

<u>Time</u>	<u>Placement</u>	<u>Dept</u>	<u>Q#</u>	<u>Action</u>
<b>PART 1 (62:35)</b>				
<b>PRESET</b>				
	RAIL:		Leg #1 (LS-2)	IN
			Main Curtain (LS-3)	OUT
			DS Scrim (LS-4)	IN
			DS BOC (LS-5)	IN
			Leg #2 (LS-13)	IN
			Leg #3(LS-28)	IN
			Leg #3A [SL] (LS-31)	OUT
			Prison Grate (LS-32)	OUT
			Leg #3B [SR] (LS-33)	OUT
			Leg #4 (LS-43)	IN
			Cross (LS-47)	OUT
			Leg #5 (LS-57)	IN
			US Scrim (LS-58)	IN
			RP Screen (LS-59)	IN
			Star Drop (LS-85)	OUT
	DECK:		Tower B	ONSTAGE
			1 Escape Stairs	
			Tower A	OFFSTAGE
			1 Escape Stairs	
	PROPS:		Fountain	ONSTAGE
			*see props run paperwork for further info*	
	A/V:		Roving Montiors	SL2
				SR3

Time	Placement	Dept	Q#	Action	
<b>ACT I - The Garden (25:45)</b>					
:55	2/1/1	RAIL Q	1	DS BOC (LS-5)	OUT Slow
9:30	21/1/1	RAIL Q	3	DS Scrim (LS-4)	OUT Medium
25:45	50/L/L	RAIL Q	5	DS BOC (LS-5)	IN Fast
				auto follow: DS Scrim (LS-4)	IN Medium
<b>SCENE SHIFT TO II.1 - GYPSY SCENE (Orange Spikes)</b>					
Auto	Auto	RAIL Q:	7	Leg #3(LS-28)	OUT
				Leg #4 (LS-43)	
				US Scrim (LS-58)	OUT 2ft
				RP Screen (LS-59)	
		DECK:		ROTATE:	Tower B Clockwise to Orange Spikes
				TRACK:	Stairs to Tower B
				SET:	Tower A (w/ Anvil & Hammer)
					1 Escape Stair
		PROPS:		STRIKE:	Fountain
				SET:	Large Fire US (w/ 4 unfinished swords, pot, 2 ladles)
					Small Fire DS (w/ pot & 2 ladles)
					Anvil & Hammer on Tower B Platform
					Stool
w/ Tower A Set:		RAIL Q:	9	Leg #3(LS-28)	IN
				Leg #3A [SL] (LS-31)	
				Leg #4 (LS-43)	
				US Scrim (LS-58)	
				RP Screen (LS-59)	
<b>ACT II, Scene 1 - The Gypsy Scene (21:10)</b>					

<u>Time</u>	<u>Placement</u>	<u>Dept</u>	<u>Q#</u>	<u>Action</u>	
26:00	51/2/2	RAIL Q:	<b>10</b>	DS BOC (LS-5)	OUT Fast
26:20	52/2/2	RAIL Q:	<b>11</b>	DS Scrim (LS-4)	OUT Medium
46:55	91/4/7	RAIL Q:	<b>13</b>	DS BOC (LS-5)	IN Fast
			auto follow:	DS Scrim (LS-4)	IN Medium

### SCENE SHIFT TO II.2 - THE CONVENT (Blue Spikes)

Auto	RAIL Q:	<b>15</b>	US Scrim (LS-58)	OUT
			RP Screen (LS-59)	
	DECK:		TRACK:	Tower A to SR Tower B to SL 2 Escape Stairs to CS
	PROPS:		STRIKE:	2 Anvils & 2 Hammers Large Fire (w/ 2 unfinished swords, pot & 2 ladles) Small Fire (w/ pot & 2 ladles)
w/ Stairs Set:	RAIL Q:	17	Cross (LS-48)	IN
w/ Tower A & B Set:	RAIL Q:	19	US Scrim (LS-58)	IN
			RP Screen (LS-59)	

### ACT II, Scene 2 - The Convent (15:40)

46:55	92/1/1	RAIL Q:	<b>21</b>	DS BOC (LS-5)	OUT Medium
47:00	92/2/3	RAIL Q:	<b>22</b>	DS Scrim (LS-4)	OUT Fast
36:35	136/1/2	RAIL Q:	<b>23</b>	DS Scrim (LS-4)	IN Fast
36:50	135/L/L	RAIL Q:	<b>24</b>	DS BOC (LS-5)	IN Fast

### INTERMISSION (25:00)

### SHIFT TO III.1 - THE CAMPGROUNDS (Red Spikes)

<u>Time</u>	<u>Placement</u>	<u>Dept</u>	<u>Q#</u>	<u>Action</u>	
Auto		RAIL Q:	<b>25</b>	Cross (LS-48)	OUT
				Leg #3(LS-28)	
				Leg #4 (LS-43)	
				Leg #5 (LS-57)	
				US Scrim (LS-58)	
				RP Screen (LS-59)	
	DECK			STRIKE:	Tower A
					Tower B
					2 Escape Stairs
				SET:	Canopy
	PROPS:			SET:	16 Stools
					2 Tables (w/16 Plates & 16 Cups)
Auto		RAIL Q:	<b>26</b>	Leg #2 (LS-13)	IN
				Leg #3(LS-28)	
				Leg #4 (LS-43)	
				Leg #5 (LS-57)	
				US Scrim (LS-58)	
				RP Screen (LS-59)	

<u>Time</u>	<u>Placement</u>	<u>Dept</u>	<u>Q#</u>	<u>Action</u>	
<b>PART 2 (56:25)</b>					
<b>ACT III, Scene 1 - DiLuna's Camp (10:05)</b>					
:05	137/2/1	RAIL Q:	<b>27</b>	DS BOC (LS-5)	OUT Medium
:25	137/5/1	RAIL Q:	<b>28</b>	DS Scrim (LS-4)	OUT Very Fast
10:00	166/3/2	RAIL Q:	<b>29</b>	DS Scrim (LS-4)	IN Fast
10:05	166/3/5	RAIL Q:	<b>30</b>	DS BOC (LS-5)	IN Fast
<b>SHIFT TO III.2 - MANRICO'S CHAMBERS (Yellow Spikes)</b>					
Auto	Auto	RAIL Q:	31	Leg #4 (LS-43)	OUT
		DECK:		SET:	Tower B
					Escape Stairs
		PROPS:		STRIKE:	Canopy
					16 Stools
					2 Tables
				SET:	Desk (w/ Map, Manrico Sword, paper, ink well & quills)
					2 Thrones
w/ Tower B Set		RAIL Q:	33	Leg #4 (LS-43) Leg #3A (LS-31)	IN
<b>ACT III, Scene 2 - Manrico's Chambers (8:35)</b>					
10:05	167/1/1	RAIL Q:	<b>35</b>	DS BOC (LS-5)	OUT Fast
10:15	167/2/3	RAIL Q:	<b>36</b>	DS Scrim (LS-4)	OUT Fast
14:30	171/4/3	SOUND Q:	--	Organ Mic Up	
15:45	173/1/6	SOUND Q:	--	Organ Mic Out	

<u>Time</u>	<u>Placement</u>	<u>Dept</u>	<u>Q#</u>	<u>Action</u>	
18:40	183/3/L	RAIL Q:	<b>37</b>	DS BOC (LS-5)	IN Fast
			auto follow:	DS Scrim (LS-4)	IN Medium

### SHIFT TO IV.1 - THE TOWER (Green Spikes)

Auto	Auto	RAIL Q:	<b>39</b>	Leg #4 (LS-43)	OUT
				Leg #3A [SL] (LS-31)	
				Leg #5 (LS-57)	
				US Scrim (LS-58)	
				RP Screen (LS-59)	
		DECK:		SET:	Tower A
					1 Escape Stairs
					Step Unit of Tower B
				TRACK:	Tower B
		PROPS:		STRIKE:	Desk (w/ Map, Manrico Sword, paper, ink well & quills)
					2 Thrones
w/ Tower A Set:		RAIL Q:	<b>41</b>	Leg #4 (LS-43)	IN
				Leg #5 (LS-57)	
				US Scrim (LS-58)	
				RP Screen (LS-59)	

### ACT IV, Scene 1 - The Tower (20:40)

19:00	184/2/3	RAIL Q:	<b>43</b>	DS BOC (LS-5)	OUT Slow
19:05	184/3/3	RAIL Q:	<b>44</b>	DS Scrim (LS-4)	OUT Medium
39:10	223/3/1	RAIL Q:	<b>45</b>	DS Scrim (LS-4)	IN Fast
39:15	223/3/4	RAIL Q:	<b>46</b>	DS BOC (LS-5)	IN Medium

Time	Placement Dept	Q#	Action
<b>SHIFT TO IV.2 - THE PRISON (Pink Spikes)</b>			
	DECK:	TRACK:	Tower A Tower B 1 Escape Stairs
w/ Towers A & B Set:	RAIL Q:	47	Prison Grate (LS-32) IN

<u>Time</u>	<u>Placement</u>	<u>Dept</u>	<u>Q#</u>	<u>Action</u>	
				Leg #3B (LS-33)	
<b>ACT IV, Scene 2 - The Prison (17:05)</b>					
39:25	224/1/1	RAIL Q:	<b>49</b>	DS BOC (LS-5)	OUT Medium
40:00	224/2/3	RAIL Q:	<b>50</b>	DS Scrim (LS-4)	OUT Medium
55:30		RAIL Q:	<b>51</b>	Prison Grate (LS-32)	OUT Fast
56:25		RAIL Q:	<b>53</b>	DS BOC (LS-5)	IN Fast
<b>BOWS (5:00)</b>					
w/ Stage Clear		RAIL Q:	<b>55</b>	DS BOC (LS-5)	OUT Fast
w/ Bows Done		RAIL Q:	<b>57</b>	DS BOC (LS-5)	IN Fast
			auto follow:	DS Scrim (LS-4)	IN Medium