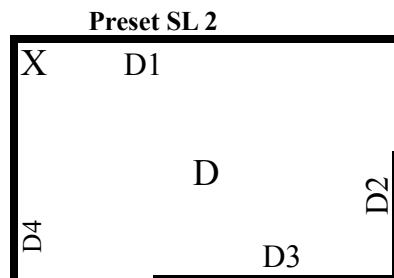
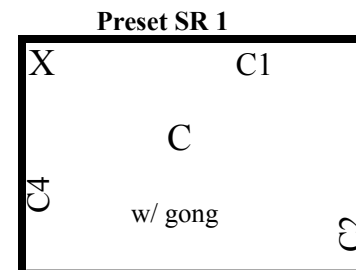
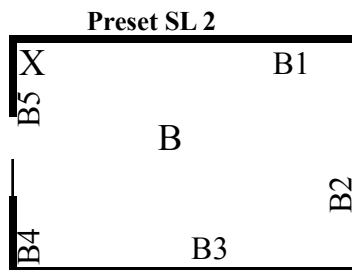
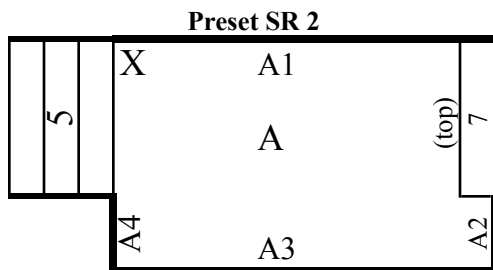
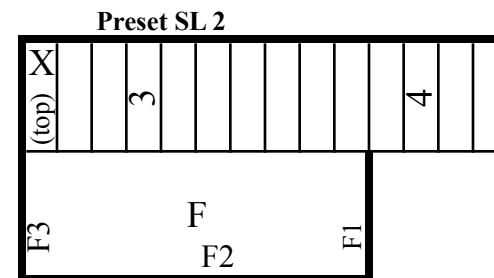
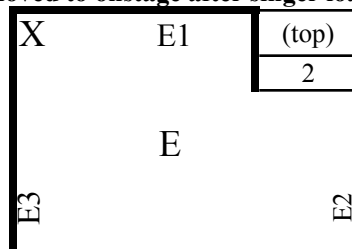


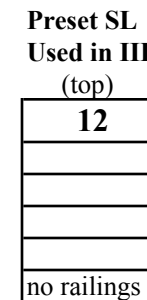
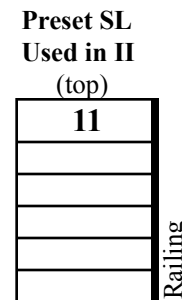
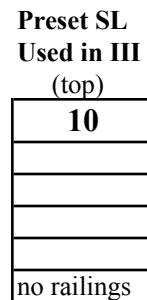
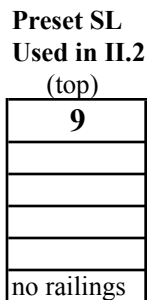
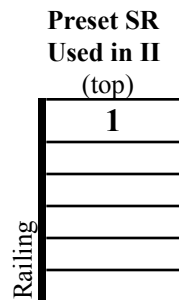
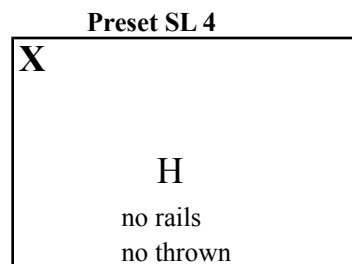
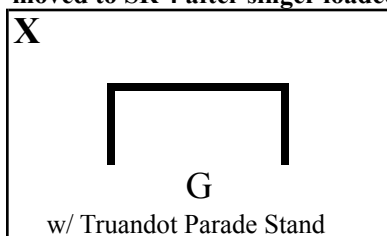
**Top of Show**  
**Platform / Railing / Stairs Tracking**



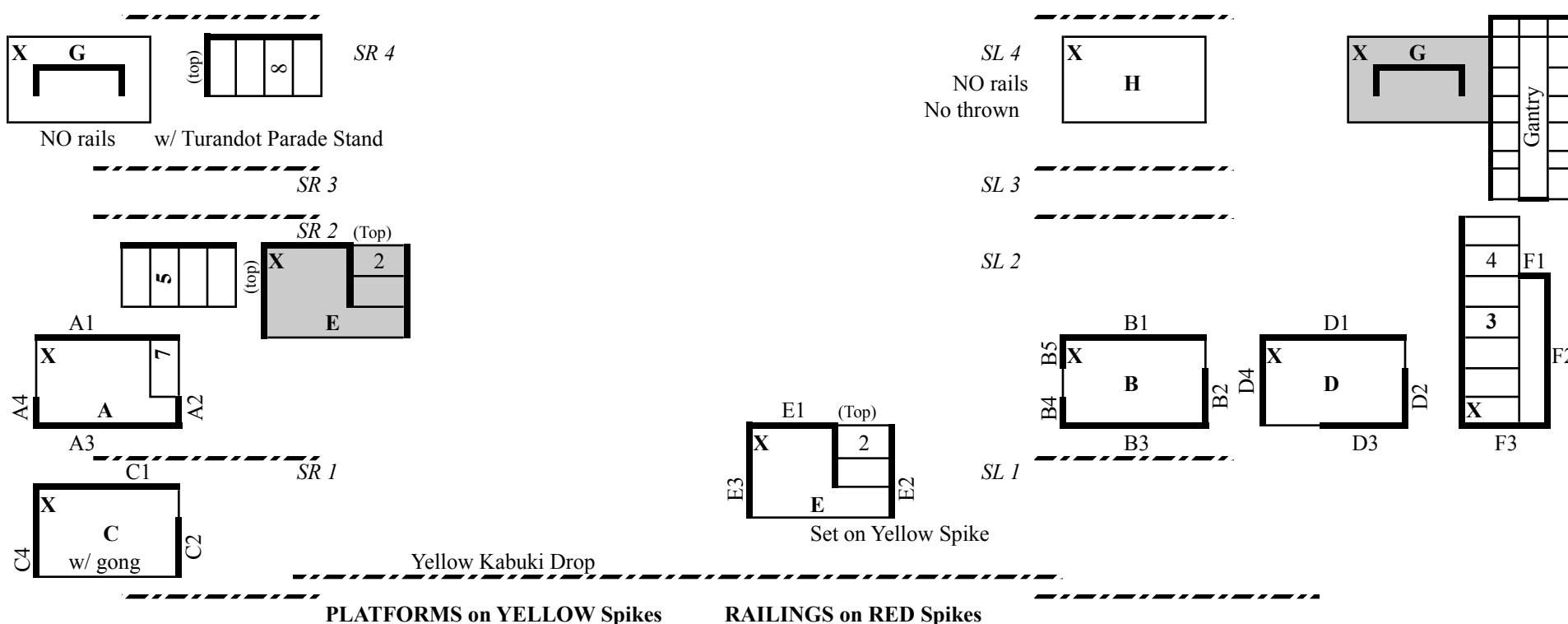
**Preset SR 2**  
**moved to onstage after singer loaded**



**Preset at Gantry**  
**moved to SR 4 after singer loaded**



**Top of Show Preset**



**Top of show check**

All Brakes filled with air  
ALL units ready to roll BRAKES UNLOCKED  
Pattern indicates on bottom level  
Shading indicates where unit should be for loading, unit moves to no shaded placement for Top of Run  
X = indicates where the brake should be

**RAIL**

Yellow IN  
CS BLOC IN  
PR Scrim IN

**DECK set with assistance of Rail**

Flying Stairs  
Hung and flown out  
Yellow Kabuki Drop  
Hung and ready to be tripped

**PRESHOW LOAD**

-5:00	SR	Load Mandarin on Plat E using Stair 5 (in SR wing 2). When load complete, move Platform E to yellow spike onstage
	SL	Load Turandot double on Plat G using SL Gantry. When load complete, move Platform G to Yellow Spike Off Right wing 4

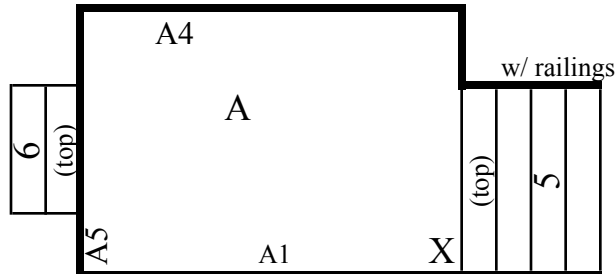
<b>Act I Run (31:53)</b>
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73.1.1	<b>15:15</b>	<b>SL</b>	ASSIST: Cast with exit of Plaform G Make Sure SL Tab is out of the way for her entrance
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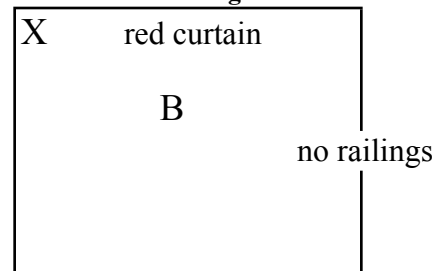
UNLOAD Turandot Double

**Top of Act II**  
**Platform / Railing / Stairs Tracking**

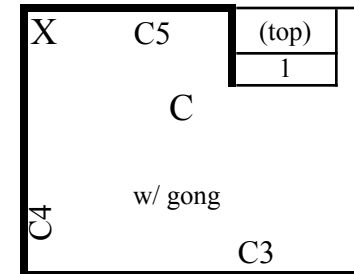
**Preset SL1**



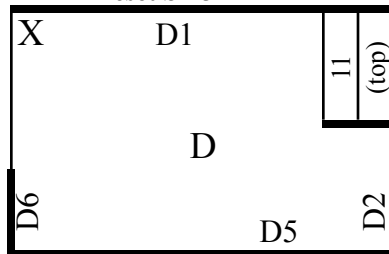
**Preset onstage**



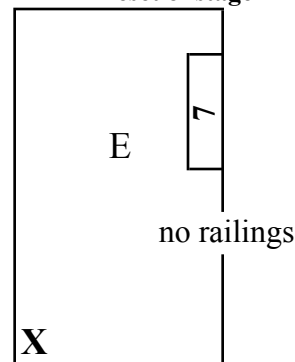
**Preset SR 1**



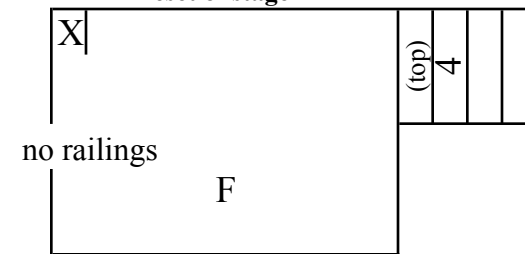
**Preset SL 3**



**Preset onstage**

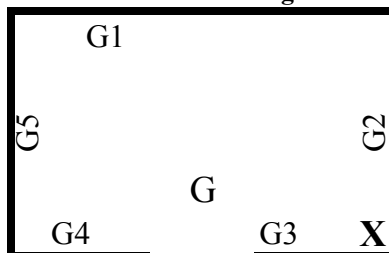


**Preset onstage**



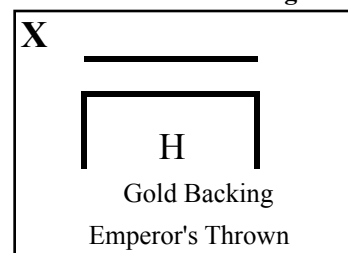
**Preset at Gantry**

**moved to SL 3 after singer loaded**

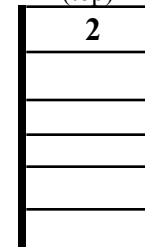


**Preset at Gantry**

**moved to SL 3 after singer loaded**

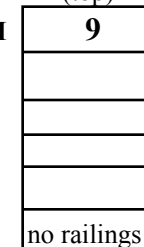


**Preset SR**  
**Used in II.2**  
**(top)**



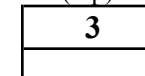
**12:00 into Act II**  
Quick Set  
onto platform E  
with railings  
E1, E3, E4

**Preset SL**  
**Used in II.2**  
**(top)**

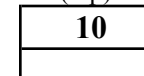


**12:00 into Act II**  
Quick Set  
onto platform F

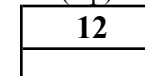
**Preset SL**  
**Used in III**  
**(top)**



**Preset SL**  
**Used in III**  
**(top)**



**Preset SL**  
**Used in III**  
**(top)**



no railings

no change
no railings

no change
no railings

**1st intermission (25:00)**

You will need the following  
railings for your  
1st intermission change

**A5 C5 D6**  
**C3 D5**

**CHANGE Rails, Platforms, and Stairs as indicated below:**

**Platform A**

Strike Rail 2  
Strike stair 7  
reset to Plat E  
Set Rail 5  
Set stair 6 below

**Platform C**

Strike rails 1,2  
Set rails 3,5  
Set stairs #1 w/ rail

**Platform E**

Strike ALL rails (2,3,5), left with NO rails  
Strike stairs 2  
Set stairs #7 below (from plat A)

**Preset Rails E3,4,SR3 for change**

**Platform G**

No change

You will need the folling items  
Preset SR for your quick change  
in Act II

Stairs 2                      Railings  
with railings                      E1, E3, E4

**Platform B**

Strike ALL rails (1-5),  
left with NO rails  
Set Curtain

**Platform D**

Strike rails 3,4  
Set rails 5,6  
Set stairs 11 w/ rails

**Platform F**

Strike ALL Rails (1,2,3), left with NO rails  
Strike stair rails, stairs 3  
Strike Stair 3 (both sections)  
Attach Stair 4 WITHOUT rails

**Platform H**

Set thrown,  
gold panels

You will need the folling items  
Preset SL for your quick change  
in Act II

Stairs 9

**Stairs 2**

ADD Railings

**Stairs 3**

STRIKE Railings

**Stairs 4**

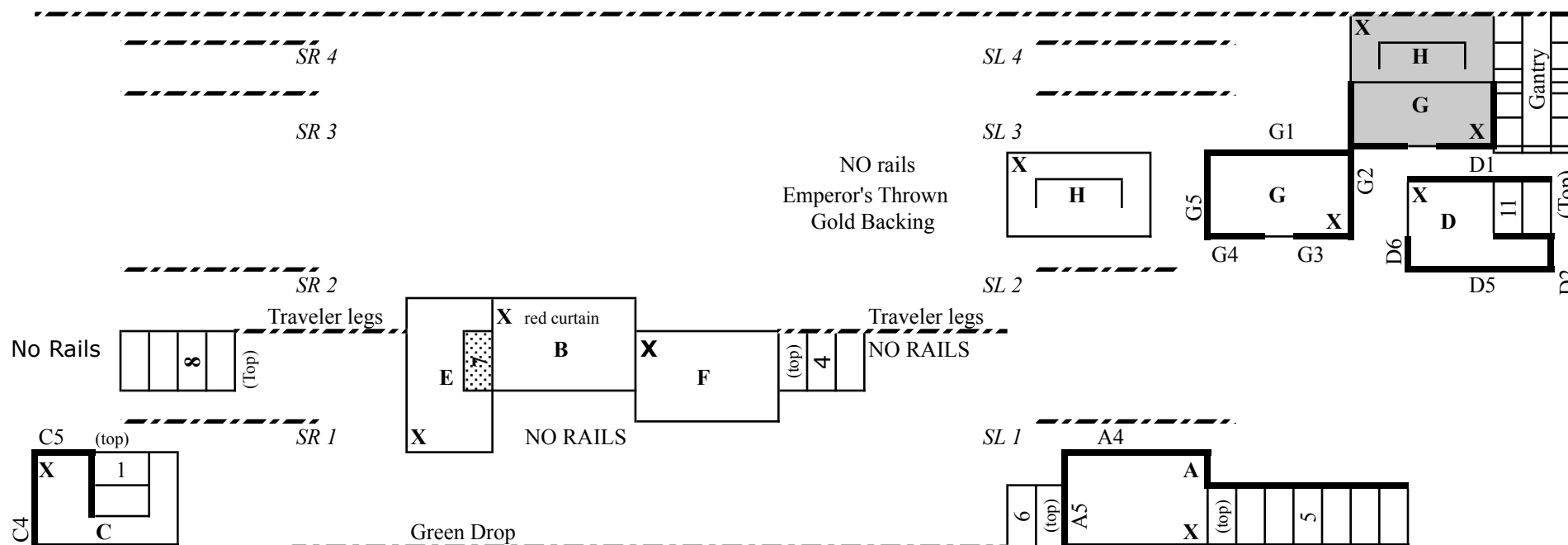
STRIKE Railings  
ATTACH to Platform F

**Stairs 8**

STRIKE rails, preset SR 2

\*\* Please note: all changes should be complete at 20:00 into intermission, main curtain will be flown out at that time\*\*

**Top of Act II Preset**



C3

X = indicates where the brake should be

A1

PLATFORMS on BROWN Spikes

RAILINGS on TEAL Spikes

**Act II Run (41:50)**

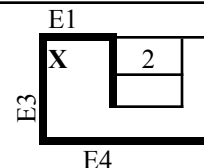
**3:00 SL** Load Emperor on Plat H using Gantry  
When load complete, move Platform H to SL wing 3, ready to roll onto stage (Platform G behind it)

**9:00 SL** Load Mandarin on Platform A  
Using Stairs 5. When load complete, keep Platform A in SL wing 1 to ready to roll onto stage

**10:00 SL** Load Turandot on Plat G using Gantry  
When load complete, move Platform G to SL wing 3, ready to roll onto stage (behind platform H)

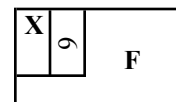
207.1.1 **12:00 SR 4** RECEIVE: Platform B from Supers

**SR 3** RECEIVE: Platform E from Supers  
STRIKE: Stairs 7 from below  
SET rails 1, 3, 4  
SET Stairs 2 on E above, with railing



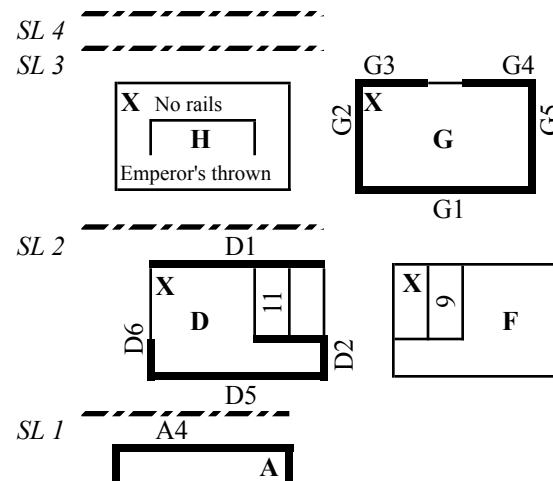
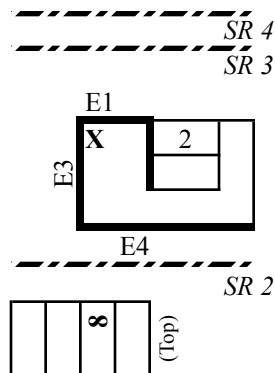
KEEP in SR 3 for re-entry at 19:20

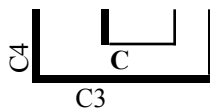
**SL 2** RECEIVE: Platform F from Supers  
SET Stairs 9 without rails  
STRIKE STAIR 4 (keep SL)



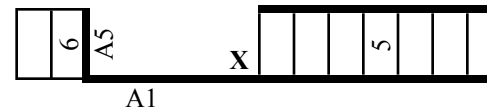
KEEP in SL 2 for re-entry at 19:20

**SL 2** REVERSE Platform Order for Re-entry  
Platform D moves closer to onstage, to re-enter 1st  
Platform F moves offstage, to re-enter 2nd  
DOUBLE CHECK ALL BRAKES,  
THEY MUST BE IN PROPER PLACE  
AS INDICATED ON DIAGRAM BELOW





X = indicates where the brake should be



215.1.1	13:00	SL 3	ASSST cast bring platform H onstage with Emperor riding on it	Indicated Below in diagram , platform filled in light grey
<b>WIL Q: SL Side Pipe moves IN once H to enter</b>				

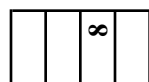
225.2.3	19:00	SL 1	ASSIST Platform A with Stairs 5 onstage with Mandarin riding on it	Indicated Below in diagram; platform filled in pattern
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226.1.1	19:25	SR / SL	CAST enter with 'cluster'	Indicated Below in diagrams, platforms are not filled in
		SR 1	Platform C	
		SR 3	Platform E	
		SL 2	Platform D	
			Platform F	

20:00	SL 3	ASSIST cast enter with Platform G with Turandot riding on it	Indicated Below in diagrams, platform filled in dark grey
SL Side Pipe does not move, watch to make sure it singer does not get hit			

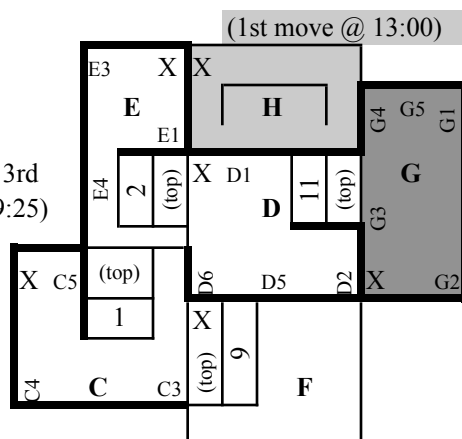
SR 4  
SR 3

SR 2



SR 1

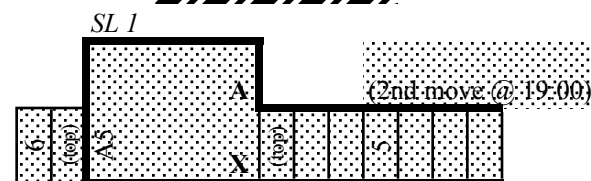
(All others 3rd  
move @ 19:25)



X = indicates where the brake should be

SL 4  
SL 3

SL 2



262.1.1	34:00	Onstage	CAST explode cluster, move to new spikes
		SR 2	ASSIST cast with entrance of Stairs 8

SL 2 RECEIVE Platform D from supers  
Remove Stair 11 remove rails from 11 for preset in Act III

42:00 SL ASSIST Emperor off of Platform H

Onstage ASSIST Turandot off of Platform F

**2nd intermission (15:00)**

REFILL all brakes with air

CHANGE Rails, Platforms, and Stairs as indicated below:

**RAIL**

SL Side pipe out for clear  
of platform H  
then back in after H exit  
Attach Blue Drop to LS 5  
Blue Drop IN  
Black Scrim IN

Platform A  
Done, Store SL

Platform B  
Done, Store SL

Platform C  
Done, Store SL

Platform D  
Done, Store SL

Platform E  
Done, Store SL

Platform F  
Strike Stair 9

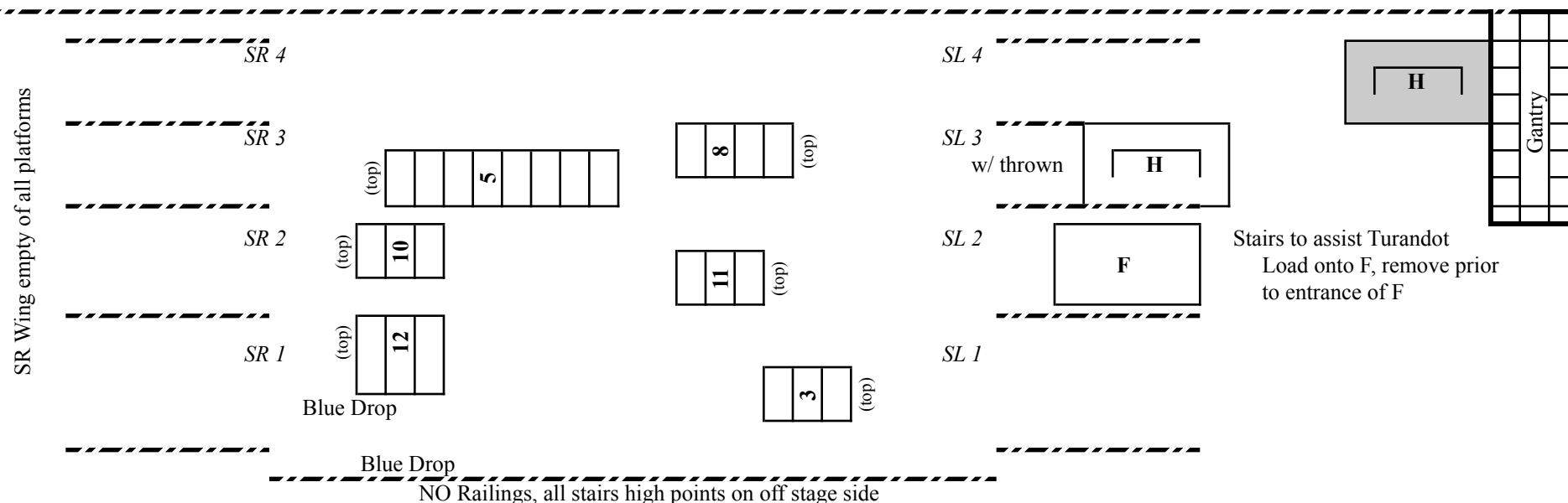
Platform G  
Done, Store SL

Platform H  
with emperor thrown

Stairs 11  
Remove Railings

\*\* Please note: all changes should be complete at 10:00 into intermission, main curtain will be flown out at that time\*\*

**Top of Act III Preset**





**Stairs on Blue Spikes**

**No RAILINGS on anything**

**Act III Run (37:28)**

323.1.3	9:30	SL 2	ASSIST Platform F onstage Turandot riding on
350.2.1	23:00	SL / SR SL 2	CAST exit with stair cases CAST exit with Platform F
	14:00	SL	Load Emperor on Plat H using Gantry When load complete, move Platform H to SL wing , ready to roll onto stage
378.1.1	34:00	SL 4	SET Platform H onstage to Teal / Blue Spikes SET Ping, Pang. Pong onstage IN QUICK SET
		SL 4	SM will Q SL Side Pipe Out <b>WIL Q Rail with SL Side Pipe IN once Platfrom H is clear</b>
	37:00	SL	ASSIST Emperor off Platform