

**VERSION**

LD: ROBERT WIERZEL  
1st ALD: ANDREI BORGES  
2nd ALD: MADELEINE REID

**6 FINAL**

**DATE**

10.5.2022 PM

**STAGE MANAGER:** LISA-MARIE

**GENERAL NOTES**

- Assume frost (F6) is always in
- 1/2 Body shots unless noted
- Stay off of walls as much as possible, even if it mean irisng to 1/4 shot
- 3 second fade unless noted
- Robert wants to avoid seeing circles on stage as much as possible

SPOT 1	FRAME
<b>Operator:</b> Yevgeniya Grom  HOUSE LEFT  Lycian M2, 2.5K HMI (Medium Throw)	1 L249
	2 R02
	3 L236
	4 L203
	5 L202
	6 R132

SPOT 2	FRAMES
<b>Operator:</b> Amanda Hackney  HOUSE CENTER  Lycian M2, 2.5K HMI (Medium Throw)	1 L249
	2 R02
	3 L236
	4 L203
	5 L202
	6 R132

SPOT 3	FRAMES
<b>Operator:</b> John Shelton  HOUSE RIGHT  Lycian M2, 2.5K HMI (Medium Throw)	1 L249
	2 R02
	3 L236
	4 L203
	5 L202
	6 R132

**TERMS:**

- 1/4 HEAD & SHOULDER
- 1/2 WAIST UP
- 3/4 KNEES UP
- FB FULL BODY
- DL DOWN STAGE LEFT
- DLC DOWN LEFT CENTER
- CC CENTER STAGE
- DR DOWN STAGE RIGHT
- DRC DOWN RIGHT CENTER
- ML MID STAGE LEFT
- MC MID STAGE CENTER
- MR MID STAGE RIGHT
- UR UP STAGE RIGHT
- UC UP STAGE CENTER
- UL UP STAGE LEFT
- FO FADE OUT
- FU FADE UP
- X Cross/Change

**CHARACTERS:**

- THE DUKE OF MANTUA
- RIGOLETTO
- GILDA
- COUNT MONTERONE
- SPARAFUCILE
- MARULLO
- MATTEO BORSA
- COUNT CEPRANO
- GIOVANNA
- COUNTESS CEPRANO
- A PAGE
- USHER

TRIGGER <i>Pg/Sys/Bar</i>	SPOT 3 - JOHN				SPOT 2 - AMANDA				SPOT 1 - YG				NOTES
	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME 6 <b>ALWAYS IN USE</b>
ACT 1 PRESET COLOR:	PRESET IN F3+6				PRESET IN F3+6				PRESET IN F3+6				
ACT 1, SCENE 1													
AUTOMATION - TOS PRESET													
AUTOMATION Q1													
w/ Q25 w/ SM Call - completion of LX Q color shift 3/1/1	DUKE - Suit & Cane At top of Stairs CC F3 FULL 4s 1/2												Open for people he goes to, but stay as tight as possible
In Q30 Borsa ent. Far DR of Column Wall p.5					BORSA - Red Pocket Far DR of Column Wall F3 FULL 1/2								The pickups for this scene will be very quick  Anticipate the best you can
In Q30 Borsa is done singing p.9					FADE OUT X to Far DL 3s								After vocal c/o
In Q30 w/ Countess X down steps to meet Duke DC p.15					RIGOLETTO - Clown Suit DR F3 25% ASAP 1/2				COUNTESS - Navy/Sequin Dress DRC in front of Steps F3 FULL 3s 1/2				This is on the 2nd time the Duke X to Countess
In Q30 Anticipate Duke singing by C p.15													This is on the 2nd time the Duke X to Countess
In Q30 Countess & Duke ext. ML p.18	FADE OUT ASAP 2s				FULL				FADE OUT 3s				
In Q30 ASAP - Count DRC w/ Trio p.18	COUNT - Suit DRC w/ Trio F3 75% ASAP 1/2												Count - gets tossed around L/R
In Q33 Count & Rigoletto ext. ML 21/4/1	FADE OUT				FADE OUT								

# RIGOLETTO

TRIGGER <i>Pg/Sys/Bar</i>	SPOT 3 - JOHN				SPOT 2 - AMANDA				SPOT 1 - YG				NOTES	
	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME 6 <u>ALWAYS IN USE</u>	
In Q33 w/ Marullo enter thru UL Archway p.21													MARULLO - Suit Top of Stairs F3 80% 3s 1/2	
In Q33 Countess enters, then Duke & Rig ent. DL p.26	F3	70%	3s	1/2	F3	100%	3s	1/2					DUKE Far DL RIGOLETTO Far DL FADE OUT	
													SWAP TO F2	
w/ Q40 Monterone enters thru UL Archway p.49													FADE OUT 6s 20% MONTERONE UC TOP OF STEPS F2 FULL 1/2	
													SWAP TO F2	
In Q43 Rigoletto turns upstage - VERY FAST COLOR X													FADE OUT 3s	This should happen in the warm LX Q
													SWAP TO F2 <u>ASAP</u>	
In Q43 As soon as color swap is complete													RESTORE - RIGOLETTO ASAP F2 70% ASAP 1/2	LX Q is a swap from Warm Party look to Drained color  COLOR X & RESTORE FOR SPOT 2 IS ASAP
In Q43 Duke X DS from DL Column Wall	F2	60%	20s	1/2									RESTORE - DUKE DL	
In Q45 Monterone collapses after stabbing p.71													FADE OUT 3s	

# RIGOLETTO

TRIGGER <i>Pg/Sys/Bar</i>	SPOT 3 - JOHN				SPOT 2 - AMANDA				SPOT 1 - YG				NOTES
	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME 6 <u>ALWAYS IN USE</u>
													<b>SWAP TO F4</b>
w/ Q48 w/ SM Call - Duke exit DL p.74		<b>FADE OUT</b>				<b>FADE OUT</b>							Spot 2+ Spot 3 Fade out together  TRANSITION
			4s				4s						
													<b>SWAP TO F4</b>
													<b>SWAP TO F4</b>
<b>AUTOMATION Q2</b>													
<b>ACT 1, SCENE 2</b>													
w/ Q55 When you see Rig Far DR p.75		<b>RIGOLETTO</b> Far DR											We just want to accent him
	<b>F4</b>	<b>30%</b>	<b>6s</b>	<b>1/2</b>									
In Q57 Sparafucile X down steps p.75										<b>SPARAFUCILE</b> X to Lower Step Landing			Sparafucile - Open up more on his X DS
								<b>F4</b>	<b>10%</b>	<b>4s</b>	<b>1/4</b>		
In Q57 Sparafucile exits DL p.82										<b>FADE OUT</b> As he walks off			We don't want to see the spot to follow him off
										<b>3s</b>			
In Q65 Gilda X DS after Door Closes p.88						<b>GILDA</b> X DS from Door							1/4 shot when on ledge
		<b>35%</b>			<b>F4</b>	<b>40%</b>	<b>3s</b>	<b>1/2</b>					
<b>AUTOMATION Q3</b>													
In Q70 Giovanna X DR to sing										<b>GIOVANNA - Nurse</b> X DR into light to Sing			This is for the 2nd time Giovanna enters MR
								<b>F4</b>	<b>25%</b>	<b>3s</b>	<b>1/2</b>		
In Q70 Giovanna exit UR										<b>FADE OUT</b>			
In Q70 Giovanna enters ML by Door & X DL to sing p.108		<b>FADE OUT</b>								<b>GIOVANNA - Nurse</b> X DL into light to Sing			
								<b>F4</b>	<b>25%</b>	<b>3s</b>	<b>1/2</b>		

TRIGGER <i>Pg/Sys/Bar</i>	SPOT 3 - JOHN				SPOT 2 - AMANDA				SPOT 1 - YG				NOTES
	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME 6 <u>ALWAYS IN USE</u>
In Q70 <b>Rig re-enters</b> p.108	<b>RESTORE - RIGOLETTO</b> SR												
	<b>F4</b>	<b>25%</b>	<b>4s</b>	<b>1/2</b>									
In Q70 <b>Giovanna exits UR</b> p.111									<b>FADE OUT</b>				
											<b>3s</b>		
w/ Q78 <b>After applause, Giovanna X to Gilda to sing</b> p.116	<b>FADE OUT</b>								<b>GIOVANNA - Nurse</b> X DS to Gilda to sing				<i>Giovanna - SLOW Fade Up</i>
									<b>F4</b>	<b>25%</b>	<b>6s</b>	<b>1/2</b>	
In Q78 <b>Duke X to Gilda - anticipate singing</b> p.117	<b>DUKE - Hat</b> X DS to Gilda												
	<b>F4</b>	<b>10%</b>	<b>4s</b>	<b>1/4</b>									
<b>AUTOMATION Q4</b>													
In Q80 <b>Duke X to Gilda, Giovanna exits thru door</b> p.120									<b>FADE OUT</b> STAY OFF OF DOOR				
		<b>25%</b>	<b>4s</b>	<b>1/2</b>							<b>3s</b>		
In Q80 <b>Giovanna enters thru L Door</b> 131/2/2									<b>GIOVANNA - Nurse</b> X DS from Door				
									<b>F4</b>	<b>25%</b>	<b>3s</b>	<b>1/2</b>	
In Q80 <b>Giovanna exit Far UR</b> 133/2/3									<b>FADE OUT</b>				<i>Gilda - Iris in when close to Door</i>
In Q80 <b>Duke exit Far UR - During applause</b> p.138	<b>FADE OUT</b> During applause				<b>FADE OUT</b>								<i>w/ Automation Q Transition</i>
	<b>SWAP TO F5</b>				<b>SWAP TO F5</b>								

# RIGOLETTO

TRIGGER <i>Pg/Sys/Bar</i>	SPOT 3 - JOHN				SPOT 2 - AMANDA				SPOT 1 - YG				NOTES
	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME 6 <b><u>ALWAYS IN USE</u></b>
In Q85 Gilda on Ledge under the Balcony - anticipate her singing p.139					GILDA Ledge Under Balcony F5 25% 1/2								
In Q85 Gilda exits thru L Door p.144-145					FADE OUT								Stay off door - 1/4 shot if need be
In Q90 w/ Rig ent. MR by Brick Wall p.148					RIGOLETTO MR by Brick Wall F5 20% 1/4								Very tight on Rig entrance by MR Wall
Right after above Q w/ Rig X further on stage p.148					X DS 25% 1/2								Open up when Rig X DS
In Q93 Rig steps up on Ledge under Balcony p.153					FADE OUT Ledge								
In Q102 Rig steps off Ledge p.175					RESTORE RIGOLETTO DC of Ledge F5 25% 1/2								
In Q95 Rig steps up on Ledge under Balcony p.175					FADE OUT Ledge								
w/ Q105 Rig re-ent. thru L Door p.176					RESTORE - RIGOLETTO L Door F5 25% 1/2								
In Q105 w/ Visual of Rig fall to floor DC 176/5/5					FADE OUT w/ Rig fall to floor								

TRIGGER <i>Pg/Sys/Bar</i>	SPOT 3 - JOHN				SPOT 2 - AMANDA				SPOT 1 - YG				NOTES
	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME 6 <u>ALWAYS IN USE</u>
<b>INTERMISSION</b>													
ACT 2 PRESET COLOR:	PRESET IN F3+6				PRESET IN F6				PRESET IN F4+6				
AUTOMATION Q5													
<b>ACT 2</b>													
In Q120 Top of steps, as soon as you can get him p.117					DUKE - Tan Suit Top of Steps CC F6 40% 3s 1/2								When Duke is @ Column, Iris to 1/4
AUTOMATION Q6													
w/ Q125 X FADE w/ Spot 2 for color change 184/1/1	DUKE - Tan Suit DC F3 FULL 4s 1/2				FADE OUT 5s								When Duke is @ Mural, can fade out and then back up so we don't see the Spot on the wall
					SWAP TO F4								
In Q127 Duke ext. up stairs and thru Archway UL p.224	FADE OUT												
	SWAP TO F4												
In Q130 Rig enters UR by Brick Wall p.225									RIGOLETTO UR by Brick Wall F4 60% 8s 1/2				Slow fade up w/ color shift of LX Q
In Q130 Rig X to Marullo to sing to him p. 230	MARULLO CC F4 30% 1/2												Rig - Stay as tight as possible
In Q130 Rig leaves Marullo p.230	FADE OUT												
In Q130 w/ SM Call - Ant. vocal p. 232					PAGE Far DL F4 50% 1/2								

TRIGGER <i>Pg/Sys/Bar</i>	SPOT 3 - JOHN				SPOT 2 - AMANDA				SPOT 1 - YG				NOTES
	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME 6 <u>ALWAYS IN USE</u>
In Q130 Page w/ her ext. DL p.236					FADE OUT								
In Q140 Gilda enters thru L Archway, X to C stairs		GILDA Archway											Stay as tight as possible on Rig - no circles on steps!
	F4	30%		1/2									
AUTOMATION Q7													
w/ Q157 w/ Coffin exit DR & Automation Q7 is almost complete 262/3/1		FADE OUT							FADE OUT				
w/ Q165 Rig X to Monterone		GILDA On Lower Stairs							RIGOLETTO On Upper Stairs				Stay as tight as possible as they X US
	F4	20%	3s	1/4					F4	20%	3s	1/2	
In Q165 Gilda & Rig X down steps to DC p.269		DC							DC				
		30%	3s	1/2					30%	3s	1/2		
In Q172, Right before Q173 w/ Last beats of music		FADE OUT							FADE OUT				
			3s								3s		
INTERMISSION													
ACT 3 PRESET COLOR:	PRESET IN F3+6				PRESET IN F5+6				PRESET IN F5+6				
AUTOMATION Q8													
ACT 3													
In Q190 When Gilda & Rig land far DL p.273		GILDA They land Far DL							RIGOLETTO They land Far DL				Gilda & Rig are in Nighttime - stay dim
					F5	15%	3s	1/2	F5	15%	3s	1/2	
w/ Q215 Duke stands on table - Aria music begins		DUKE - Black Fur Cape By Table											Include people he interacts with, EXCEPT group of girls @ the end
	F3	75%	3s	1/2		5%				5%			



TRIGGER <i>Pg/Sys/Bar</i>	SPOT 3 - JOHN				SPOT 2 - AMANDA				SPOT 1 - YG				NOTES
	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME 6 <u>ALWAYS IN USE</u>
In Q220 AFTER button, w/ Play out of Duke's Aria p.280	<b>FADE OUT</b> <b>ASAP</b> 2s												Swap frames ASAP
<b>SWAP TO F5 ASAP</b>													
In Q222 Sparafucile X thru door p.280	SPARAFUCILE - Striped Shirt ML F5 15% <b>ASAP</b> 1/2												
In Q222 Sparafucile Exit UL p.281	<b>FADE OUT</b> <b>ASAP</b>												Swap frames ASAP
<b>SWAP TO F3 ASAP</b>													
In Q225 w/ Duke singing to Maddalena	DUKE By Table Bench F3 50% <b>ASAP</b> 1/2												Fade to 5% when Gilda & Rig are not singing
In Q225 w/ Duke exit 301/1/1	<b>FADE OUT</b>												
<b>SWAP TO F5</b>													
In Q225 Sparafucile X DS of Gilda as Gilda exits UL 302/1/1					SPARAFUCILE <b>SLIDE</b> F5								Open up for Gilda interaction, then Iris in on just Sparafucile
In Q225 Rig exit UL 304/1/2									<b>FADE OUT</b>				FAST COLOR CHANGE
<b>SWAP TO F4</b>													
In Q225 Sparafucile X to Door					<b>FADE OUT</b>								FAST COLOR CHANGE

# RIGOLETTO

TRIGGER <i>Pg/Sys/Bar</i>	SPOT 3 - JOHN				SPOT 2 - AMANDA				SPOT 1 - YG				NOTES
	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME	INTENSITY	TIME	SIZE	FRAME 6 <b><u>ALWAYS IN USE</u></b>
p.304													
In Q242 w/ Gilda ent. by Door ML		<b>GILDA - in Pantsuit ML</b>											<i>Fade out on Gilda when she X behind door</i>
	<b>F5</b>	<b>15%</b>		<b>1/2</b>									
w/ Q249 Gilda X thru Door 333/2/2		<b>FADE OUT</b>											
<b>AUTOMATION Q9</b>													
In Q265 Rig enters DL - wait until he X infront of the Column Wall DL p.337/2/2									<b>RIGOLETTO</b> X infront of Column Wall DL				<i>Go to a 1/4 shot when Rig X to Door</i>
									<b>F4</b>	<b>15%</b>	<b>6s</b>	<b>1/2</b>	
w/ Q267 When Scrim is flown in									<b>FADE OUT</b>				<b>NO SPOT CIRCLES ON SCRIM</b>
<b>END OF SHOW</b>													