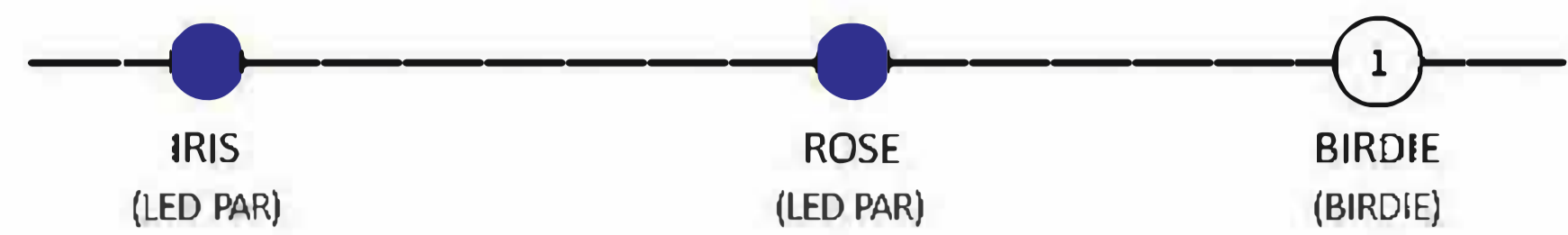


# The Lantern Theatre Brighton

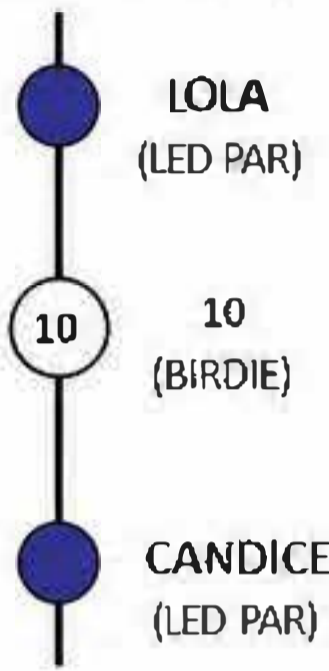
Fringe Rig / Standard Rig

UPSTAGE (AWAY FROM AUDIENCE)

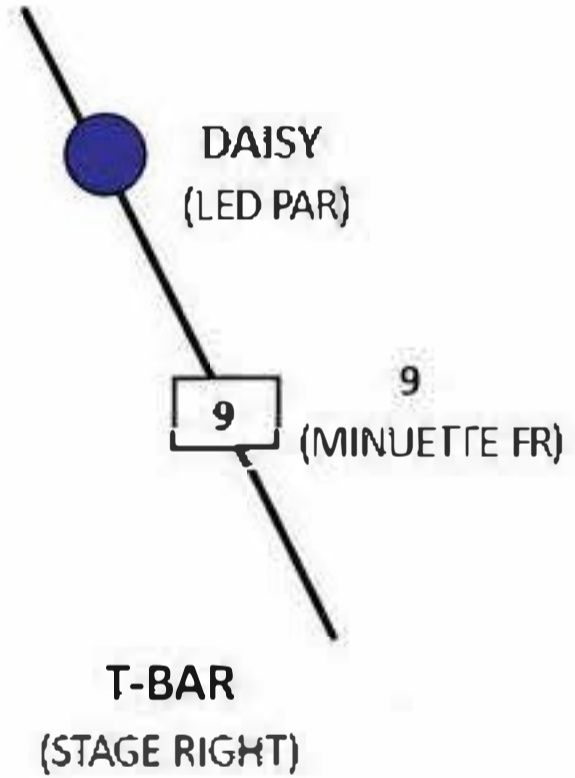
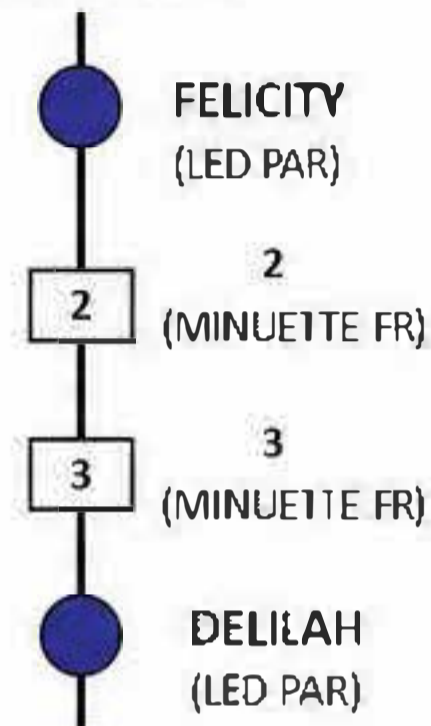
BACK BAR (UPSTAGE)



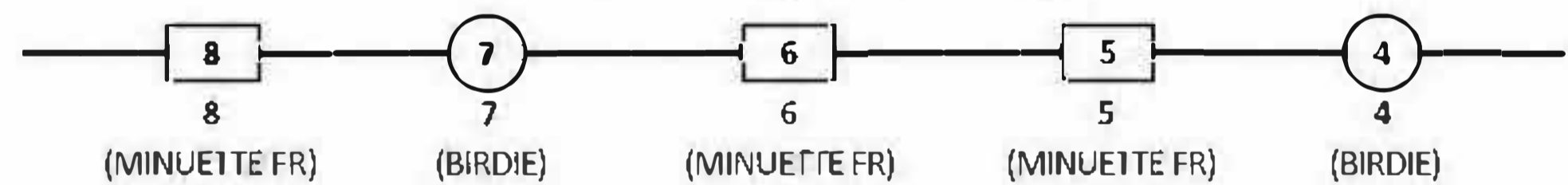
RIGHT BAR (STAGE RIGHT)






LEFT BAR (STAGE LEFT)



FRONT BAR (DOWNSTAGE)



## KEY

-  LED PAR CAN
-  BIRDIE
-  MINUETTE FR

## KEY TO POSITIONS

- 1: BIRDIE (Back Bar upstage right)
- 2: MINUETTE FR (Left Bar)
- 3: MINUETTE FR (Left Bar)
- 4: BIRDIE (Front Bar)
- 5: MINUETTE FR (Front Bar)
- 6: MINUETTE FR (Front Bar)
- 7: BIRDIE (Front Bar)
- 8: MINUETTE FR (Front Bar)
- 9: MINUETTE FR (T-Bar Stage Right)
- 10: BIRDIE (Right Bar)





## NOTES

- Lights 9 (MINUETTE FR) and DAISY (LED PAR) are mounted on a T-Bar Stage Right.
- Audience is in an L shape with audience seated downstage and in a bank on Stage Left.
- Additional house light LEDs are controlled through the board – destinations 91–93.

## LED DESTINATIONS

DAISY	20 / 21 / 22 / 23
IRIS	30 / 31 / 32 / 33
ROSE	40 / 41 / 42 / 43
DELILAH	50 / 51 / 52 / 53
FELICITY	60 / 61 / 62 / 63
LOLA	70 / 71 / 72 / 73
CANDICE	80 / 81 / 82 / 83
<hr/>	
HOUSE LIGHTS	91 / 92 / 93

## LED DESTINATION COLOURS

- 0 = RED 
  - 1 = GREEN 
  - 2 = BLUE 
  - 3 = ULTRAVIOLET 
- e.g. 20 = RED, 21 = GREEN,  
22 = BLUE, 23 = ULTRAVIOLET

## Jester Lighting Board Crib sheet

If you only require all lights up and down/ different brightness this first section will cover this.

### Submasters –

This is the easiest way to operate the lights. The different pre-programmed states are labelled at the bottom of each submaster. They can be put on together or separately. To create different colours i.e. purple put the red and blue on together. The brightness can also be controlled with the grand master. There is a manual blackout button should you require a snap blackout.

### Programming/saving cues-

If you wish to program your lighting states, please say during your technical handover and you will be assigned a number range. Firstly, ensure the board is in program mode. Ensure the cue is in the correct number on the top right hand of the monitor. Then enter the command on the keyboard for example if you wanted all the lights on at 70 you would type Group 0 (0 is always all lights) @ 70 then enter. This would include the LEDS. For all traditional lights use 1 THRU 10 @ 70. Alternatively, if you only wanted lamps 4 and 7 type 4 and 7 @ 70 then enter. Then press the lit-up program/go button in the middle of the board -this records the cue. Then move the cue down to the next cue using the arrows and repeat the process. Repeat the process until completed all cues. Then place the board back in go mode and use the program/go button to run your cues. Please use the rig diagram for light numbers and LED destinations.

**Please do not re-rig any lights, unplug any lights or delete any existing saved cues.**