
    - 3 = LOUVRE/LADDER SIDE LIGHT (L174)
    - 4 = LOUVRE/LADDER SIDE LIGHT (R55)
    - 5 = LADDER SIDE LIGHT (R08)
    - 6 = LADDER SIDE LIGHT (R04)
    - 7 = BREAK (L174)
    - 8 = BREAK (R302)
    - 9 = LEDS

- 10 = LOUVRE SIDE LIGHT (R43)
- 11 = VL3500
- 12 = NEXERAS
- 13 = VL1000
- 14 = MAC WASH
- 15 = MAC SPOT
- 16 = S FADERS
- 17 = BEAM SPOTS
- 20 = DNU EXT WINDOWS AND DOOR
- 23 = HOUSE LIGHTS
- 24 = WORK LIGHTS
- 25 = RUNNING LIGHTS
- 26 = PIT LIGHT
- 30 = CYC (LIGHT BLUE)
- 31 = CYC (YELLOW)
- 32 = CYC (PINK)
- 33 = CYC (PURPLE)
- 34 = CYC (AMBER)
- 35 = CYC (DARK BLUE)
- **CUE CHECK:**
  - Cue 2 – 18
  - (PRESS GO BUTTON – WAIT FOR CUE TO COMPLETE, THEN PRESS GO AGAIN UNTIL YOU GET TO CUE 18).
- Should be standing in CUE 2 before House Opens.
- Take out Fader for House Lights and FOH Works.
- Stand by for Top of Show.

## **SPOT OPERATORS:**

- Wait for sound crew to finish checking headsets in beams.
- Turn ON Spot Lights.
- Check spots, change colors, practice spotting people, etc. After that, you can come down until House Opens.
  - DO NOT Flash on the Stage during Channel Check.
  - Make sure your Spot Light is spotted out before coming down, but leave it ON

## **DECK ELECTRICIAN (DE):**

- **AT CALL:**

- Turn Board ON.
- Bring Fader for House Lights to Half.
- Turn SL Monitor ON.
- Turn SL Power Strip ON for Safety Light.
- Turn Pit Stair Lights OFF.
- Turn SR Running Lights/Safety Lights ON (power strip).
- Turn SR Monitor ON.
- After Batteries are in place, check that they work before Channel Check.
- Help with Channel Check.

- **5 MINUTES BEFORE HOUSE OPENS:**

- Scoop Work Lights OFF (both sides).
- Make sure that, when getting Control of Lights, all other Lights are OFF.
- All Work Lights OFF.

- **HOUSE OPENS: (30 minutes before show)**

- Turn OFF Lights in Paint Shop.
- Get into Places Backstage (Eric – SL, Abigail – SR).

**7:25PM** for 8PM show, **1:25PM** for 2PM show: Board op in booth, Deck Electricians backstage, Spot Operators in beams/booth (make sure to TURN OFF ALL WORK LIGHTS as you go up).

## **LEGALLY BLONDE**

### *POSTSHOW CHECKLIST*

**(AFTER SM/HOUSE MANAGER SAYS THAT THE HOUSE IS CLEAR)**

#### **SPOT OPERATORS:**

- Turn on Work Lights for clean up.
- Turn OFF Spots.
- Turn OFF Clip Lights.
- Make sure beam is clean.
- Turn OFF ALL WORK LIGHTS in beams, storage room, etc.
- Come down.

ALL: Turn off your fans!

#### **DECK ELECTRICIAN:**

- Go to Black Box to get Control of House.
- Turn Scoop Lights ON.
- Turn SR Monitor OFF.
- Turn Pit Stair Lights ON.
- Turn Paint Shop Lights ON.
- Turn Power Strips for Safety Lights OFF.
- Turn SL Monitor OFF.
- Check with Board Operator that the Light Board is turned OFF.
- Remove Batteries and set them to Recharge.

#### **BOARD OP:**

- Lamp OFF Movers: MACRO 802 ENTER.
  - Double Check: GROUP 11 + 12 + 13 + 14 + 15 → Full, Full.
  - If they do not turn on, you are done!
- Go to Cue → Out
- GIVE CONTROL OF LIGHTS BACK TO HOUSE via BLACK BOX in BOOTH (On Take/Off Button)
- Turn OFF Board (DISPLAYS → FILE → TURN OFF CONSOLE → SHUTDOWN → YES)
- Turn Off Red Light.
- Come down.

ALL: Check out with SM before leaving. You MUST check out as a group.