

cuelijst
licht en techniek

Death Knocks

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versie 10 augustus 2012

DEATH KNOCKS

cuelist light & technique

last revision: 09.08.2012/DP

PAGE	SYSTEM	BAR	CUE	OUT/IN	WHAT
--	01		L01		inloop publiek / speel koud 201 / orkest 20% / geen lesslicht
01	waaieren		L02	7	start muziek publiek 50% / spel 100% / orkest 50% / lesslicht vol
03	2	3	L03	4	doek op min publiek
04	2	2	ROOK		+ ROOK
05	1	2	L04	0	chase flikkering top us + portaalfront (2 par)
05	2	1	L05	5	als L03 / - ROOK
50	2	1	L06	20	fade speellicht naar 40%
50	3	3	L07	0	BO
50	3	4	L08	8	als L06 (fade)
51	1	2	L8.5	0	als L03 speellicht
61	3	3	L09	0	BO spel + orkest
wachttijd 2+ a.f.			L09.5	4	band orkest naar 100%
03	1	4	L10	25	warm + speellicht warm 204
12	4	1	L11	8	hemel + ROOK spel 20%/ + specials us 100% + ROOK
13	4	1	L12	7	zipper + spec conc uicentr.
15	1	4	ROOK		- ROOK
16	4	2	L13	3	fade master spel + upstagespec. fade naar 40%
16	4	3	L14	0	BO incl orkest & dir.
			L15	4	succes 1 spel
			L16	2	succes 2 + orkest
			L17	6	succes 3 + zaal
			L18	7	uitloop als L01

stand	rook	tekst
stand 1	-----	<ul style="list-style-type: none"> • 'INLOOP' / inloop publiek <p><u>publiekslicht + foyer</u></p> <p><u>speellicht koud</u></p> <p><u>orkestlicht 20% geen lessenaars</u></p>
stand 2 in 7 sec.	-----	<ul style="list-style-type: none"> * 'START MUZIEK' / waaieren <p><u>publiekslicht > 50%</u></p> <p><u>speellicht < 100%</u></p> <p><u>orkestlicht > 50 + lessenaars < 100%</u></p>
stand 3 in 4 sec	-----	<ul style="list-style-type: none"> • 'DOEK OP' / blz 3 / systeem 2 / maat 3 <p><u>publiekslicht > 0</u></p> <p>Nat - <i>“And since we’ve no place to go; Let it snow, let it snow, let it snow...”</i></p>
	TT 1	<ul style="list-style-type: none"> • 'ROOK' / blz 4 / systeem 2 / maat 2 <p>+ <u>ROOK</u></p>
stand 4 in 0 sec	-----	<ul style="list-style-type: none"> • 'CHASE' / blz 5 / systeem 1 / maat 2 (verschijning Dood) <p>flikkering/strobe/top up stage + portaalfront (2 par)</p>
stand 5 in 5 sec	-----	<ul style="list-style-type: none"> • '- ROOK' / blz 5 / systeem 2 / maat 1: als stand 3 - ROOK <p>Nat - What the hell is • that? (2 x) / <i>stand 5 =</i></p> <p>Death - Jesus Christ. I nearly broke my neck.</p> <p>Nat (<i>watching with bewilderment</i>) - Who are you?</p> <p>Death - Death.</p> <p>Nat - Who?</p> <p>Death - Death. Listen -- can I sit down? I nearly broke my neck. I'm shaking like a leaf.</p> <p>Nat - Who are you?</p>

Death - *Death*. You got a glass of water?

Nat - Death? What do you mean, Death?

Death - What is wrong with you?

You see the black costume and the whitened face?

Nat - Yeah.

Death - Is it Halloween?

Nat - No.

Death - Then I'm Death. Now can I get a glass of water -- or a Pepsi?

Nat - If this is some joke --

Death - What kind of joke? Nat Ackerman? 118 Pacific Street? Unless I blew it -- where's the call sheet? (*Zoekt call sheet; Nat probeert te bellen*)

Nat - What do you want with me? (*Nat doet push-ups in gangpad*)

Death - What do I want? (*Nat doet push-ups in gangpad*) What do you think I want?

Nat - You must be kidding. I'm in perfect health.

Death - Un-huh. (*Dood komt over de stoelen heen naar voren*)

This is a nice place. You do it yourself?

Nat - We had a decorator, but we worked with her.

Death (*kijkt in krant*) - I love those kids with the big eyes.

Nat - I don't want to go yet.

Death - You don't want to go? Please don't start in.

As it is, I'm nauseous from the climb.

Nat - What climb?

Death - I climbed up the drainpipe. I was trying to make a dramatic entrance. I see the big windows and you're awake reading. I figure it's worth a shot. I'll climb up and enter with a little -- you know ... (*snaps fingers*) Meanwhile, I get my heel caught on some vines, the drainpipe breaks, and I'm hanging by a thread. Then my cape begins to tear. Look, let's just go. It's been a rough night.

Nat - You broke my drainpipe? (*Nat banjert over de stoelen heen naar*

achter.)

Death - Broke. It didn't break. It's a little bent.

Didn't you hear anything? I slammed into the ground.

Nat (*kijkt over de rand.*) - I was reading

Death (*neemt krant*) - You must have really ben engrossed. "COPS NAB COEDS IN POT ORGY." Can I borrow this?

Nat - I'm not finished.

Death - Er -- I don't know how to put this to you, pal ...

Nat - Why didn't you just ring downstairs?

Death - I'm telling you, I could have, but how does that look?

This way I get a little drama going. Did you read *Faust*?

Nat - What?

Death - And what if you had company? You're sitting there with important people. I'm Death -- I should ring the bell and traipse right in the front? Where's your thinking?

Nat - Listen, Mister, it's very late.

Death - Yeah. We'll you want to go?

Nat - Go where?

Death - Death. It. The Thing. The Happy Hunting Grounds.

(*looking at his own knee*): Y'know, that's a pretty bad cut. My first job.

I'm liable to get gangrene yet.

Nat - Now, wait a minute. I need time. I'm not ready to go.

Death - I'm sorry. I can't help you. I'd like to, but it's the moment.

Nat - How can it be the moment? (*rolt stofrol uit*) I just merged with Modiste Originals.

Death (*rolt stofrol weer op*) - What's the difference, a couple bucks more or less?

Nat - Sure, what do you care?

You guys probably have all your expenses paid.

Death - You want to come along now?

Nat (*studying him*) - I'm sorry, but I cannot believe you're Death.

Death - Why? What'd you expect -- Clint Eastwood?

Nat - No it's not that.

Death - I'm sorry I disappointed you.

Nat - Don't get upset.

I don't know, I always thought you'd be ... un ... taller.

Death (*gaat op stoel staan*) - I'm five seven. It's average for my weight.

Nat - You look a little like me.

Death (*gaat op stoel staan*) - Who should I look like? I'm your death.

(*Nat & Dood spelen tikkertje*)

Nat - Give me some time. Another day.

Death - I can't. What do you want me to say?

Nat - One more day. Twenty-four hours.

Death - What do you need it for. The radio said rain tomorrow.

Nat - Can't we work out something?

Death - Like what?

Nat - You play chess?

Death - No, I don't.

Nat - I once saw a picture of you playing chess.

Death - Couldn't be me, because I don't play chess.

Gin Rummy, maybe.

Nat - You play Gin Rummy?

Death - Do I play Gin Rummy? Is Paris a city?

Nat - You're good, huh?

Death - Very good.

Nat - I'll tell you what I'll do --

Death - Don't make any deals with me.

Nat - I'll play you gin rummy. If you win, I'll go immediately.

If I win, give me some more time. A little bit -- one more day.

Death - Who's got time to play Gin Rummy?

Nat - Come on. If you're so good.

Death - Although I feel like a game ...

Nat - Come on. Be a sport. We'll shoot for a half hour.

Death - I really shouldn't.

Nat - I got cards right here. Don't make a production. (*Nat verdwijnt achter stoelenrij om kaarten te pakken*)

Death - All right, come on. We'll play a little. It'll relax me.

Nat (*Nat duikt op met kaartspel*) - You won't regret this.

Death - Don't give me a sales talk.

Get the cards and give me a Pepsi and put out something. For God's sake, a stranger drops in, you don't have potato chips or pretzels.

Nat - There's M&M's downstairs in a dish.

Death - M&M's. What if the President came? He'd get M&M's, too?

Nat - You're not the President.

Death (*gaat zitten*) - Deal!

Nat (*deals, turns up a five.*) - You want to play a tenth of a cent a point to make it interesting?

Death - It's not interesting enough for you?

Nat - I play better when money's at stake.

Death - Whatever you say, Newt.

Nat - Nat. Nat Ackerman. You don't know my name?

Death - Newt, Nat -- I got such a headache.

Nat - You want that five?

Death - No.

Nat - So pick.

Death (*surveying his hand as he picks*) - Jesus, I got nothing here.

Nat - What's it like?

Death - What's what like?

Nat - Death.

Death - What should it be like? You lay there.

Nat - Is there anything after?

Death - Aha, you're saving twos.

Nat - I'm asking. Is there anything after?

Death - You'll see.

Nat - Oh, then I will actually see something?

Death - Well, maybe I shouldn't have put it that way. Throw.

Nat - To get an answer from you is a big deal.

Death - I'm playing cards.

Nat - All right, play, play.

Death - Meanwhile, I'm giving you one card after another.

Nat - Don't look through the discards.

Death - I'm not looking. I'm straightening them up.

What was the knock card?

Nat - Four. You ready to knock already?

Death - Who said I'm ready to knock?

All I asked was what was the knock card?

Nat - And all I asked was is there anything for me to look forward to.

Death - Play!

Nat - Can't you tell me anything? Where do we go?

Death - *We?*

To tell you the truth, you fall in a crumbled heap on the floor.

Nat - Oh, I can't wait for that! Is it going to hurt?

Death - Be over in a second.

Nat - Terrific. I need this. A man merges with *Modiste Originals* ...

Death - How's four points?

Nat - You're knocking?

Death - Four points is good?

Nat - No, I got two.

Death - You're kidding.

Nat - No, you lose.

Death - Holy Christ, and I thought you were saving sixes.

Nat - No. Your deal. Twenty points and two boxes. Shoot. (*Death deals.*) I must fall on the floor, eh? I can't be standing over a sofa when it happens?

Death - No. Play!

Nat - Why not?

Death - Because you fall on the floor! Leave me alone.

I'm trying to concentrate.

Nat - Why must it be on the floor? That's all I'm saying!

Why can't the whole thing happen and I'll stand next to the sofa?

Death - I'll try my best. Now can we play?

Nat - That's all I'm saying. You remind me of Moe Lefkowitz.

He's also stubborn.

Death - I remind him of Moe Lefkowitz. I'm one of the most terrifying

figures you could possibly imagine, and him I remind of Moe

Lefkowitz. What is he, a furrier?

Nat - You should be such a furrier. He's good for eighty thousand a

year. Passementeries. He got his own factory. Two points.

Death - What?

Nat - Two points. I'm knocking. What have you got?

Death - My hand is like a basketball score.

Nat - And it's spades.

Death - If you didn't talk so much.

(They redeal and play on.)

Nat - What did you mean before when you said this was your first job?

Death - What does it sound like?

Nat - What are you telling me -- that nobody ever went before?

Death - Sure they went. But I didn't take them.

Nat - So who did?

Death - Others

Nat - There are others?

Death - Sure. Each one has his own personal way of going.

Nat - I never knew that.

Death - Why should you know? Who are you?

Nat - What do you mean who am I? Why -- I'm nothing?

		<p>Death - Not nothing. You're a dress manufacturer. Where do you come to knowledge of the eternal mysteries?</p> <p>Nat - What are you talking about? I make a beautiful dollar. I got my own home. I drive a Chrysler. So what do you think I am?-- Some guy off the street? <i>(Nat staat op en gaat linksachter in het gangpad staan.)</i></p> <p>Death - All right. Don't be so touchy.</p> <p>Nat - Who's touchy?</p> <p>Death - How would you like it if I got insulted quickly?</p> <p>Nat <i>(draait zich om)</i> - Did I insult you?</p> <p>Death - You didn't say you were disappointed in me?</p> <p>Nat <i>(komt terug)</i> - What do you expect? You want me to throw you a block party?</p> <p>Death - I'm not talking about that. I mean me personally. I'm too short. I'm this, I'm that.</p> <p>Nat - I said you look like me. It's like a reflection.</p> <p>Death - All right, deal, deal.</p>
stand 6 in 20 sec	<p>• 'FADE' / blz 50 / systeem 2 / maat 1 / <u>fade speellicht naar 40%</u></p> <p><i>(They continue to play as the lights dim until all is in total darkness.)</i></p>
stand 7 in 0 sec	<p>• 'BLACK OUT' / blz 50 / systeem 3 / maat 3 / <u>Black out speellicht</u></p>
stand 8 in 8 sec	<p>• 'FADE' / blz 50 / systeem 3 / maat 4 / <u>stand 8 als stand 6</u></p> <p><i>(The lights come up again, and now it is later and their game is over.</i></p> <p>Nat <i>(telt)</i> - Sixty-eight ... one-fifty ...</p>
stand 8.5 in 0 sec	<p>• 'DOEK OP' / blz 51 / systeem 1 / maat 2 / <u>stand 8.5 als stand 3</u></p> <p>Nat - Well, you lose.</p> <p>Death <i>(dejectedly looking through the deck)</i> - I knew I shouldn't have thrown that nine. Damn it.</p>

Nat - So I'll see you tomorrow.

Death - What do you mean you'll see me tomorrow?

Nat - I won the extra day. Leave me alone.

Death - You were serious?

Nat - We made a deal.

Death - Yeah, but --

Nat - Don't "but" me. I won twenty-four hours. Come back tomorrow.

Death - I didn't know we were actually playing for time.

Nat - That's too bad for you. You should pay attention.

Death - Where am I going to go for twenty-four hours?

Nat - What's the difference? The main thing is I won an extra day.

Death - What do you want me to do -- walk the streets?

Nat - Check into a hotel and go to a movie. Take a *schvitz*. Don't make a federal case.

Death - Add the score again.

Nat - Plus you owe me twenty-eight dollars.

Death - What?

Nat - That's right, Buster. Here it is -- read it.

Death (*going through pockets*) - I have a few singles -- not twenty-eight dollars.

Nat - I'll take a check.

Death - From what account?

Nat - Look who I'm dealing with.

Death - Sue me. Where do I keep my checking account?

Nat - All right, gimme what you got and we'll call it square.

Death - Listen, I need that money.

Nat - Why should you need money?

Death - What are you talking about? You're going to the Beyond.

Nat - So?

Death - So -- you know how far that is?

Nat - So?

Death - So where's gas? Where's tolls?

Nat - We're going by car!

Death - You'll find out. Look -- I'll be back tomorrow, and you'll give me a chance to win my money back. Otherwise I'm in definite trouble.

Nat - Anything you want. Double or nothing we'll play. I'm liable to win an extra week or a month. The way you play, maybe years.

Death - Meantime I'm stranded.

Nat - See you tomorrow.

Death - Where's a good hotel? What am I talking about hotel, I got no money. I'll go sit in Starbucks. *(He picks up the News.)*

Nat - Out. Out. That's my paper. *(He takes it back.)*

Death - I couldn't just take him and go. I had to get involved in rummy.

Nat *(calling after him)* - And be careful going downstairs. On one of the steps the rug is loose. *(And, on cue, we hear a terrific crash.)*

(Nat sighs, then crosses to the bedside table and makes a phone call.)

Nat - Hello, Moe? Me. Listen, I don't know if somebody's playing a joke, or what, but Death was just here. We played a little gin ... No Death. In person. Or somebody who claims to be Death. But, Moe, he's such a *schlep!*

stand 9.0 | ----- | • **'BLACK OUT'** / blz 61 / systeem 3 / maat 3 /

in 0 sec | | black out spel & orkest

stand 9.5 | ----- | • **'BAND'** / wachttijd 2 sec. auto follow: orkestlicht < 100%

in 4 sec | |

stand 10 | ----- | • **'WARM'** / blz 3 / systeem 1 / maat 1

in 25 sec | | + speellicht warm 204

stand 11 | ----- | • **'Hemel + ROOK'** / blz 12 / systeem 4 / maat 1 (grote letter L)

in 8 sec | | spel > 20% & specials up stage < 100% + ROOK

stand	rook	tekst
stand 12 in 7 sec	-----	<ul style="list-style-type: none"> • 'ZIPPER' / blz 13 / systeem 4 / maat 1 + <u>upstage spec. concentratie op centrum</u>
	TT 2	<ul style="list-style-type: none"> • '- ROOK' / blz 15 / systeem 1 / maat 4 <u>ROOK uit</u>
stand 13 in 3 sec	-----	<ul style="list-style-type: none"> • 'FADE' / blz 16 / systeem 4 / maat 2 <u>MASTER speellicht + upstage special > 40%</u>
stand 14 in 0 sec	-----	<ul style="list-style-type: none"> • 'BLACK OUT' / blz 16 / systeem 4 / maat 3 <u>Black out inclusief orkest & dirigent</u>
stand 15 in 4 sec	-----	<ul style="list-style-type: none"> • 'SUCCES 1' <u>succeslicht speellicht</u>
stand 16 in 2 sec	-----	<ul style="list-style-type: none"> • 'SUCCES 2' <u>succeslicht speellicht + orkestlicht</u>
stand 17 in 6 sec.	-----	<ul style="list-style-type: none"> • 'SUCCES 3' <u>succeslicht + orkestlicht + publiekslicht</u>
stand 18 in 7 sec.	-----	<u>uitloop / als stand 1</u>

PAKLIJST 'DEATH KNOCKS'

SPELERS

- 3 kostuums, schoeisel en pruiken
- grimekist
- doos met Daily News en daarin ook 6 rekwisieten:
 - 2 brillen (1 x reserve)
 - 2 XL krant (1 x reserve)
 - 2 sets van 52 speelkaarten (1 x reserve)
 - 1 scoreblok
 - 1 potlood
 - 1 call sheet
 - 1 witte telefoon

ENSEMBLE:

- contrabas in witte kist
- groene flightcase
- rode flightcase met vibrafoon
- zwarte flightcase met standaards slagwerk
- zwarte flightcase met
 - 12 lessenaars voor instrumentalisten & dirigent
 - 14 lessenaarlampjes incl. bekabeling/stekkerblokjes
 - 2 reservelampjes
- 2 beeldmonitoren
- koffer met camera en bekabeling
- statief voor camera
- basversterker
- koffer met effect
- 3 hoge krukken (L'Histoire du Soldat)

DECOR:

- 'ORKESTBAK'
- 5 lage grafstenen
- 1 hoge grafsteen
- 1 podium voor dirigent met 2 losse grafstenen

OVERIG

- 1 hazer
- gereedschapskist
- ehbo-kist
- rollen balletvloer (L'Histoire du Soldat)

PRESET LIST (Theaterloods)

A. SPEELVLAK

stoelen in gelid

telefoon Nat op grond rij 4

kaartspel ligt in de juiste volgorde geschikt op middelste stoel op rij 5

rookmachine staat op rij 8, schakelaar aan en vloeistofpeil gecheckt

B. ORKESTVLAK

bladmuziek op lessenaars

dirigeerstok & partituur op directielessenaar

schakelaars lessenaarlampjes aan (schijnen ze niet in publiek?)

camera aan & scherp

monitor aan en in de juiste stand

C. ZITVLAK

stoelen in gelid

gevouwen Daily News op stoelen

IN KOSTUUMS

Lucas:

bril

scoreblok & potlood

krant

kartonnen kokers met labels in beide stofrollen

Lilian:

call sheet

OVERIG

afstopping checken en de daartegen hangende lampen eventueel stellen.

apparaten in keukentje uit

gordijnen dicht

rookmelders uit

alle standen en lampen doorlopen

techniek mobiele telefoon uit

X MINUTEN VOOR AANVANG

Lilian achter stoelenrijen

PRESET LIST (Dialogo)

A. SPEELVLAK

voorste rij is rij 4

achterste rij is rij 9

telefoon Nat op grond rij 5

zitting middelste stoel rij 7 met spanband & kluit in horizontale positie

kaartspel ligt in de juiste volgorde geschikt op middelste stoel rij 7

rookmachine staat op rij 10, schakelaar aan en vloeistofpeil gecheckt

B. ORKESTVLAK

bladmuziek op lessenaars

dirigeerstok & partituur op directielessenaar

schakelaars lessenaarlampjes aan (schijnen ze niet in publiek?)

camera aan & scherp

monitor aan

C. ZITVLAK

80 stoelen in gelid

gevouwen Daily News op stoelen

IN KOSTUUMS

Lucas:

bril

scoreblok & potlood

krant

kartonnen kokers met labels in beide stofrollen

Lilian:

call sheet

OVERIG

afstopping checken

rookmelders uit

alle standen en lampen doorlopen

techniek mobiele telefoon uit

X MINUTEN VOOR AANVANG

Lilian links op grond achter rij 9

PRESET LIST (Veluvine)

A. SPEELVLAK

voorste rij is rij H

achterste rij is rij N

telefoon Nat op grond rij I

kaartspel ligt in de juiste volgorde geschikt op de regietafel op rij J

Nat zit op rij K stoel 13, Death zit op stoel 15

rookmachine staat op rij O, schakelaar aan en vloeistofpeil gecheckt

B. ORKESTVLAK

bladmuziek op lessenaars

dirigeerstok & partituur op directielessenaar

schakelaars lessenaarlampjes aan (schijnen ze niet in publiek?)

camera aan & scherp

monitor aan

C. ZITVLAK

120 stoelen in gelid

gevouwen Daily News op stoelen

IN KOSTUUMS

Lucas:

bril

scoreblok & potlood

krant

kartonnen kokers met labels in beide stofrollen

Lilian:

call sheet

OVERIG

afstopping checken

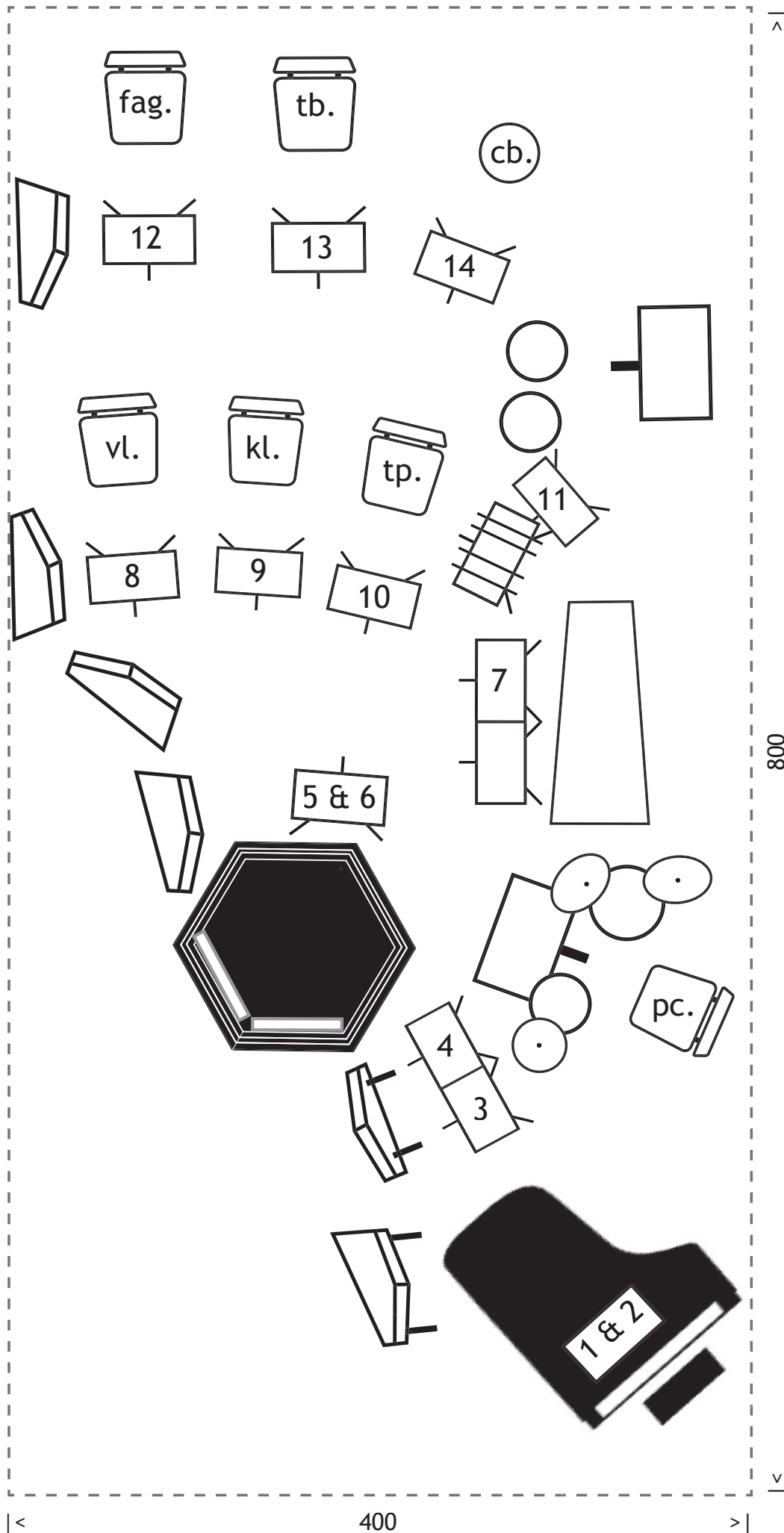
rookmelders uit

alle standen en lampen doorlopen

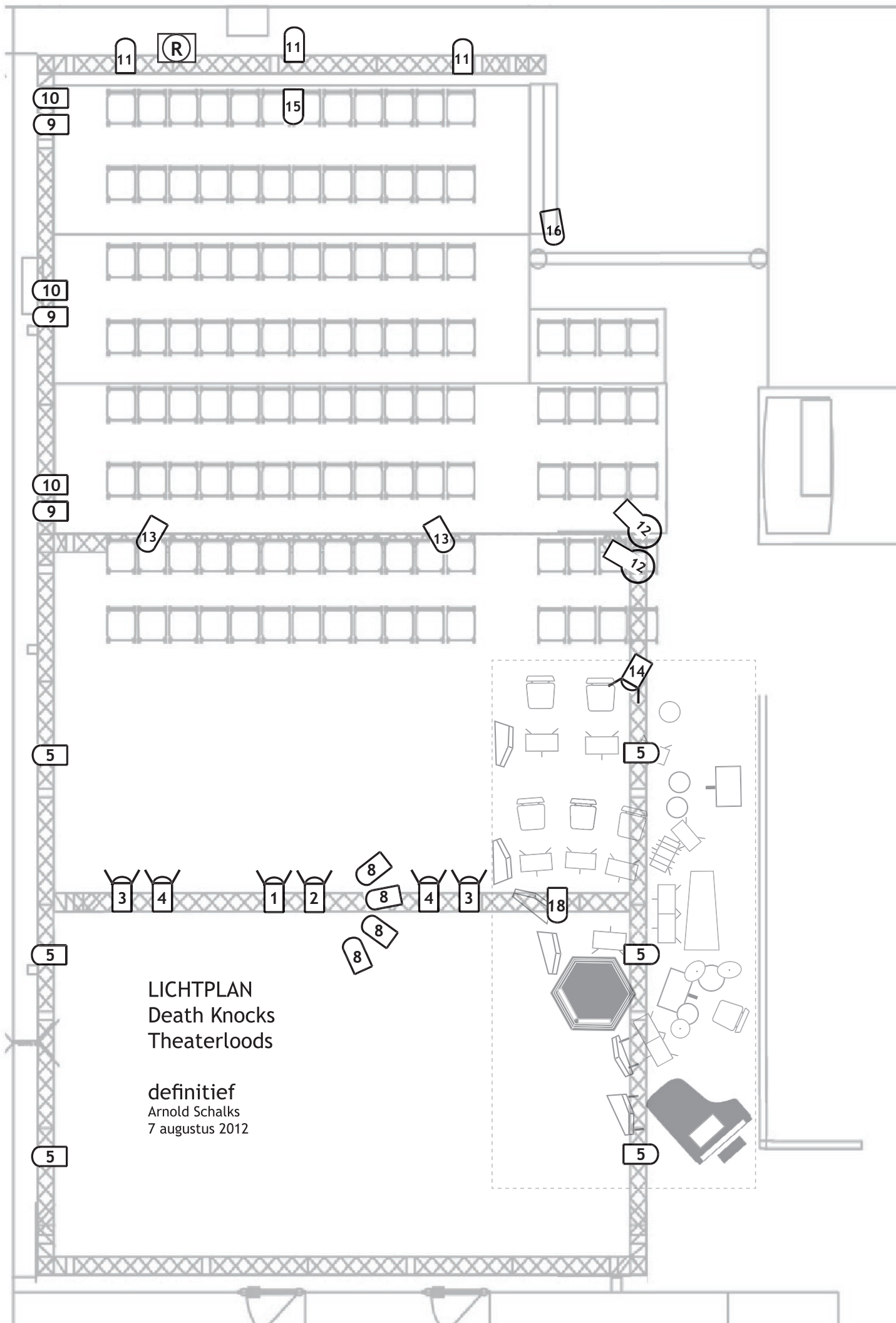
techniek mobiele telefoon uit

X MINUTEN VOOR AANVANG

Lilian op grond achter rij N



Bovenaanzicht ensemble *Death Knocks* en (genummerd) de positie van de 14 lesselaarlampjes.
 Uitgangspunt: opstelling in de *Theaterloods*.



LICHTPLAN
 Death Knocks
 Theaterloods

definitief
 Arnold Schalks
 7 augustus 2012

toelichting bij lichtplan Death Knocks Theaterloods

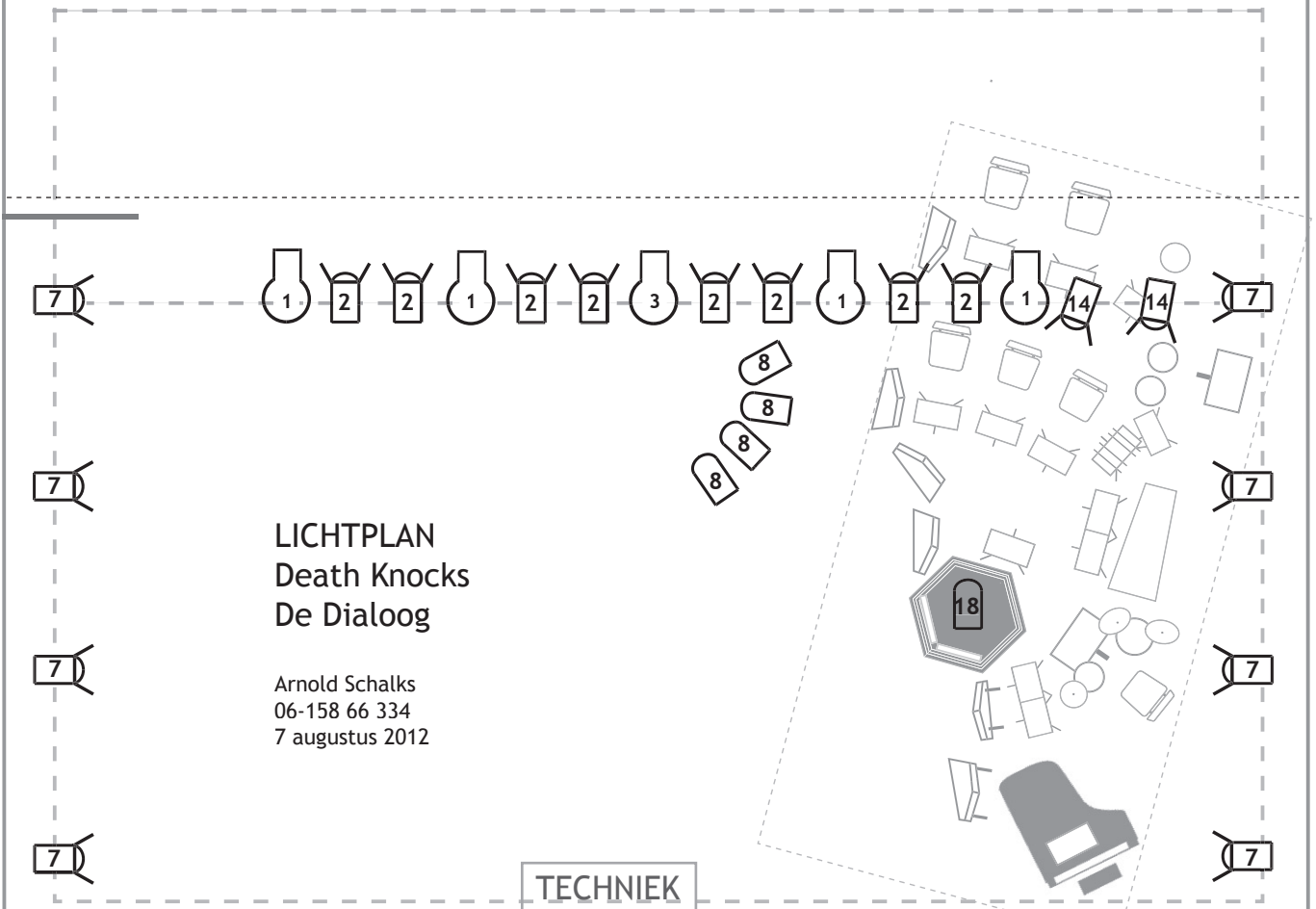
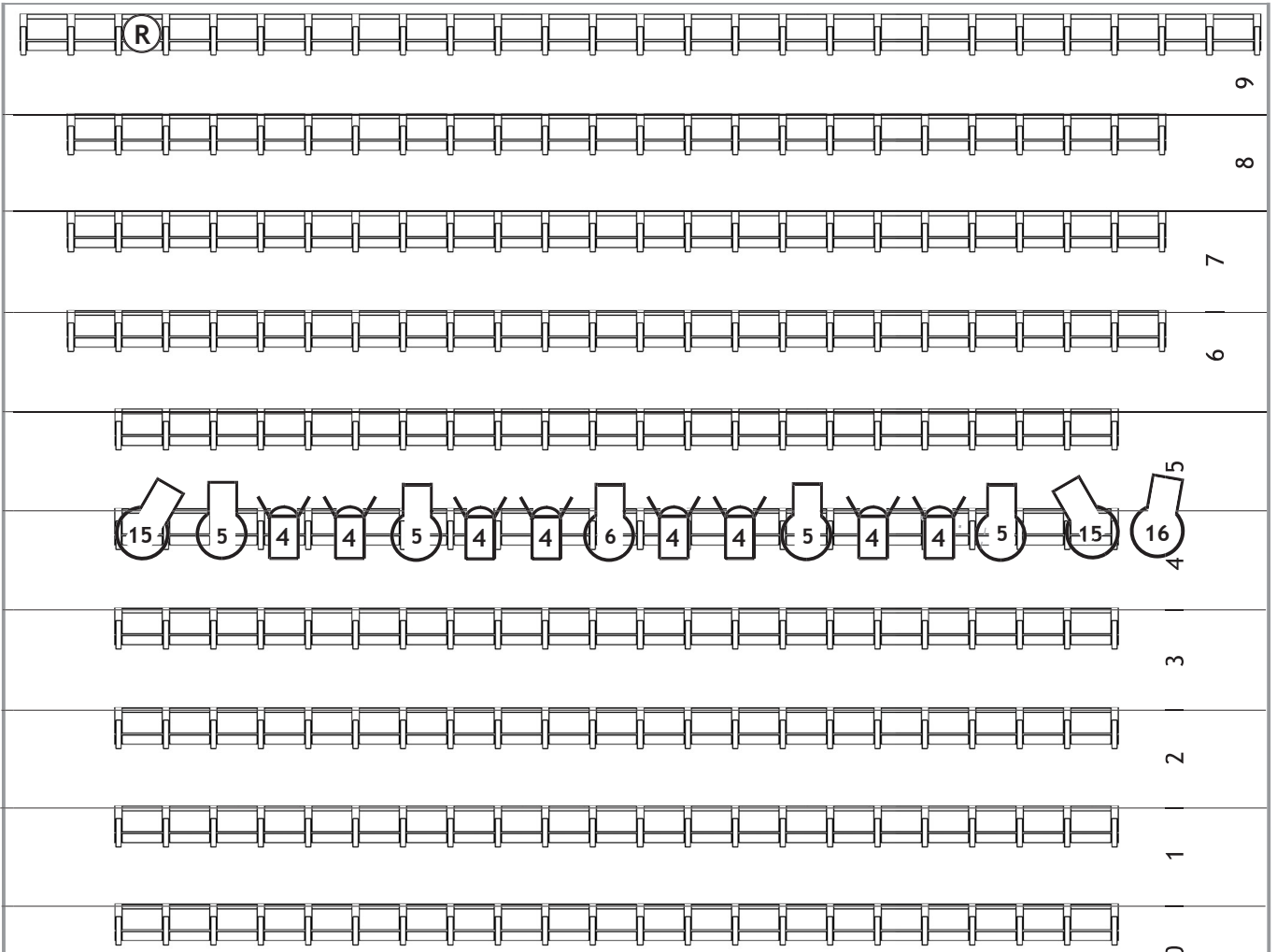
NR	lamp	filter	omschrijving
1	1 x PC	201	speellicht front midden koud
2	1 x PC	204	speellicht front midden, warm (103)
3	2 x PC	210	speellicht front links & rechts. koud
4	2 x PC	204	speellicht front links & rechts, warm (103)
5	6 x PAR	OW	publiekslicht, zij links & rechts
8	4 x PAR	201	tout ensemble
9	3 x PAR	201	speellicht, zij links, koud
10	3 x PAR	204	speellicht, zij links, warm (103)
11	3 x PAR	201	speellicht, top achter, koud
12	2 x profiel	204	speellicht, straatjes, warm (151)
13	2 x PAR	201	speellicht, 2e front, koud
14	1 x PC	195	orkestlicht top, zenith blue
15	1 x PAR	201	speciaal, tribune mid-achter, koud (sterf- scène)
16	1 x PAR	OW	speciaal, tribune achter, rechts (Jasper)
18	1 x PAR	201	orkestlicht, top dirgent
99	lessenaars	-	orkestlicht, lessenaarverlichting
100	foyer	-	bij in- en uitloopstand
R	rookmachine	-	channel 101 (switch)

gebruikte spots:

2 profielen

7 pc's

24 parren



LICHTPLAN
Death Knocks
De Dialog

Arnold Schalks
 06-158 66 334
 7 augustus 2012

TECHNIEK

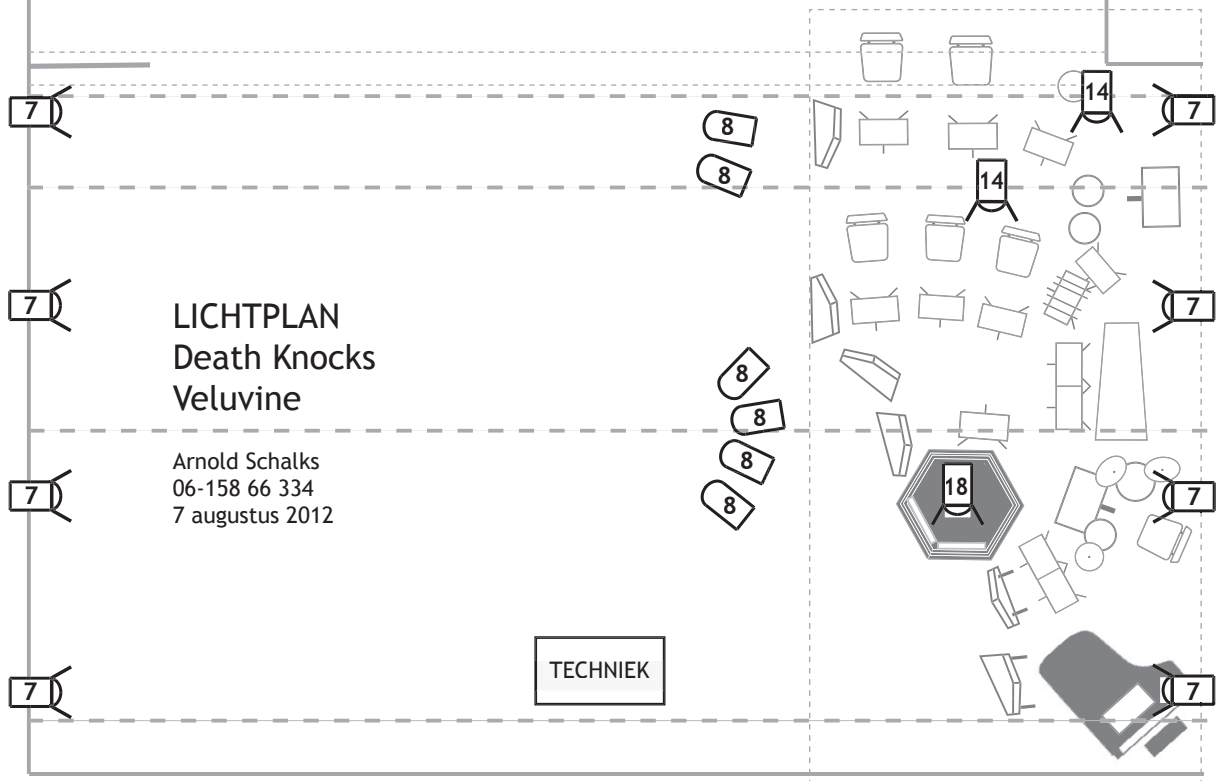
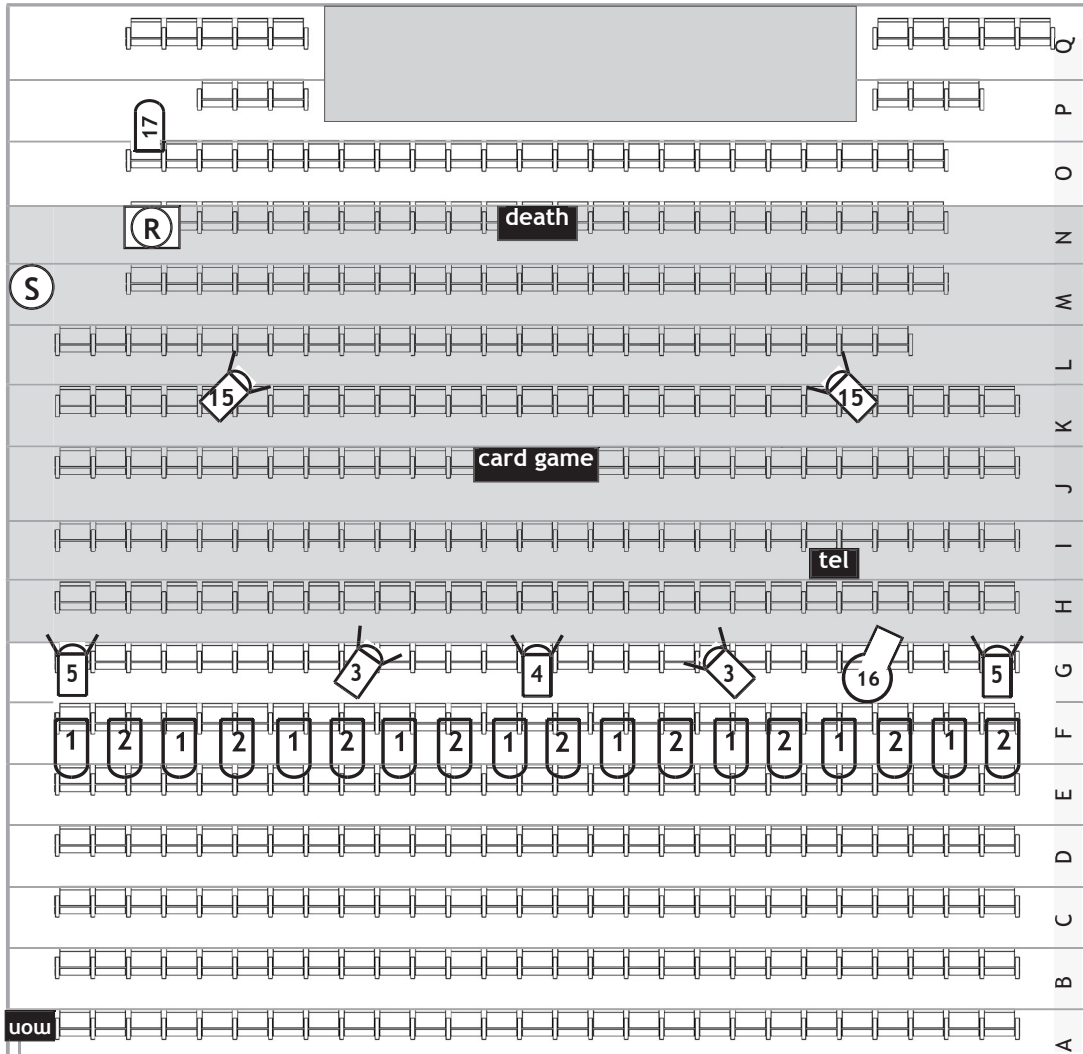
toelichting bij lichtplan Death Knocks de Dialoog

NR	lamp	filter	omschrijving
1	4 x profiel	201	speellicht 1e front, koud
2	8 x PC	204	speellicht 1e front, warm
3	1 x profiel	201	speellicht 1e front, centrum, koud
4	4 x profiel	201	speellicht 2e front, koud
5	8 x PC	204	speellicht 2e front, warm
6	1 x profiel	201	speellicht 2e front, centrum, koud
7	8 x PC	OW	publiekslicht, zij links & rechts
8	4 x PAR	201	orkestlicht, tout ensemble
14	2 x PC	195	orkestlicht, top 'zenith blue'
15	2 x profiel	201	speciaal tribune, mid-achter (sterfscène)
16	1 x profiel	201	speciaal tribune, rechtsachter (Jasper)
17	1 x PAR	201	spot op statief achter tribune om rook van onderen aan te lichten
18	1 x PAR	201	orkestlicht, top dirigent
L	lessenaars	-	orkestlicht, lessenaarverlichting
R	rookmachine	-	dimmer kanaal als switch
S	stroboscoop	-	indien aanwezig

gebruikte spots:

13 profielen
26 pc's
6 parren

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toelichting bij lichtplan Death Knocks Veluvine

NR	lamp	filter	omschrijving
1	9 x PAR	201	speellicht front, koud
2	9 x PAR	204	speellicht front, warm
3	2 x PC	201	speellicht, <i>card game</i> , koud
4	1 x PC	201	speellicht, <i>sterfscène</i> , koud
5	2 x PC	204	speellicht, gangpad links & rechts, warm
7	8 x PC	OW	publiekslicht, zij links & rechts
8	6 x PAR	201	orkestlicht, tout ensemble
14	2 x PC	195	orkestlicht, top 'zenith blue'
15	2 x PC	201	speciaal tribune, mid-achter (sterfscène)
16	1 x profiel	201	speciaal tribune, rechtsachter (Jasper)
17	1 x PAR	201	voetlicht, tribune linksachter (rook)
18	1 x PC	201	orkestlicht, top dirigent
L	lessenaars	-	orkestlicht, lessenaarverlichting
R	rookmachine	-	dimmer kanaal als switch
S	stroboscoop	-	indien aanwezig

gebruikte spots:

1 profiel
18 pc's
25 parren

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Death knocks
overzicht theaters
LICHT

THEATER	PC	PROFIEL	PAR	bijzonderheden/extra
Theaterloods, Radio Kootwijk Erik van der Knaap: 06-462 42 144	8 x 1 kW	4 x ETC 20/50	12 x HPL medium 15 x PAR 56 longnose	
Veluvine, Nunspeet Ger Hessel van Urk: 06-223 72 638 techniek@veluvinenunspeet.nl	12 x 1 kW	12 x 23/50 1 kW	18 x PAR 64 1 kW	zaalbrug boven tribune, rij E
De Dialoog, Ermelo Ben van der Beek: 06-128 38 083 theaterdialoog@hotmail.com	16 x 1 kW (front & portaal) 8 x 1 kW (zij) 2 x 1 Kw (top)	5 x 1,2 kW (front) 5 x 600 W (portaal) 2 x 1,2 kW (top)	12 x PAR 64 1 kW medium/flood (tegen)	lichtgrid tot halverwege boven de tribune, tegenlicht alleen mogelijk met statieven op gangpad, dimmerkringen op vloer, alles vast gepatched.
Theater Dakota, Den Haag Walter van Elteren: 06-123 29 559	30 x 1,2 kW	30 x 15/35 800W	48 x HPL 1 kW	6 x horizon (18 x 1 kW) Zaallicht: 5 x led-PAR RGB

Death knocks
overzicht theaters
SPEELRUIMTE

	oppervlak publiek & ens. b x d	oppervlak tribune b x d	aantal niveau's incl nulniveau/ hoogte tribune	aantal rijen / zitplaatsen	bijzonderheden/extra
THEATER					
Theaterloods	8,5/11 x 7	7,5 x 7,5	4	8 rijen 116 stoelen	Losse, niet inklapbare stoelen.
Veluvine	9/15 x 10	9 x 13,5	17 0 tot 6 m.	15 rijen 428 stoelen	Tribune inschuifbaar. Stoelen vast, zitting opklapbaar. Loopruimte tussen de opgeklapte stoelen: 49 cm.
De Dialoog	11 x 7,5	14 x 9,5	10 0 tot 4,10 m.	10 rijen 221 stoelen	Tribune inschuifbaar. Stoelen vast, zitting opklapbaar. Rij 1 tm 6 bestaat uit 21 stoelen, 7 tm 9 uit 23 stoelen, en rij 10 uit 26 stoelen. Bekleding is rood. Stoel is 50 cm. breed gemeten vanaf het hart van de armsteunen. Loopruimte met stoelen opgeklapt: 65 cm.
Dakota	11 x 10	8,2 x 9,95	17 0 tot 4,08 m.	17 rijen 184 stoelen	Parabolische tribune: 1e rij: 11 stoelen op verrolsets à 2 (resp. 1 set à 3) stoelen / inschuifgedeelte: 9 rijen à 11 stoelen (=99 st.) 3 rijen à 12 stoelen (=36 st.) / vast gedeelte: 2 rijen à 12 stoelen (=24 st.) 1 rij à 14 stoelen (=14 st.) / stoelen à 520 mm breed / rijdiepte 900 mm.

Cast and crew:

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clarinet	Jasper Grijpink	06-14138515	jgrijpink@gmail.com
bassoon	Marijke Zijlstra	06-36113289	marijke.zijlstra@hotmail.com
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