

Lighting Sub-Master Channels (Handles) List (MUST HAVE IN BOLD)

1. Leko/Ellipsoidal with a soft edge focused on "B"
2. Leko/Ellipsoidal with a soft edge focused on "r" - the "r, a, v" may be 1 fixture if necessary
3. Leko/Ellipsoidal with a soft edge focused on "a"
4. Leko/Ellipsoidal with a soft edge focused on "v"
5. Leko/Ellipsoidal with a soft edge focused on "O!"
6. **Leko/Ellipsoidal tightly focused on "B" Bullet Logo**
- 7.
8. All "BravO!" & "Bullet" fixtures max @ 30% (Glow)
9. **All "BravO!" & "Bullet" fixtures @ Full**
- 10.
11. House Seating Lighting Glow – max @ 20-30% (performance level)
12. **House Seating Lighting Full**
- 13.
14. Stage Wash – Overhead fixtures
15. Stage Wash – Facials and Front Wash fixtures
16. **Stage Wash (Balanced Including all Overhead/Front Wash fixtures)**
- 17.
18. **O!Wards! Table - Overhead focus**
- 19.
20. **Podium - Front focus**
- 21.
22. Cyc - Red
23. Cyc - Green
24. **Cyc - Blue (If no colors use singular for backdrop, if more colors available, add more handles)**

The highlighted Sub-Master Channels (handles) indicate "groups" of specials that, if possible, an empty handle should be programmed between to make running our scenes easier and able to avoid mistakenly pushing the incorrect handles.

These also should be programmed into the sub-master section and not run by "scenes" in the controller, as our show does not progress cues in a linear fashion. It also should not be using the direct handles or patching, as we only have two hands to run both the console and our laptop. Make sure that these settings are saved, in case of power failure or shutdowns.

The focus points for the individual BravO! backdrop letters and "B" Bullet logo should be as tight to each letter as possible, without overcast onto backdrop pattern, using a soft edge. For the all "BravO!" handle, each lighting fixture dimming point should be set so as not to give harsh reflection from the backdrop vinyl. You will get less reflection and the most light possible by using fixtures that are NOT perpendicular to the backdrop, try to use fixtures that shoot from as high or as wide of angles as possible.

If house seating lighting can be controlled through the console, please designate as requested.

The Stage wash is divided into two handles with a 3rd combination handle. This will help if lighting adjustments are necessary mid-show for the photographers (dimming the overheads a little will help the faces light up when the photographer makes their f-stop adjustment).

The stage wash needs to be as bright and even as possible (no gels are necessary), from the apron edge to the bottom of the backdrop, and from the bottom of the stage lift wing legs to the bottom of the stage right wing legs. The stage wash should not start to cast light or "bleach out" the legs or the backdrop, nor should it cast light in front of the stage (onto our judging tables). There should not be noticeable "dark spots" in the stage box, especially anywhere on the dance flooring.

The O!Wards table is always set center stage, approximately 5' downstage of the backdrop, an overhead fixture, slightly downstage of the table, should cast a "God" light that covers the entire table and front skirting.

The Podium is always set in the downstage left corner, approximately 3' onstage of the monitors/lights. This should be a catwalk/box/balcony fixture that casts a "Presenter" spot focus from the bottom of the podium to just overhead of the awards presenter. It should be tight to the sides of the podium and not a wide spot.

The Cyclorama lights should cast evenly across and down the entire backdrop, no "hotspots" near the top or dark spaces between fixtures. Most venues will have at least R-G-B available, some may not, but might have a white scrim light; use any decent scrim/Cyc lighting available to make our backdrop pop.

For venues that may not have enough fixtures to accommodate all of our requested focus points, note the bold identifications in the Sub-Master Channels list of our bare minimum requirement.

These focus and program settings must be set at the load-in, no adjustments can be made during the event at any point when participants and spectators are around.