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Shoe Kangaroo and the Big Bad Boot **Technical sheet for Theatres and Art Centres**



Playing Area 4.5 metres width by 4.5 metres depth 3 metres high

Sound

Garlic Theatre provide their own sound to be operated by the Performer.

Timings

The get in is 2 hours with a reasonable access to the performance space.

The performance is 47 minutes with time at the end to show puppets and answer any questions from the public

The get out time is 45 minutes.

Requirements

Please provide a two 13 amp socket at the back of the stage

Lighting States

1. Preset (blue wash suggested)
2. Warm General State
3. Focussed warm special profiles from FOH to light centre stage
4. Green focussed profile from FOH to light stage right hill
5. Red special focused profile stage left on island
6. Blue wash for night time

Shoe Kangaroo and the Big Bad Boot Lighting Cues

Pre Set Black out

Bring up blue wash

Opening
Island moves to centre stage

Bring up spot on Mark as he comes up

Hand searches for shoes
Finds shoe on head
Listens and sea sound
Seagulls fly, land, search and pull out sock
Penguins
Sound of trumpet x 2 On 3rd time go to heel mountain.

Bring up warm wash if needed.

Questor knight comes out in boat goes to the audience.
Land on the island, climbs up the tower
Trumpet sound
SHOES
Jump down finds boot, then horse shoe get excited
Tow the island

Fade out spot

Trumpet sound
Giddy up and canter off to mainland

Bring up warm wash to 100%

periscope up
Canter away
Periscope turns, periscope up and looks and down

Plank comes out and Marks sets it in place
Bunyan comes out
Wellington
SHOES

Welly comes out, Bunyan tries to get it to the plank and it wont go. Pulls his arm. Bunyan carries him up the lift
Bunyan goes down
Welly follows
Bunyan turns and falls over with frustration
Picks Welly up and takes him up
Goes down and into the hole
ROO SHOES

Roo pops up

HIDE?

Hide and seek with Mark

Roo exits

Kanga comes with the basket and sees shoes

SHOES

Bunyan comes up and goes to BBB island to collect shoes with Mark

Go's back to the mainland

Take shoes out of the basket

Lays them out

NO

POLISH

Mark gets polish

ROO POLISH SHOES

Kanga comes and inspects the shoes

Kanga praises Roo

They look at the boot

Kanga shakes her head and looks at Mark and shakes her head.

Roo jumps in her pouch and Mark puts the boot back in the basket

Sound of wind

Kanga exits with Roo

Fade warm wash

Bring up blue wash

Go round the side and put food in the hole

Lights coming up the slit

Welly boot walks down the plank

Bring up warm wash to 100% slowly / 1minute fade up

Kanga comes on and go the boot and take off the lampshade.

Kanga takes one worm out and Mark takes the rest out

Worms in shoes

Kanga gives Mark a Kazoo from her pouch and exits

Wasps come on and pollinate the shoes and exit under the table

Mark animates dog, then donkey.

Dog plays with Welly, licks him they turn over, worm falls out and they go down hole.

Worm comes to life and goes in boot.

Wasps come back and pollinate the boot in the basket

Red boot comes to life and hisses until it hears the sound of Roo and hides in the basket.

Roo comes on and gets Welly out of hole

HIDE

Roo goes up the plank and hides behind mountain

BBB comes to life and eats welly

Roo comes out and BBB eats Roo and burps out the sock.

BBB over to his island

Mark hears the sound tea party and finds the sock

Goes to tell Kanga

Shows kanga the sock

Kanga asks Bunyan down the hole

Bunyan pops his head up

ROO? NO

Kanga goes to top of mountain

ROO?

Goes to mainland heel

Sad music

Mark and kanga look together and Kanga exits

Mark gets handkerchief

Sound of Boot Island draws Mark over to the BBB

Fade warm wash to 30% **Bring up red spot on Island**

Factory

BBB comes up, opens the hatch, puts shoes down and destroys some shoes. Hatch closed and wait for the steam sound. Tower opens and 2 boots come out and hiss over to mainland.

Fade red spot on Island

Hear the sound of tea party and goes to mountain and down hole in mountain

Bring up green spot on heel Island

Sound of worms coming up and they pop up at the top

BBB comes up on the top with a head

BBB comes out and walks across the stage, kicks the basket, (poss rollerskate) walks to BBB island looks around and comes back to mainland heel. Stands on the heel.

Sound of party, jumps on the cover of the hole, Bunyan comes up and down, BBB jumps off and Bunyan comes up again to see what the noise is. BBB hisses at him and he shuts the hole.

BBB covers the hole with the heel

Stands on the heel

Hears trumpet and goes down.

Questor comes and fight

Fight with Questor and Red Boots

End of fight, big bad boot head goes down hole

Fade out green spot on heel Island **Bring up warm wash to 100%**

Questor and Bunyan look at BBB and then go down hole

Kanga comes on looking for Roo

Finds Roo and they go down the hole

Mark puts BBB back in the factory and finds welly

Party time

Mark hears sounds of factory

Bring up red spot on Island

Mark finds baby shoes and goes back to main table

Fade out red spot on Island

Puts baby shoes on hat, and listens to poem

Holds his nose and jumps back into sea.

Fade out warm wash

Bring up warm wash for curtain call.