

4 copies

LIGHT PLOT

PART VI (FRONT LIGHT PLOT)

(Follows for CUBS)

"MY FAIR LADY"

N.Y. PRODUCTION



69  
"MY FAIR LADY"

1.

EQUIPMENT:

3 100amp Arc Spots using 6X12 Lens.  
2 Operators  
Gelatin Colors # 18 - 17 - 29 - 2  
2 Double Frame Gelatin Holders

RIGHT AND LEFT ARE  
THE OPERATOR'S.

CUES:

OVERTURE

When House Lights go out:  
#3 (17) Pick up Orchestra Conductor.  
When House Curtain Rises:  
#1 (18) Flood Show Scrim.  
On Trumpet figure at end of Overture:  
#1 Iris Out,  
#3 Iris out.

INSERT DOUBLE FRAME (17 - 29) INTO LAMPS #1 #2 #3.

COVENT GARDEN

When Show Scrim is up:  
#1 (29) Flood Stage.  
#2 (29) Pick up Male Busker standing R.S.  
#3 (29) Pick up other Male Busker standing R.S.  
When Eliza falls C.S.:  
#1 (17) Pick up Eliza.  
#2 (17) Pick up Eliza.  
As Colonel Pickering comes D.S.:  
#2 (17) Swing up on Pickering - go 1/2 Iris.  
After Pickering gives money to Eliza:  
#2 (17) Iris out and pick up Bystander in Black  
Raincoat at R.S. of Eliza at 1/2 Iris.  
As Bystander X's upstage:  
#2 (17) Iris out (STAND BY to pick up Higgins  
behind R.C.S. Pillar)  
As Higgins comes out from behind Pillar:  
#2 (17) Pick up Higgins - Full Iris.



"MY FAIR LADY"

CUES: (CONT.)

COVENT GARDEN: (CONT.)

As Higgins Exits:

#2 (17) Iris out and pick up Quartet L.S. at 1/2 Iris.  
(This light is meant to act as a glow from fire  
and should not be too bright)

As Eliza sits behind fire:

#2 (17) Iris out.

As "Lovely" is ending:

#3 (17) Iris out on Eliza so that it is out when Eliza  
is warming her hands over the fire.

TENEMENT SCENE:

When two Men are thrown out of Bar:

#3 (17) Pick up Men - Cover both.

As Doolittle enters from Bar:

#2 (17) Pick up Doolittle.

As Eliza enters:

#3 (17) Iris out on two Men - Pick up Eliza U.C.S.

As Eliza exits:

#3 (17) Pan over on to two Men.

When Mrs. Hopkins puts head out of window:

#3 (17) Pick up Mrs. Hopkins.

After Man says "Once and for all, shut up!":

#3 (17) Iris out and pick up two Men.

WHEN TWO MEN SEPARATE YOU WILL FIND YOU CANNOT COVER BOTH.  
HAVE #3 GO ON DOOLITTLE.

As Curtain closes:

#2 Iris Out.

#3 Iris Out.

INSERT DOUBLE FRAME (2 - 17) INTO LAMPS #2 #3.

HIGGINS' STUDY

As Curtain opens:

#2 (2) Pick up Higgins at S.R. Desk in 1/2 Iris.

#3 (2) Pick up Pickering in S.L. Chair in 1/2 Iris.

When Higgins snaps on Study Lights:

#2 Full Iris.

#3 Full Iris.

#2 LAMP STAYS ON HIGGINS THROUGH ENTIRE SCENE.



CUES: (CONT.)

HIGGINS' STUDY: (CONT.)

When Elisa enters through C.S. Door:  
#3 (2) Pick up Eliza  
When Elisa exits through upstairs Door:  
#3 (2) Pick up Pickering.  
On word cue at end of song - (CUE: "LIFE")  
#2 Blackout  
#3 Blackout

TENEMENT SCENE

When Doolittle enters through Pub Door:  
#3 (2) Pick up Doolittle.  
LAMP #2 CLEAN COPPER OFF LOWER CARBON  
When Carbon is cleaned off:  
#2 (2) Pick up Doolittle.  
LAMP #3 CLEAN COPPER OFF LOWER CARBON  
As Doolittle exits up Stage:  
#2 (2) Iris Out.

HIGGINS' STUDY

As Curtain opens:  
5A #2 (2) Pick up Higgins on balcony.  
#3 (2) Pick up Pickering in S.L. Chair.  
When Doolittle enters through C.S. Door:  
#3 (2) Pick up Doolittle.  
When Elisa enters through C.S. Door:  
#3 (2) Pick up Eliza.  
When Higgins exits through Balcony Door:  
#2 Iris Out.  
On word cue at end of song - (CUE: "WAIT")  
#3 Blackout.

THE REST OF THIS SCENE IS A SERIES OF BLACKOUTS WITH DARK STAGE PICK-UPS.

5B When Curtain opens:  
#2 (2) Pick up Higgins behind desk.  
#3 (2) Pick up Eliza on bench in front of desk.  
When Higgins says "Go on! Go On!" and Eliza blows out candle:  
#2 and #3 Blackout.