



Production III Contract Project

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Arts Management and Production III

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This contract project is an extension of the Lighting Paperwork for Arts Management and Production III. Attached to this document are my cue setting sheets for both *Crapshooter's Ballet* and *Luck Be A Lady Tonight* from *Guys and Dolls*. These sheets would be used by the lighting designer as cue notation and cue setting notes. Stage Management could use the sheets as calling sheets to better understand the calling of each cue. Additionally my lighting paperwork is attached for reference. Below are the links to the productions I am referencing for time codes and choreographic blocking.

Video References

[Crapshooters Ballet](#) & [Luck Be A Lady Tonight](#)

Instrument Schedule

#1 Electric

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Front Warm	DSL	Source 4 36 Degree	R53+R119		24	-
2	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		218	1/1
3	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		217	1/12
4	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		216	1/23
5	Front Warm	DSCL	Source 4 36 Degree	R53+R119		23	-
6	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		215	1/34
7	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		214	1/45
8	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		213	1/56
9	Front Warm	DSCR	Source 4 36 Degree	R53+R119		22	-
10	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		212	1/67
11	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		211	1/78
12	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		210	1/89
13	Front Warm	DSR	Source 4 36 Degree	R53+R119		21	-

#2 Electric

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Front Warm/Blend Sec 1 & 2	CSL	Source 4 26 Degree	R53+R119		33	-
2	Spot Mover	-	ETC Halcyon Titanium	-		302	2/1
3	Front Warm/Blend Sec 1 & 3	CSL	Source 4 26 Degree	R53+R119		32	-
4	Spot Mover	-	ETC Halcyon Titanium	-		301	2/61
5	Front Warm/Blend Sec 1 & 4	CSR	Source 4 26 Degree	R53+R119		31	-
6	Spot Mover	-	ETC Halcyon Titanium	-		300	2/121
7	Front Warm/Blend Sec 1 & 5	CSR	Source 4 26 Degree	R53+R119		30	-

#3 Electric

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Back LED	DSL	Rush Par Zoom	-		153	3/1
2	Back Pink	DSL	ETC Source 4 Par WFL	R336 + R132		62	-
3	Back Warm	DSL	ETC Source 4 Par WFL	R3408 + R132		72	-
4	Back Cool	DL	ETC Source 4 Par WFL	R63 + R132		82	-
5	Back LED	DSL	Rush Par Zoom	-		152	3/11
6	Back Pink	DSC	ETC Source 4 Par WFL	R336 + R132		61	-
7	Back Warm	DSC	ETC Source 4 Par WFL	R3408 + R132		71	-
8	Back Cool	DSC	ETC Source 4 Par WFL	R63 + R132		81	-
9	Back LED	DSR	Rush Par Zoom	-		151	3/21
10	Back Pink	DSR	ETC Source 4 Par WFL	R336 + R132		60	-
11	Back Warm	DSR	ETC Source 4 Par WFL	R3408 + R132		70	-
12	Back Cool	DSR	ETC Source 4 Par WFL	R63 + R132		80	-
13	Back LED	DSR	Rush Par Zoom	-		150	3/31

#4 Electric

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Front Warm	USL	Source 4 36 Degree	R53+R119		28	-
2	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		228	4/1
3	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		227	4/12
4	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		226	4/23
5	Front Warm	USCL	Source 4 36 Degree	R53+R119		27	-
6	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		225	4/34
7	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		224	4/45
8	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		223	4/56
9	Front Warm	USCR	Source 4 36 Degree	R53+R119		26	-
10	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		222	4/67
11	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		221	4/78
12	Wash Mover (<i>front light</i>)	-	Martin Mac Wash 101	-		220	4/89
13	Front Warm	USR	Source 4 36 Degree	R53+R119		25	-

#5 Electric

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Spot Mover	-	ETC Halcyon Titanium	-		305	5/1
2	Front Warm/Blend Portal	USC	Source 4 26 Degree	R53+R119		35	-
3	Spot Mover	-	ETC Halcyon Titanium	-		304	5/61
4	Front Warm/Blend Portal	USC	Source 4 26 Degree	R53+R119		34	-
5	Spot Mover	-	ETC Halcyon Titanium	-		303	5/121

#6 Electric

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Back LED	USL	Rush Par Zoom	-		157	6/1
2	Back Pink	USL	ETC Source 4 Par WFL	R336 + R132		65	-
3	Back Warm	USL	ETC Source 4 Par WFL	R3408 + R132		75	-
4	Back Cool	USL	ETC Source 4 Par WFL	R63 + R132		85	-
5	Back LED	USL	Rush Par Zoom	-		156	6/11
6	Back Pink	USC	ETC Source 4 Par WFL	R336 + R132		64	-
7	Back Warm	USC	ETC Source 4 Par WFL	R3408 + R132		74	-
8	Back Cool	USC	ETC Source 4 Par WFL	R63 + R132		84	-
9	Back LED	USR	Rush Par Zoom	-		155	6/21
10	Back Pink	USR	ETC Source 4 Par WFL	R336 + R132		63	-
11	Back Warm	USR	ETC Source 4 Par WFL	R3408 + R132		73	-
12	Back Cool	USR	ETC Source 4 Par WFL	R63 + R132		83	-
13	Back LED	USR	Rush Par Zoom	-		154	6/31

#6.5 Electric

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Sewer Wall Cyc Light	Down/on wall	Chroma Color Source 4 72' Strip Light	-		184	7/1
2	Sewer Wall Cyc Light	Down/on wall	Chroma Color Source 4 72' Strip Light	-		183	7/5
3	Sewer Wall Cyc Light	Down/on wall	Chroma Color Source 4 72' Strip Light	-		182	7/9
4	Sewer Wall Cyc Light	Down/on wall	Chroma Color Source 4 72' Strip Light	-		181	7/13
5	Sewer Wall Cyc Light	Down/on wall	Chroma Color Source 4 72' Strip Light	-		180	7/17

#7 Electric

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Wash Mover (<i>back light</i>)	-	Martin Mac Wash 101	-		231	8/1
2	Spot Mover (<i>back light</i>)	-	ETC Halcyon Titanium	-		306	8/23
3	Wash Mover (<i>back light</i>)	-	Martin Mac Wash 101	-		230	8/12

#7.5 Electric

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Sewer Wall Cyc Light	Down/on wall	Chroma Color Source 4 72' Strip Light	-		192	9/1
2	Sewer Wall Cyc Light	Down/on wall	Chroma Color Source 4 72' Strip Light	-		191	9/5
3	Sewer Wall Cyc Light	Down/on wall	Chroma Color Source 4 72' Strip Light	-		190	9/9

Downstage Marquee

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Marquee Bulbs Odd	-	Marquee Strands	-		400	-
2	Marquee Bulbs Even	-	Marquee Strands	-		401	-

Upstage Marquee

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Marquee Bulbs Odd	-	Marquee Strands	-		402	-
2	Marquee Bulbs Even	-	Marquee Strands	-		403	-

Front Sewer Wall Portal

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Marquee Bulbs Odd	-	Marquee Strands	-		404	-
2	Marquee Bulbs Even	-	Marquee Strands	-		405	-

Front of House Beam 1

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Wash Mover (front light/audience effect)	-	Martin Mac Wash 101	-		208	10/1
2	Wash Mover (front light/audience effect)	-	Martin Mac Wash 101	-		207	10/12
3	Wash Mover (front light/audience effect)	-	Martin Mac Wash 101	-		206	10/23
4	Spot Mover (front light/audience effect)	-	ETC Halcyon Titanium	-		351	10/91
5	Wash Mover (front light/audience effect)	-	Martin Mac Wash 101	-		205	10/34
6	Wash Mover (front light/audience effect)	-	Martin Mac Wash 101	-		204	10/45
7	Wash Mover (front light/audience effect)	-	Martin Mac Wash 101	-		203	10/56
8	Spot Mover (front light/audience effect)	-	ETC Halcyon Titanium	-		350	10/151
9	Wash Mover (front light/audience effect)	-	Martin Mac Wash 101	-		202	10/67
10	Wash Mover (front light/audience effect)	-	Martin Mac Wash 101	-		201	10/78
11	Wash Mover (front light/audience effect)	-	Martin Mac Wash 101	-		200	10/89

Front of House Beam 2

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Front Warm (onstage)	USL	Source 4 26 Degree	R53+R119		16	-
2	Front Warm (onstage)	DSL	Source 4 36 Degree	R53+R119		13	-
3	Front Warm (onstage)	USC	Source 4 26 Degree	R53+R119		15	-
4	Front Warm (onstage)	DSC	Source 4 36 Degree	R53+R119		12	-
5	Front Warm (onstage)	USR	Source 4 26 Degree	R53+R119		14	-
6	Front Warm (onstage)	DSR	Source 4 36 Degree	R53+R119		11	-

Front of House Beam 3

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Front Warm (apron)	Apron SL	Source 4 26 Degree	R53+R119		5	-
2	Front Warm (apron)	Apron SL	Source 4 26 Degree	R53+R119		4	-
3	Front Warm (apron)	Apron CS	Source 4 26 Degree	R53+R119		3	-
4	Front Warm (apron)	Apron SR	Source 4 26 Degree	R53+R119		2	-
5	Front Warm (apron)	Apron SR	Source 4 26 Degree	R53+R119		1	-

Box Boom House Left

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	High Side Warm (apron)	Apron SR	Source 4 26 Degree	R410 + R119		40	-
2	High Side Warm (apron)	Apron CS	Source 4 26 Degree	R410 + R119		41	-
3	High Side Warm (apron)	Apron SL	Source 4 26 Degree	R410 + R119		42	-
4	Spot Mover	-	ETC Halcyon Titanium	-		352	11/1

Box Boom House Right

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	High Side Cool (<i>apron</i>)	Apron SL	Source 4 26 Degree	L202 + R119		50	-
2	High Side Cool (<i>apron</i>)	Apron CS	Source 4 26 Degree	L202 + R119		51	-
3	High Side Cool (<i>apron</i>)	Apron SR	Source 4 26 Degree	L202 + R119		52	-
4	Spot Mover	-	ETC Halcyon Titanium	-		353	12/1

US Ground Row

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	Sewer Wall Cyc Light (<i>up</i>)	Up/On Wall	Chroma Color Source 4 72' Strip Light	-		197	13/1
2	Sewer Wall Cyc Light (<i>up</i>)	Up/On Wall	Chroma Color Source 4 72' Strip Light	-		196	13/5
3	Sewer Wall Cyc Light (<i>up</i>)	Up/On Wall	Chroma Color Source 4 72' Strip Light	-		195	13/9

Stage Left Proscenium Taildown

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	High Side Cool Far	Apron SR	Source 4 26 Degree	L202 + R119		53	-
2	High Side LED Far	Apron SR	Rush Par Zoom	-		162	14/1
3	High Side Cool Near	Apron SL	Source 4 26 Degree	L202 + R119		54	-
4	High Side LED Near	Apron SL	Rush Par Zoom	-		163	14/11
5	High Side Break Up Far	Apron SR	Source 4 36 Degree	NC + R77119		92	-
6	High Side Break Up Near	Apron SL	Source 4 36 Degree	NC + R77119		93	-

Stage Left Taildown 1

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	High Side Cool Far	DSR	Source 4 26 Degree	L202 + R119		55	-
2	High Side LED Far	DSR	Rush Par Zoom	-		166	15/1
3	High Side Cool Near	DSL	Source 4 26 Degree	L202 + R119		56	-
4	High Side LED Near	DSL	Rush Par Zoom	-		167	15/11
5	High Side Break Up Far	DSR	Source 4 36 Degree	NC + R77119		96	-
6	High Side Break Up Near	DSL	Source 4 36 Degree	NC + R77119		97	-

Stage Left Taildown 2

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	High Side Cool Far	USR	Source 4 26 Degree	L202 + R119		57	-
2	High Side LED Far	USR	Rush Par Zoom	-		170	16/1
3	High Side Cool Near	USL	Source 4 26 Degree	L202 + R119		58	-
4	High Side LED Near	USL	Rush Par Zoom	-		171	16/11
5	High Side Break Up Far	USR	Source 4 36 Degree	NC + R77119		101	-
6	High Side Break Up Near	USL	Source 4 36 Degree	NC + R77119		102	-

Stage Right Proscenium Taildown

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	High Side Warm Far	Apron SL	Source 4 26 Degree	R410 + R119		43	-
2	High Side LED Far	Apron SL	Rush Par Zoom	-		160	17/1
3	High Side Warm Near	Apron SR	Source 4 26 Degree	R410 + R119		44	-
4	High Side LED Near	Apron SR	Rush Par Zoom	-		161	17/11
5	High Side Break Up Far	Apron SL	Source 4 36 Degree	NC + R77119		90	-
6	High Side Break Up Near	Apron SR	Source 4 36 Degree	NC + R77119		91	-

Stage Right Taildown 1

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	High Side Warm Far	DSL	Source 4 26 Degree	R410 + R119		45	-
2	High Side LED Far	DSL	Rush Par Zoom	-		164	28/1
3	High Side Warm Near	DSR	Source 4 26 Degree	R410 + R119		46	-
4	High Side LED Near	DSR	Rush Par Zoom	-		165	28/11
5	High Side Break Up Far	DSL	Source 4 36 Degree	NC + R77119		94	-
6	High Side Break Up Near	DSR	Source 4 36 Degree	NC + R77119		95	-

Stage Right Taildown 2

Unit #	Purposes	Focus	Instrument Type	Gel + Gobo	Channel	Address	Dimmer
1	High Side Warm Far	USL	Source 4 26 Degree	R410 + R119		47	-
2	High Side LED Far	USL	Rush Par Zoom	-		168	18/1
3	High Side Warm Near	USR	Source 4 26 Degree	R410 + R119		48	-
4	High Side LED Near	USR	Rush Par Zoom	-		169	18/11
5	High Side Break Up Far	USL	Source 4 36 Degree	NC + R77119		98	-
6	High Side Break Up Near	USR	Source 4 36 Degree	NC + R77119		99	-

Channel Hookup

Channel	Position	Unit #	Instrument Type	Purpose	Color + Gobo	Dimmer Address
1	FOH Beam 3	5	Source 4 26 Degree	Front Warm	R53+R119	-
2	FOH Beam 3	4	Source 4 26 Degree	Front Warm	R53+R119	-
3	FOH Beam 3	3	Source 4 26 Degree	Front Warm	R53+R119	-
4	FOH Beam 3	2	Source 4 26 Degree	Front Warm	R53+R119	-
5	FOH Beam 3	1	Source 4 26 Degree	Front Warm	R53+R119	-
11	FOH Beam 2	6	Source 4 36 Degree	Front Warm	R53+R119	-
12	FOH Beam 2	4	Source 4 36 Degree	Front Warm	R53+R119	-
13	FOH Beam 2	2	Source 4 36 Degree	Front Warm	R53+R119	-
14	FOH Beam 2	5	Source 4 26 Degree	Front Warm	R53+R119	-
15	FOH Beam 2	3	Source 4 26 Degree	Front Warm	R53+R119	-
16	FOH Beam 2	1	Source 4 26 Degree	Front Warm	R53+R119	-
21	1st Electric	13	Source 4 36 Degree	Front Warm	R53+R119	-
22	1st Electric	9	Source 4 36 Degree	Front Warm	R53+R119	-
23	1st Electric	5	Source 4 36 Degree	Front Warm	R53+R119	-
24	1st Electric	1	Source 4 36 Degree	Front Warm	R53+R119	-
25	4th Electric	13	Source 4 36 Degree	Front Warm	R53+R119	-
26	4th Electric	9	Source 4 36 Degree	Front Warm	R53+R119	-
27	4th Electric	5	Source 4 36 Degree	Front Warm	R53+R119	-
28	4th Electric	1	Source 4 36 Degree	Front Warm	R53+R119	-
30	2nd Electric	7	Source 4 26 Degree	Front Warm	R53+R119	-
31	2nd Electric	5	Source 4 26 Degree	Front Warm	R53+R119	-
32	2nd Electric	3	Source 4 26 Degree	Front Warm	R53+R119	-
33	2nd Electric	1	Source 4 26 Degree	Front Warm	R53+R119	-
34	5th Electric	4	Source 4 26 Degree	Front Warm	R53+R119	-
35	5th Electric	2	Source 4 26 Degree	Front Warm	R53+R119	-
40	Box Boom HL	1	Source 4 26 Degree	HX Warm	R410+R119	-
41	Box Boom HL	2	Source 4 26 Degree	HX Warm	R410+R119	-
42	Box Boom HL	3	Source 4 26 Degree	HX Warm	R410+R119	-
43	SR Proscenium Taildown	1	Source 4 26 Degree	HX Warm	R410+R119	-
44	SR Proscenium Taildown	3	Source 4 26 Degree	HX Warm	R410+R119	-
45	SR 1st Taildown	1	Source 4 26 Degree	HX Warm	R410+R119	-
46	SR 1st Taildown	3	Source 4 26 Degree	HX Warm	R410+R119	-
47	SR 2nd Taildown	1	Source 4 26 Degree	HX Warm	R410+R119	-
48	SR 2nd Taildown	3	Source 4 26 Degree	HX Warm	R410+R119	-
50	Box Boom HR	1	Source 4 26 Degree	HX Cool	L202+R119	-
51	Box Boom HR	2	Source 4 26 Degree	HX Cool	L202+R119	-
52	Box Boom HR	3	Source 4 26 Degree	HX Cool	L202+R119	-
53	SL Proscenium Taildown	1	Source 4 26 Degree	HX Cool	L202+R119	-
54	SL Proscenium Taildown	3	Source 4 26 Degree	HX Cool	L202+R119	-
55	SL 1st Taildown	1	Source 4 26 Degree	HX Cool	L202+R119	-
56	SL 1st Taildown	3	Source 4 26 Degree	HX Cool	L202+R119	-
57	SL 2nd Taildown	1	Source 4 26 Degree	HX Cool	L202+R119	-
58	SL 2nd Taildown	3	Source 4 26 Degree	HX Cool	L202+R119	-
60	3rd Electric	10	ETC Source 4 Par WFL	Back Pink	R336+R132	-
61	3rd Electric	6	ETC Source 4 Par WFL	Back Pink	R336+R132	-
62	3rd Electric	2	ETC Source 4 Par WFL	Back Pink	R336+R132	-
63	6th Electric	10	ETC Source 4 Par WFL	Back Pink	R336+R132	-
64	6th Electric	6	ETC Source 4 Par WFL	Back Pink	R336+R132	-
65	6th Electric	2	ETC Source 4 Par WFL	Back Pink	R336+R132	-
70	3rd Electric	11	ETC Source 4 Par WFL	Back Warm	R3408+R132	-
71	3rd Electric	7	ETC Source 4 Par WFL	Back Warm	R3408+R132	-
72	3rd Electric	3	ETC Source 4 Par WFL	Back Warm	R3408+R132	-

73 6th Electric	11	ETC Source 4 Par WFL	Back Warm	R3408+R132	-
74 6th Electric	7	ETC Source 4 Par WFL	Back Warm	R3408+R132	-
75 6th Electric	3	ETC Source 4 Par WFL	Back Warm	R3408+R132	-
80 3rd Electric	12	ETC Source 4 Par WFL	Back Cool	R63+R132	-
81 3rd Electric	8	ETC Source 4 Par WFL	Back Cool	R63+R132	-
82 3rd Electric	4	ETC Source 4 Par WFL	Back Cool	R63+R132	-
83 6th Electric	12	ETC Source 4 Par WFL	Back Cool	R63+R132	-
84 6th Electric	8	ETC Source 4 Par WFL	Back Cool	R63+R132	-
85 6th Electric	4	ETC Source 4 Par WFL	Back Cool	R63+R132	-
90 SR Proscenium Taildown	5	Source 4 26 Degree	Side Breakups	NC+R77119	-
91 SR Proscenium Taildown	6	Source 4 26 Degree	Side Breakups	NC+R77119	-
92 SL Proscenium Taildown	5	Source 4 26 Degree	Side Breakups	NC+R77119	-
93 SL Proscenium Taildown	6	Source 4 26 Degree	Side Breakups	NC+R77119	-
94 SR 1st Taildown	5	Source 4 26 Degree	Side Breakups	NC+R77119	-
95 SR 1st Taildown	6	Source 4 26 Degree	Side Breakups	NC+R77119	-
96 SL 1st Taildown	5	Source 4 26 Degree	Side Breakups	NC+R77119	-
97 SL 1st Taildown	6	Source 4 26 Degree	Side Breakups	NC+R77119	-
98 SR 2nd Taildown	5	Source 4 26 Degree	Side Breakups	NC+R77119	-
99 SR 2nd Taildown	6	Source 4 26 Degree	Side Breakups	NC+R77119	-
100 SL 2nd Taildown	5	Source 4 26 Degree	Side Breakups	NC+R77119	-
101 SL 2nd Taildown	6	Source 4 26 Degree	Side Breakups	NC+R77119	-
150 3rd Electric	13	Rush Par Zoom	Back LED	-	3/31
151 3rd Electric	9	Rush Par Zoom	Back LED	-	3/21
152 3rd Electric	5	Rush Par Zoom	Back LED	-	3/11
153 3rd Electric	1	Rush Par Zoom	Back LED	-	3/1
154 6th Electric	13	Rush Par Zoom	Back LED	-	6/31
155 6th Electric	9	Rush Par Zoom	Back LED	-	6/21
156 6th Electric	5	Rush Par Zoom	Back LED	-	6/11
157 6th Electric	1	Rush Par Zoom	Back LED	-	6/1
160 SR Proscenium Taildown	2	Rush Par Zoom	Side LED	-	17/1
161 SR Proscenium Taildown	4	Rush Par Zoom	Side LED	-	17/11
162 SL Proscenium Taildown	2	Rush Par Zoom	Side LED	-	14/1
163 SL Proscenium Taildown	4	Rush Par Zoom	Side LED	-	14/11
164 SR 1st Taildown	2	Rush Par Zoom	Side LED	-	28/1
165 SR 1st Taildown	4	Rush Par Zoom	Side LED	-	28/11
166 SL 1st Taildown	2	Rush Par Zoom	Side LED	-	15/1
167 SL 1st Taildown	4	Rush Par Zoom	Side LED	-	15/11
168 SR 2nd Taildown	2	Rush Par Zoom	Side LED	-	18/1
169 SR 2nd Taildown	4	Rush Par Zoom	Side LED	-	18/11
170 SL 2nd Taildown	2	Rush Par Zoom	Side LED	-	16/1
171 SL 2nd Taildown	4	Rush Par Zoom	Side LED	-	16/11
180 6.5 Electric	5	Chroma Q Colorforce 72	Sewer Wall Light	-	7/17
181 6.5 Electric	4	Chroma Q Colorforce 73	Sewer Wall Light	-	7/13
182 6.5 Electric	3	Chroma Q Colorforce 74	Sewer Wall Light	-	7/9
183 6.5 Electric	2	Chroma Q Colorforce 75	Sewer Wall Light	-	7/5
184 6.5 Electric	1	Chroma Q Colorforce 76	Sewer Wall Light	-	7/1
190 7.5 Electric	3	Chroma Q Colorforce 76	Sewer Wall Light	-	9/9
191 7.5 Electric	2	Chroma Q Colorforce 76	Sewer Wall Light	-	9/5
192 7.5 Electric	1	Chroma Q Colorforce 76	Sewer Wall Light	-	9/1
195 US Ground Row	3	Chroma Q Colorforce 77	Sewer Wall Light	-	13/9
196 US Ground Row	2	Chroma Q Colorforce 78	Sewer Wall Light	-	13/5
197 US Ground Row	1	Chroma Q Colorforce 79	Sewer Wall Light	-	13/1
200 FOH Beam 1	11	Martin Mac Wash	Wash Mover (FOH)	-	10/89
201 FOH Beam 1	10	Martin Mac Wash	Wash Mover (FOH)	-	10/78
202 FOH Beam 1	9	Martin Mac Wash	Wash Mover (FOH)	-	10/67

203	FOH Beam 1	7	Martin Mac Wash	Wash Mover (FOH)	-	10/56
204	FOH Beam 1	6	Martin Mac Wash	Wash Mover (FOH)	-	10/45
205	FOH Beam 1	5	Martin Mac Wash	Wash Mover (FOH)	-	10/34
206	FOH Beam 1	3	Martin Mac Wash	Wash Mover (FOH)	-	10/23
207	FOH Beam 1	2	Martin Mac Wash	Wash Mover (FOH)	-	10/12
208	FOH Beam 1	1	Martin Mac Wash	Wash Mover (FOH)	-	10/1
210	1st Electric	12	Martin Mac Wash	Wash Mover (DS)	-	1/89
211	1st Electric	11	Martin Mac Wash	Wash Mover (DS)	-	1/78
212	1st Electric	10	Martin Mac Wash	Wash Mover (DS)	-	1/67
213	1st Electric	8	Martin Mac Wash	Wash Mover (DS)	-	1/56
214	1st Electric	7	Martin Mac Wash	Wash Mover (DS)	-	1/45
215	1st Electric	6	Martin Mac Wash	Wash Mover (DS)	-	1/34
216	1st Electric	4	Martin Mac Wash	Wash Mover (DS)	-	1/23
217	1st Electric	3	Martin Mac Wash	Wash Mover (DS)	-	1/12
218	1st Electric	2	Martin Mac Wash	Wash Mover (DS)	-	1/1
220	4th Electric	12	Martin Mac Wash	Wash Mover (US)	-	4/89
221	4th Electric	11	Martin Mac Wash	Wash Mover (US)	-	4/78
222	4th Electric	10	Martin Mac Wash	Wash Mover (US)	-	4/67
223	4th Electric	8	Martin Mac Wash	Wash Mover (US)	-	4/56
224	4th Electric	7	Martin Mac Wash	Wash Mover (US)	-	4/45
225	4th Electric	6	Martin Mac Wash	Wash Mover (US)	-	4/34
226	4th Electric	4	Martin Mac Wash	Wash Mover (US)	-	4/23
227	4th Electric	3	Martin Mac Wash	Wash Mover (US)	-	4/12
228	4th Electric	2	Martin Mac Wash	Wash Mover (US)	-	4/1
230	7th Electric	3	Martin Mac Wash	Wash Mover (USC)	-	8/12
231	7th Electric	1	Martin Mac Wash	Wash Mover (USC)	-	8/1
300	2nd Electric	6	ETC Halcyon Titanium	Spot Mover (DSL)	-	2/121
301	2nd Electric	4	ETC Halcyon Titanium	Spot Mover (DSC)	-	2/61
302	2nd Electric	2	ETC Halcyon Titanium	Spot Mover (DSR)	-	2/1
303	5th Electric	5	ETC Halcyon Titanium	Spot Mover (USL)	-	5/121
304	5th Electric	3	ETC Halcyon Titanium	Spot Mover (USC)	-	5/61
305	5th Electric	1	ETC Halcyon Titanium	Spot Mover (USR)	-	5/1
306	7th Electric	2	ETC Halcyon Titanium	Spot Mover (US)	-	8/23
350	FOH Beam 1	8	ETC Halcyon Titanium	Spot Mover (FOHL)	-	10/151
351	FOH Beam 1	4	ETC Halcyon Titanium	Spot Mover (FOHR)	-	10/91
352	Box Boom HL	4	ETC Halcyon Titanium	Spot Mover (HL)	-	11/1
353	Box Boom HR	4	ETC Halcyon Titanium	Spot Mover (HR)	-	12/1
400	Down Stage Marquee	1	String Lights	DS Marquee	-	-
401	Down Stage Marquee	2	String Lights	DS Marquee	-	-
402	Upstage Marquee	1	String Lights	US Marquee	-	-
403	Upstage Marquee	2	String Lights	US Marquee	-	-
404	Sewer Wall	1	String Lights	Sewer Wall	-	-
405	Sewer Wall	2	String Lights	Sewer Wall	-	-

Magic Sheet

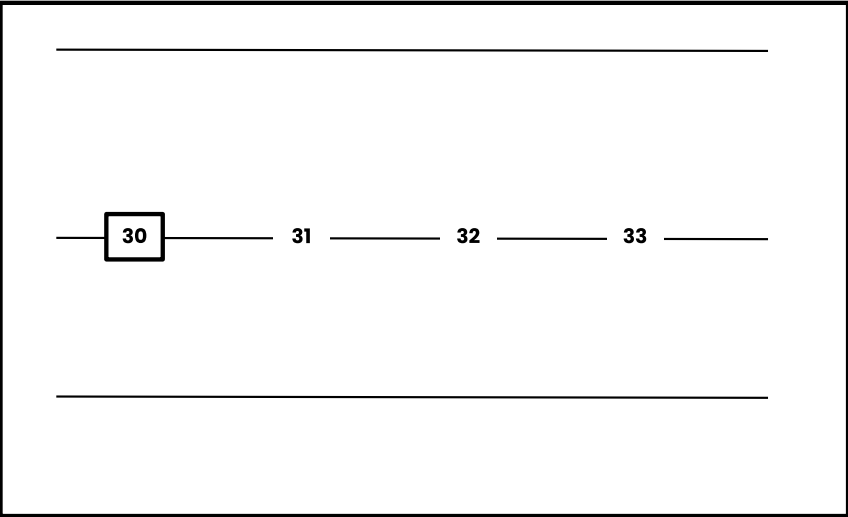
Front Warm (FOH) - R53 + R119

14	15	16		
11	12	13		
1	2	3	4	5

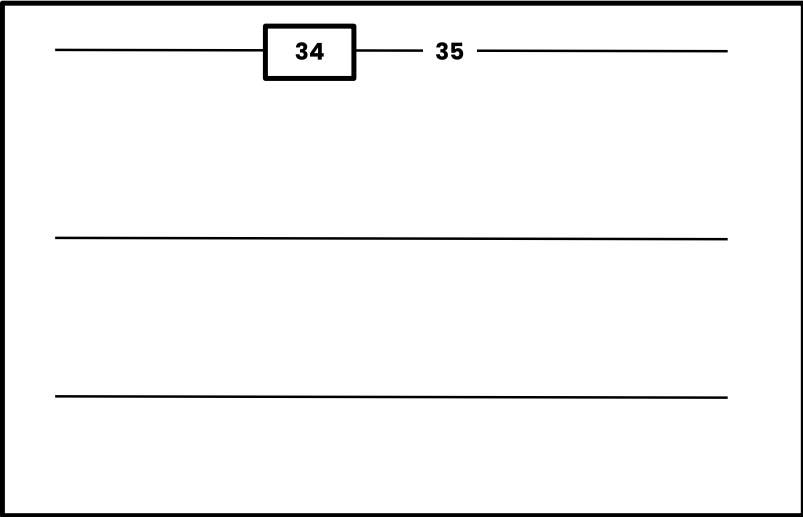
Front Warm (onstage) - R53 + R119

25	26	27	28
21	22	23	24

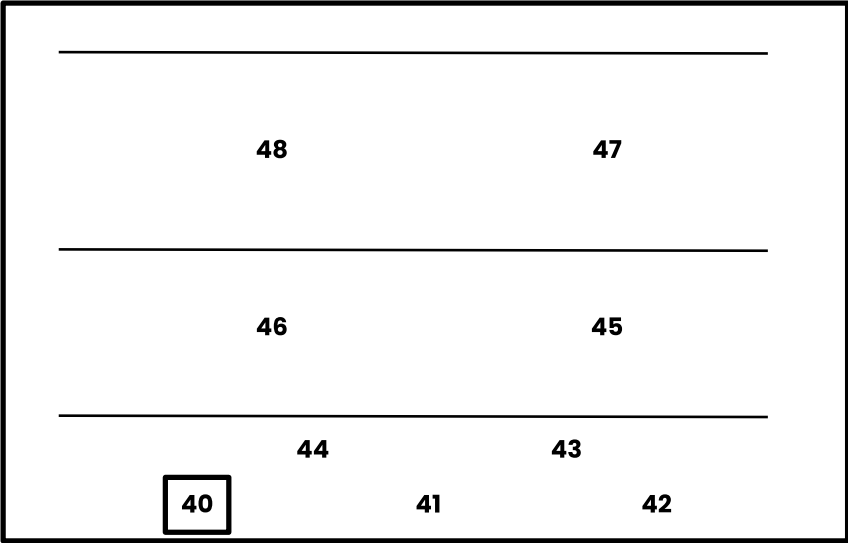
Front Warm (under midstage marquee) - R53 + R119



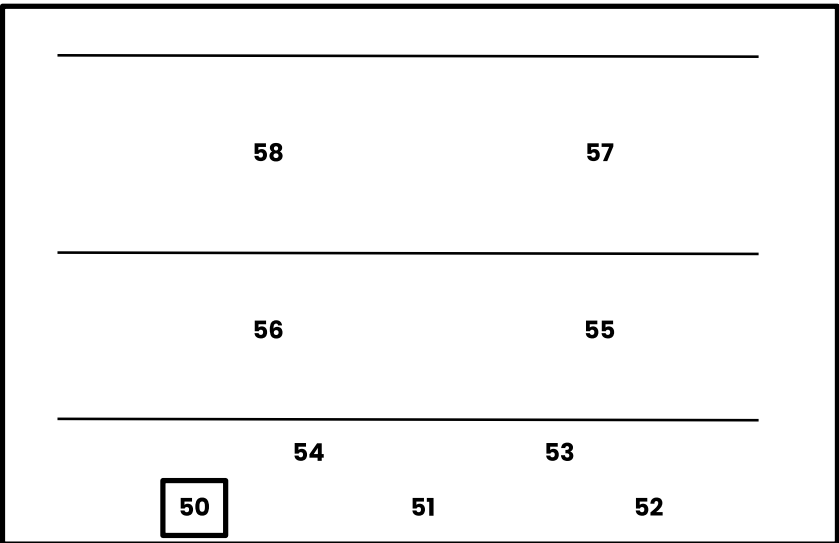
Front Warm (sewer wall portal) - R53 + R119



HX Warm - R410 +R119



HX Cool - L202 + R119



Back Pink - R336 + R132

63	64	65
60	61	62

Back Warm - R3408 + R132

73	74	75
70	71	72

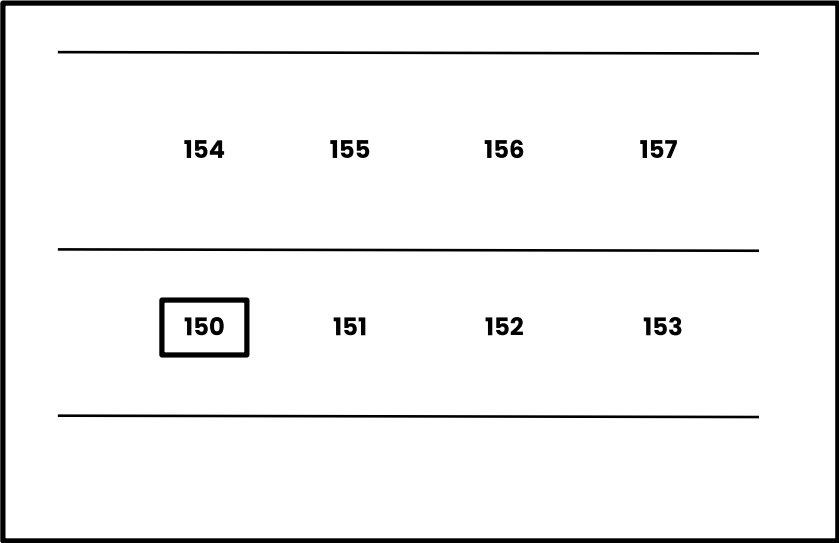
Back Cool - R63 + R132

83	84	85
80	81	82

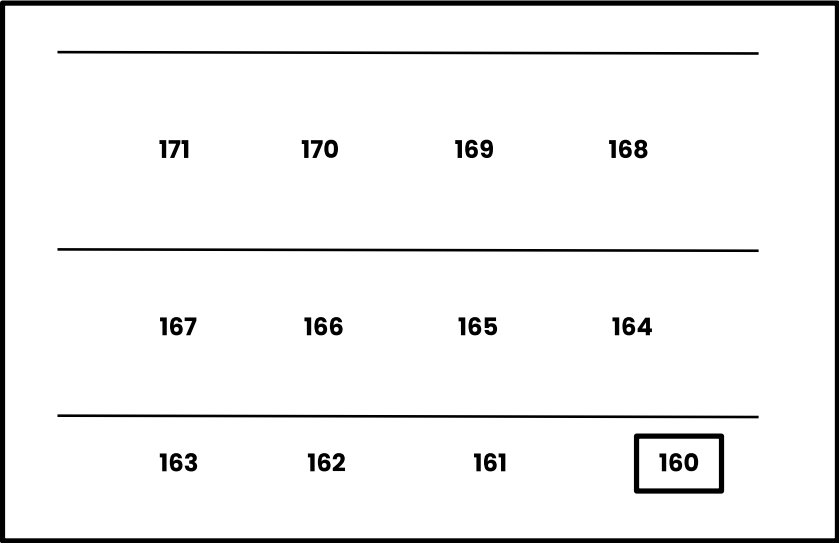
Side Breakups - NC + R77119

101	100	99	98
97	96	95	94
93	92	91	90

Back LED



Side LED



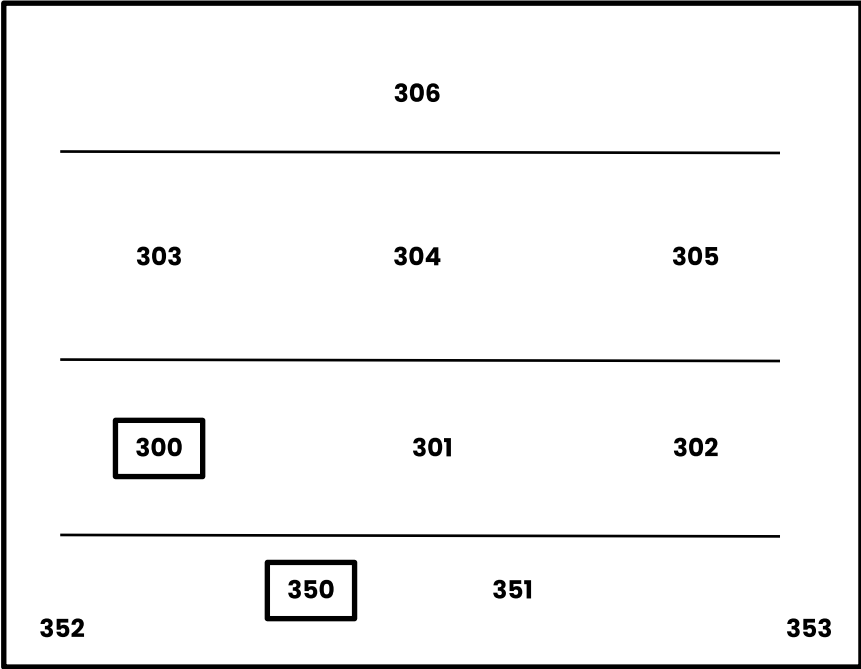
Sewer Wall Light

	190	191	192	
	195	196	197	
180	181	182	183	184

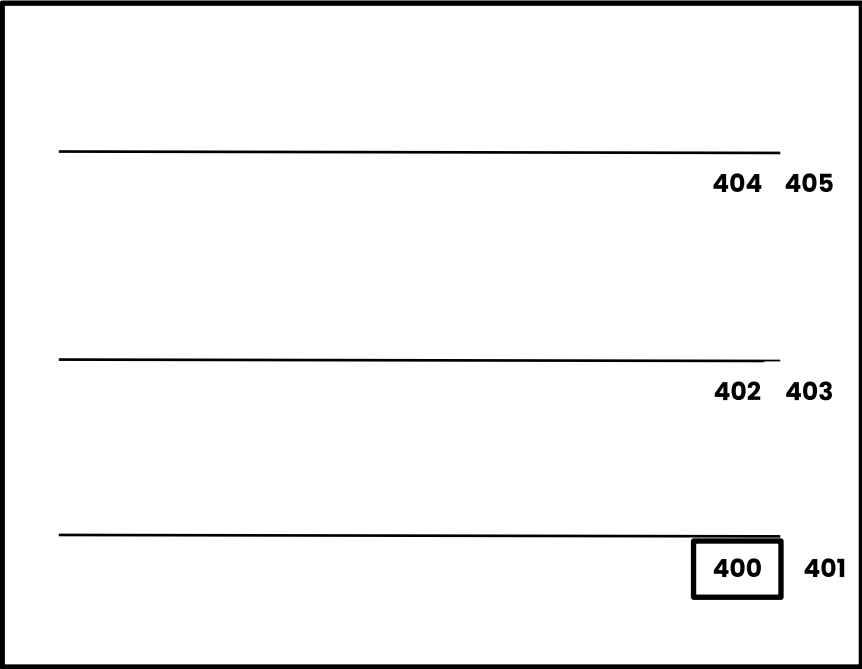
Martin Mac Wash

			230		231				
220	221	222	223	224	225		226	227	228
210	211	212	213	214	215		216	217	218
200	201	202	203	204	205		206	207	208

ETC Halcyon Titanium



Marquee Lights



Guys and Dolls Cue Setting Sheet- Crapshooters Ballet

Time Code	Cue	Description	Time	Fixture	Intensity	Color	Zoom	Position	Gobo	Notes/FX
0:00	2	Dark and Moody Lighting	0	300-305	50	Green	In Focus	Home Position	2.3- Art Ducko	Rotation - 40 bpm
				306	25	Green	Wide as Possible	Facing Audience	NA	Blurry
				55-58	40					
				61 + 64 + 81 + 84	40					
				151 + 152 + 155 + 156	60	Indigo (Blue + Purple)	30			
				161 + 162 + 165 + 166 + 169 + 170	60	Indigo (Blue + Purple)	30			
				180-184	30	Blue				
				195-197	30	Green				
0:10	4	Moody Lighting Less Dark	4	201 + 204 + 207	60	Green		Apron CS		
				211 + 214 + 217	60	Green		DSC		
				221 + 224 + 227	60	Green		USC		
				300-305	50	Green	In Focus	Home Position	2.3- Art Ducko	STOMP Rotation
				306	OUT					
				400, 401 + 402,403 + 404, 405	30					Alternating 36 BPM between even and odd
0:16	6	Bright, sudden, not too much white	0	12 + 15 + 22 + 23 + 26 + 27 + 31 + 32	60					
				45-48	60					
				55-58	60					
				61 + 64	75					
				71 + 74	75					
				81 + 84	75					
				151 + 152 + 155 + 156	80	Indigo (Blue + Purple)	50			
				161 + 162 + 165 + 166 + 169 + 170	80	Green	20			
				180-184	80	Blue				
				195-197	60	Green				
				190-192	100	Light Blue				
				201 + 204 + 207	60	Green				
				211 + 214 + 217	60	Green				
				221 + 224 + 227	60	Green				
				300-305	60	White	In Focus	Home Position	2.3- Art Ducko	STOMP Rotation
				400, 401 + 402,403 + 404, 405	80					Alternating 72 BPM between even and odd
				12 + 22 + 23 + 31 + 32	50					
				15 + 26 + 27	OUT					
				45 + 46	50					
				47 + 48	OUT					
				55 + 56	50					
				57 + 58	OUT					

0:23	8	Less Bright, less movement, focus on DSC not apron or USC	3	65 + 66	50					
				67 + 68	OUT					
				61	50					
				71	25					
				81	75					
				64 + 74 + 84	OUT					
				151 + 152	60	Indigo (Blue + Purple)				
				155 + 156	OUT					
				165 + 166	60	Green	30			
				161 + 162 + 169 + 170	OUT					
				180-184	50	Royal Blue				
				190-192	100	Dark Green				
				195-197	60	Dark Blue				
				201 + 204 + 207	25	Yellow-Green		DSC Focus Only		
				211 + 214 + 217	25	Yellow-Green		DSC Focus Only		
				221 + 224 + 227	25	Yellow-Green		DSC Focus Only		
				300+ 302	50	Green	In Focus	Home Position	2.3- Art Ducko	
				301	50	Green	In Focus	Home Position	2.3- Art Ducko	Clockwise Rotation (slow-ish)- match speed of choreography
				303 + 305	50	Green	In Focus	Criss Cross on back wall	2.3- Art Ducko	
				304	50	Green	In Focus	Back on Sewer Wall 2 (off first wall)	2.6- Fenced In	Clockwise Rotation (slow-ish)
				400, 401 + 402,403 + 404, 405	60					Alternating 72 BPM between even and odd
0:32	10	Flash, all movers will flash brighter and to white before resuming back to cue 8	0.5	201 + 204 + 207	50	White		DSC Focus Only		
				211 + 214 + 217	50	White		DSC Focus Only		
				221 + 224 + 227	50	White		DSC Focus Only		
				300+ 302	80	White	In Focus	Home Position	2.3- Art Ducko	
				301	80	White	In Focus	Home Position	2.3- Art Ducko	Clockwise Rotation (slow-ish)- match speed of choreography
				303 + 305	80	White	In Focus	Criss Cross on back wall	2.3- Art Ducko	
				304	80	White	In Focus	Back on Sewer Wall 2 (off first wall)	2.6- Fenced In	Clockwise Rotation (slow-ish)
				400, 401 + 402,403 + 404, 405	70					
	11	Auto Follow back to cue 8 delay of .2 seconds	4	REVERT TO CUE 8						
				11-16	60					
				21-28	60					
				30-33	60					
				45-48	OUT					
				55-58	60					
				60-65	OUT					

0:37	12	Brighten up DS and US start to incorporate brighter colors such as yellow, some effect with LEDS without movement	2/6	70-75	70				
				80-85	70				
				150-157	50 GREEN		45		
				164-171	60 YELLOW		30		
				180-184	OUT				
				190-192	30 YELLOW				
				195-197	100 DARK GREEN				
				210-228	20/50 UGLY YELLOW GREEN		Random Fanned out With Pan (>0) and Tilt (-90 thru 90)		Highlight (to 50 brightness and white) at 18 bpm with a 4 second fade) only 2 on each electric
				300 + 302 + 303 + 305	80 PALE YELLOW	In Focus	300 (DSR) 302 (DSL) 303 (USR) 305 (USL)	2.3- Art Ducko	
				400, 401 + 402,403 + 404, 405	60				Alternating 72 BPM between even and odd
0:52	14	Focus on the game being played DSC (use center movers and front mac washes)	2.5	1-171	OUT				
				190-197	80 RED				
				200-299	OUT				
				301 + 304	60 RED	In Focus	Focus on CS using shutter cuts to have a clear rectangle	NA	
				202-206	40 Tan/Pale Lavender		Focus on the rectangle block without spreading out of lines		
				400, 401 + 402,403 + 404, 405	30/10				Even brighter, odd dimmer
1:05	16	Similar to Green Look	3/1.5	1-16	50				
				21-28	50				
				30-33	50				
				40-48	40				
				50-58	60				
				70-75	50				
				80-85	70				
				150-157	60 Yellow		35		
				160-171	70 Yellow		35		
				180-185	40 Yellow				
				190-192	50 Yellow				
				195-197	100 Green				
				200-231	40 Green		Cross Positions Fanned Out		
				300-306	60 Green	In Focus	Home Positions	2.7- The Only Way is Up	Rotation- 30 bpm
				400-405	60/30				Alternating 36 BPM between even and odd
				1-16	40				

1:19	18	Chaos, start to add red, maybe some movement or FX	2	21-28	OUT					
				30-33	40					
				40-48	50					
				50-58	50					
				70-75	40					
				80-85	50					
				150-157	60	Yellow	45			
				160-171	60	Yellow	35			
				180-185	40	Yellow/Green				
				190-192	50	Red				
				195-197	50	Red				
				200-231	70	Red		Fanned Out Positions (small beams)		
				300-306	60	Red	In Focus	Home Position	2.7- The Only Way is Up	Stomp-Rotation
1:21	20	Bump, cyc effect, bump up marquee, moving lights white	0	400-405	60/30					Alternating 36 BPM between even and odd
				200-231	90	White		Fanned Out Positions (small beams)		
				300-306	80	White	In Focus	Home Position	2.7- The Only Way is Up	Stomp-Rotation
	21	Auto Follow back to cue 20 delay of 1 seconds	4	400-405	80					
1:29	22	Start to add chaos, focus DSC	3	REVERT TO CUE 20						
				1 + 5 + 11 + 13 + 14 thru 16	30					
				2 thru 4 + 12	60					
				30-33	30					
				40-48	40					
				50-58	40					
				70-75 except 71	40					
				80-85 except 81	40					
				71 + 81	60					
				150-157	50	Green	40			
				160-171	60	Yellow				
				180-185	50	Yellow				
				190-192	60	Green				
				195-197	60	Green				
				220-231	40	Red		Point Towards DSC (should make a focus spot)		
				300-305 except 304	50	Red	in focus	Towards DSC	2.3- Art Ducko	No Rotation or Movement, fix swoop if necessary
				400-405	60/30					Alternating 36 BPM between even and odd

1:35	26	Turn	0.5	1-179	OUT					
				180-184	25	Yellow				
				190-197	25	Green				
				200-231	OUT					
				301	40	Green		Towards CS	No Gobo	No FX
				304	60	Yellow	In Focus	Towards CS	2.3- Art Ducko	Rotation 30 BPM Clockwise
				400 + 402 + 404	20					Alternating 72 BPM between even and odd
1:38	28	Return to Cue 22	0	Return to Cue 22 Fix Swoop If Necessary						
1:48	30	Bump to full look with color shift	2	1-15	30					
				21-33	20					
				40-48	40					
				50-58	40					
				60-65	60					
				70-75	40					
				80-85	20					
				150-157	60	Red	40			
				160-171	50	Red	20			
				180-185	OUT					
				190-197	40	Yellow				
				200-231	30	Red	Fill in any spots that don't have red from Zombies			
				300 + 302 + 304	60	Yellow	In Focus	Home Positions	2.3-Art Ducko	Rotation 30 Bpm and Zoom FX
				301 + 303 + 305	60/0	Yellow		Circle Effect	No Gobo	Circle Effect with dimmer effect
				400, 401 + 402,403 + 404, 405	80/20					Alternating 36 BPM between even and odd, hit the decay immediately
2:08	32	Chaos 1	3	1-15	40					
				21-33	30					
				40-48	50					
				50-58	50					
				60-65	60					
				70-75	40					
				80-85	20					
				150-157	80	YELLOW	40			
				160-171	60	Red	30			
				180-185	50	Red				
				190-197	40	Yellow				
				200-231	20	Red				Searchlight Effect, towards audience
				300-305	40	Red	In Focus	Home Position	2.3 Art Ducko	Staggered Dimmer Effect and Zoom Effect

				400, 401 + 402,403 + 404, 405	80/20					Alternating 36 BPM between even and odd, hit the decay immediately
2:21	36	Chaos 2 With Movement	2	1-15	30					
				21-33	20					
				40-48	40					
				50-58	40					
				60-65	50					
				70-75	30					
				80-85	10					
				150-157	80 YELLOW					
				160-171	60 Red					
				180-185	50 Red					
				190-197	40 Yellow					
				200-231	20 Red					Dimmer Searchlight Effect, onstage and towards audience
				300-305	40 Red	In Focus	Home Position	2.3 Art Ducko		Staggered Dimmer Effect and Zoom Effect and Rotation
				400, 401 + 402,403 + 404, 405	80/20					Alternating 36 BPM between even and odd, hit the decay immediately
2:28	38	Chaos 3 With More Movement	0.5	1-15	50					
				21-33	40					
				40-48	60					
				50-58	60					
				60-65	70					
				70-75	50					
				80-85	30					
				150-157	80 YELLOW		40			
				160-171	60 Red		30			
				180-185	50 Red					
				190-197	40 Yellow					
				200-231	20 Red					Dimmer Searchlight Effect, onstage and towards audience
				300-305	40 Red	In Focus	Home Position	2.3 Art Ducko		Staggered Dimmer Effect and Zoom Effect and Rotation and Circle Effect onstage
				400, 401 + 402,403 + 404, 405	80/20					Alternating 72 BPM between even and odd, hit the decay immediately
				1-85	OUT					

2:30	40	Two Turners	0/1	150-157	10	YELLOW	60			
				160-171	10	Red	60			
				180-185	10	Red				
				190-197	10	Yellow				
				200-231	OUT					
				300-305	OUT					
				212+213	40	Yellow		DSCR		
				215+216	40	Yellow		DSCL		
				350	80	Red	In Focus	DSCR	2.3 Art Ducko	Rotation Right 30 BPM
				351	80	Red	In Focus	DSCL	2.3 Art Ducko	Rotation Right 30 BPM
				400 + 402 + 404	OUT					
				401 + 403 + 405	10					
				1-15	30					
				21-33	20					
2:34	42	Dark Look Similar to 30	0	40-48	40					
				50-58	40					
				60-65	60					
				70-75	40					
				80-85	20					
				150-157	60	Yellow	40			
				160-171	50	Red	30			
				180-185	OUT					
				190-197	40	Red				
				200-231	40	Yellow				Search Light Effect with Dimmer Effect
				300+302+303+305	60	Red	In Focus	Cross So they are opposite side of the stage but same depth as home position	2.3-Art Ducko	No Effect
				301 +304	60	Red	In Focus	Home Position	2.3- Art Ducko	No Effect
				400, 401 + 402,403 + 404, 405	40					Alternating 36 BPM between even and odd, hit the decay immediately
				1-15	30					
2:38	44	Bump 1	0	21-33	20					
				40-48	40					
				50-58	40					
				60-65	60					
				70-75	40					
				80-85	20					
				150-157	60	Yellow	40			
				160-171	50	Red	30			
				180-185	80	Yellow				
				190-197	40	Red				

				200-231	80	White					Search Light Effect with Dimmer Effect	
				300+302+303+305	80	Red	In Focus	Cross So they are opposite side of the stage but same depth as home position	2.3-Art Ducko		No Effect	
				301 +304	80	Red	In Focus	Home Position	2.3- Art Ducko		No Effect	
				400, 401 + 402,403 + 404, 405	100						No Effect	
	45	Revert to Cue 42	1	Revert to Cue 42								
2:39	46	Bump 2	0	1-15	30							
				21-33	20							
				40-48	40							
				50-58	40							
				60-65	60							
				70-75	40							
				80-85	20							
				150-157	60	Yellow	40					
				160-171	50	Red	30					
				180-185	80	Yellow						
				190-197	40	Red						
				200-231	80	White					Search Light Effect with Dimmer Effect	
				300+302+303+305	80	Red	In Focus	Cross So they are opposite side of the stage but same depth as home position	2.3-Art Ducko		No Effect	
				301 +304	80	Red	In Focus	Home Position	2.3- Art Ducko		No Effect	
				400, 401 + 402,403 + 404, 405	100						No Effect	
47	Rever to Cue 42	1	Revert to Cue 42									
2:40	48	Bump 3	0	1-15	30							
				21-33	20							
				40-48	40							
				50-58	40							
				60-65	60							
				70-75	40							
				80-85	20							
				150-157	60	Yellow	40					
				160-171	50	Red	30					
				180-185	80	Yellow						
				190-197	40	Red						
				200-231	80	White					Search Light Effect with Dimmer Effect	

				300+302+303+305	80	Red	In Focus	Cross So they are opposite side of the stage but same depth as home position	2.3-Art Ducko	No Effect
				301 +304	80	Red	In Focus	Home Position	2.3- Art Ducko	No Effect
				400, 401 + 402,403 + 404, 405	100					No Effect
				Revert to Cue 42						
	49	Rever to Cue 42	1	Revert to Cue 42						
2:41	50	Bump 4 with follow cue	0	1-15	30					
				21-33	20					
				40-48	40					
				50-58	40					
				60-65	60					
				70-75	40					
				80-85	20					
				150-157	60	Yellow		40		
				160-171	50	Red		30		
				180-185	80	Yellow				
				190-197	40	Red				
				200-231	80	White				Search Light Effect with Dimmer Effect
				300+302+303+305	80	Red	In Focus	Cross So they are opposite side of the stage but same depth as home position	2.3-Art Ducko	No Effect
				301 +304	80	Red	In Focus	Home Position	2.3- Art Ducko	No Effect
				400, 401 + 402,403 + 404, 405	100					No Effect
	51	Revert to Cue 42	1	Revert to Cue 42						
2:44	52	Last Chaos	1	1-15	40					
				21-33	30					
				40-48	50					
				50-58	50					
				60-65	0					
				70-75	50					
				80-85	30					
				150-157	60	Green		40		
				160-171	50	Yellow		40		
				180-185	60	Green				
				190-197	70	Yellow				
				200-231	OUT					
				300 + 302	60	Yellow	In Focus	Home Position	2.3- Art Ducko	No effect
				301	60	Yellow	In Focus	Home Position	2.3- Art Ducko	Rotation 36 bpm
				303-305	OUT	White		Slightly US of home position	No Gobo	

				400, 401 + 402,403 + 404, 405	60/30						Dimmer Effect 36 BPM
2:47	54	Button	0	1-184	OUT						
				190-197	40 Red						
				200-231	OUT						
				300-302	80 Yellow	In Focus	Home Position	2.3 Art Ducko			STOMP Effect
				303-305	50 White	In Focus	Match 300-302 home position	No Gobo			Should see the swing from home to front on button
				306	20 Green	Wide As possible	Facing Audience	No Gobo			
				400-406	80						

Guys and Dolls Cue Setting Sheet- Luck be A Lady

Time Code	Cue	Description	Time	Fixture	Intensity	Color	Zoom	Position	Gobo	Notes/FX
NA	56	Resume Sewer Lighting	3	1-15	40					
				21-33	40					
				40-48	30					
				50-58	30					
				60-65	30					
				70-75	40					
				80-85	0					
				150-157	40	Green	40			
				160-171	30	Yellow	40			
				180-185	50	Green				
				190-197	50	Yellow				
				200-231	OUT					
				300-306	OUT					
				400 + 402 + 404	30					
				401 + 403 + 405	OUT					
0:00	58	Intro Song Solo DSR	0/3	1-179	OUT					
				180-185	30	Royal Blue				
				190-197	20	Light Blue				
				200-202	40	Very Light Blue		Pointed Towards DSR		Fix swoop if necessary
				300-305	40	Royal Blue	In Focus	Home Position	2.7- The Only Way is Up	No Effect
				400 + 402 + 404	10					
0:45	60	Reveal More on Stage	0 (for marquee only) and 2 (everything else)	21-28	10					
				30-33	10					
				40-48	10					
				50-58	10					
				60-65	30					
				80-85	60					
				150-157	50	Royal Blue	40			
				160-171	30	Blue	30			
				180-185	50	Royal Blue				
				190-197	30	Green				
				200-202	40	Very Light Blue		Pointed Towards DSR		Fix swoop if necessary
				300-305	50	Light Blue	In Focus	Home Position	2.7- The Only Way is Up	No Effect
				400-406	30					Alternating at 34 bpm with immediate decay
				21-28	30					
				30-33	30					
				40-48	30					

1:03	62	More Build but still dim	2	50-58	30					
				60-65	50					
				80-85	70					
				150-157	60	Royal Blue	40			
				160-171	40	Blue	30			
				180-185	60	Royal Blue				
				190-197	60	Green				
				200-202	OUT	Very Light Blue		Pointed Towards DSR		Fix swoop if necessary
				220-228	30	Teal Blue		Fanned Out positions		Dimmer Effect
				300-305	60	Light Blue	In Focus	Home Position	2.7- The Only Way is Up	No Effect
				400-406	30					Alternating at 34 bpm with immediate decay
1:19	64	DSC Focus	1/3	1-179	OUT					
				180-185	30	Red				
				190-197	30	Yellow				
				210-218	40	White/Red		Pointed to DSC		Dimmer Effect/Color Effect not random in order
				220-228	OUT					
				300-305	OUT					
				400-406	OUT					
1:34	66	Similar look to cue 62	2/4	21-28	30					
				30-33	30					
				40-48	30					
				50-58	30					
				60-65	50					
				80-85	70					
				150-157	60	Royal Blue	40			
				160-171	40	Blue	30			
				180-185	60	Royal Blue				
				190-197	60	Green				
				200-202	OUT	Very Light Blue		Pointed Towards DSR		Fix swoop if necessary
				220-228	30	Teal Blue		Fanned Out positions		Dimmer Effect
				303-305	60	Light Blue	In Focus	CS Full stage coverage	2.7- The Only Way is Up	No Effect
				400-406	30					Alternating at 34 bpm with immediate decay
				1-179	OUT					
				180-185	30	Royal Blue				
				190-197	20	Red				
				200-205	30	Blue				Add front light wherever necessary

1:45	68	Focus DS and special DSL	1/3	206-208	30	Light Blue		Pointed towards DSL		
				300-302	50	Red	Shutter in a straight Line	Towards DS Line	No Gobo	
				303-305	OUT					
				350-353	50	Royal Blue		Towards DS Line	No Gobo	
				400-406	OUT					
1:56	70	Add some movement (zoom)	2	1-15	20					
				21-28	20					
				30-33	20					
				40-48	30					
				50-58	30					
				60-65	50					
				80-85	0					
				150-157	60	Royal Blue	40			
				160-171	60	Light Blue	30			
				180-185	75	Dark Blue				
				190-197	60	Red				
				200-208	OUT					
				300-302	OUT					
				303-305	60	Red	In Focus	Full Stage Coverage, shutter if necessary	2.7- All the Way Up	Some zoom effect
				400-406	30					Alternating at 34 bpm with immediate decay
2:16	72	Add rotation in the center	1	1-15	40					
				21-28	40					
				30-33	40					
				40-48	60					
				50-58	60					
				60-65	60					
				150-157	80	Royal Blue	40			
				160-171	80	Light Blue	30			
				180-185	75	Dark Blue				
				190-197	60	Red				
				303 + 305	80	Red	In Focus	Full Stage Coverage, shutter if necessary	2.7- All the Way Up	STOMP EFFECT
				304	80	Red	In Focus	Home Position	2.7-All The Way Up	STOMP Zoom Effect and Start Rotation Right 36 BPM
				400-406	30					Alternating at 34 bpm with immediate decay
				1-15	20					
				21-28	20					
				30-33	20					
				40-48	30					

2:28	74	Dim Back Down	2	50-58	30					
				60-65	50					
				80-85	0					
				150-157	60	Royal Blue	40			
				160-171	60	Light Blue	30			
				180-185	75	Dark Blue				
				190-197	60	Red				
				303-305	60	Red	In Focus	Full Stage Coverage, shutter if necessary	2.7- All the Way Up	Some zoom effect
				400-406	30					Alternating at 34 bpm with immediate decay
2:44	76	Shutter Cut DS only	1	1-179	OUT					
				180-185	30	Royal Blue				
				190-197	20	Red				
				200-208	30	Blue				Add front light wherever necessary
				300-302	50	Red	Shutter in a straight Line	Towards DS Line	No Gobo	
				303-305	OUT					
				350-353	50	Royal Blue		Towards DS Line	No Gobo	
				400-406	OUT					
2:52	78	Expand Over The Whole Stage	2/5	1-15	30					
				21-28	30					
				30-33	30					
				40-48	50					
				50-58	50					
				60-65	60					
				80-85	60					
				150-157	70	Royal Blue	40			
				160-171	70	Red	40			
				180-185	60	Royal Blue				
				190-197	40	Red				
				300-305	60	Red	In Focus	Home Position	2.7- All the Way Up	Fix the sweep of 300-302
				400-406	30					Alternating at 34 bpm with immediate decay
3:01	80	Final movement before button	1	1-15	40					
				21-28	40					
				30-33	40					
				40-48	60					
				50-58	60					
				60-65	70					
				80-85	70					
				150-157	70	Royal Blue	40			Dimmer Effect
				160-171	70	Red	40			Dimmer Effect

				180-185	60	Royal Blue				Dimmer Effect
				190-197	40	Red				Dimmer Effect
				210-212 + 216-218 + 220-212 + 226-228	50	Red + Blue		Fanned Out All Over Stage		Dimmer + Color Effect
				300-305	60	Red + White	In Focus	Home Position	2.7- All the Way Up	Dimmer + Color + Zoom Effect
				400-406	30					Alternating at 72 bpm with immediate decay
3:06	82	Pre-Move DS	0	1-15	40					
				21-28	40					
				30-33	40					
				40-48	60					
				50-58	60					
				60-65	70					
				80-85	70					
				150-157	70	Royal Blue	40			STOP EFFECT
				160-171	70	Red	40			STOP EFFECT
				180-185	60	Royal Blue				STOP EFFECT
				190-197	40	Red				STOP EFFECT
				210-212 + 216-218 + 220-212 + 226-228	50	Red + Blue		Fanned Out All Over Stage		STOP EFFECT
				213-215 + 223-225	50	Blue		Pointed USC		
				300-305	60	Red + White	In Focus	Home Position	2.7- All the Way Up	STOP EFFECT
3:07	84	Move DS	0	400-406	20					
				1-15	30					
				21-28	30					
				30-33	30					
				40-48	50					
				50-58	50					
				60-65	50					
				80-85	50					
				150-157	50	Royal Blue	60			
				160-171	50	Red	60			
				180-185	40	Royal Blue				
				190-197	20	Red				
				210-212 + 216-218 + 220-212 + 226-228	30	Red + Blue		Fanned Out All Over Stage		
				213-215 + 223-225	60	Blue		Move to DSC		Follow Actors
				300-305	30	Red	In Focus	Move to DSC	2.7- All the Way Up	Move Slowly
3:11	86	Dark only focus on DSC	0	400-406	10					
				1-179	OUT					
				180-185	20	Royal Blue				
				190-197	20	Red				
				210-212 + 216-218 + 220-212 + 226-228	OUT					
				213-215 + 223-225	40					
				300-305	30	Red				

				400 + 402 + 404	50					
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Stage Management- Lighting Cue Sheet

Time Code	Cue	Song	Call	Description
0:00	2	Crapshooters Ballet	Start of Music	Dark and Moody Lighting
0:10	4	Crapshooters Ballet	Entrance of Strings	Moody Lighting Less Dark
0:16	6	Crapshooters Ballet	Entrance of Brass Melody	Bright, sudden, not too much white
0:23	8	Crapshooters Ballet	Landing of the parallel turning pas de chat jump	Less Bright, less movement, focus on DSC not apron or USC
0:33	10	Crapshooters Ballet	On Dice Roll (accent of the music)	Flash, all movers will flash brighter and to white before resuming back to cue 8
	11	Crapshooters Ballet	AUTO FOLLOW	Auto Follow back to cue 8 delay of .2 seconds
0:37	12	Crapshooters Ballet	After the turning jump in second	Brighten up DS and US start to incorporate brighter colors such as yellow, some
0:52	14	Crapshooters Ballet	Start of Angular Music	Focus on the game being played DSC (use center movers and front mac washes)
1:05	16	Crapshooters Ballet	Start of trombone and wavy dance moves	Similar to Green Look
1:19	18	Crapshooters Ballet	Handshake Center Stage	Chaos, start to add red, maybe some movement or FX
1:21	20	Crapshooters Ballet	Accent of Music	Bump, cyc effect, bump up marquee, moving lights white
	21	Crapshooters Ballet	AUTO FOLLOW	Auto Follow back to cue 20 delay of 1 seconds
1:29	22	Crapshooters Ballet	Start of Barrel Turns	Start to add chaos, focus DSC
1:35	26	Crapshooters Ballet	Start of Purple Shirt Turns	Turn
1:38	28	Crapshooters Ballet	Accent after turns	Return to Cue 22
1:48	30	Crapshooters Ballet	Fist choreography	Bump to full look with color shift
2:08	32	Crapshooters Ballet	Purple Choreograph CS	Chaos 1
2:21	36	Crapshooters Ballet	Shift in Music	Chaos 2 With Movement
2:28	38	Crapshooters Ballet	Start of Purple Shirt Pique Turns	Chaos 3 With More Movement
2:30	40	Crapshooters Ballet	Start of two turners	Two Turners
2:34	42	Crapshooters Ballet	Accent after turners	Dark Look Similar to 30
2:38	44	Crapshooters Ballet	Accent 1	Bump 1
	45	Crapshooters Ballet	AUTO FOLLOW	Revert to Cue 42
2:39	46	Crapshooters Ballet	Accent 2	Bump 2
	47	Crapshooters Ballet	AUTO FOLLOW	Rever to Cue 42
2:40	48	Crapshooters Ballet	Accent 3	Bump 3
	49	Crapshooters Ballet	AUTO FOLLOW	Rever to Cue 42
2:41	50	Crapshooters Ballet	Accent 4	Bump 4 with follow cue
	51	Crapshooters Ballet	AUTO FOLLOW	Revert to Cue 42
2:44	52	Crapshooters Ballet	After second three step turn	Last Chaos
2:47	54	Crapshooters Ballet	Final Button	Button
NA	56	Scene	After Applause	Resume Sewer Look
0:00	58	Luck Be A Lady	Start of Song	Intro Song Solo DSR
0:45	60	Luck Be A Lady	"All I Can Do is PRAY "	Reveal More on Stage
1:03	62	Luck Be A Lady	GO "Luck let a gentleman see"	More Build but still dim
1:19	64	Luck Be A Lady	On company squat when DSC	DSC Focus
1:34	66	Luck Be A Lady	"So Let's keep the party POLITE "	Similar look to cue 62
1:45	68	Luck Be A Lady	"Luck be a lady tonight" GO	Focus DS and special DSL
1:56	70	Luck Be A Lady	GO Company "Luck be a lady tonight"	Add some movement (zoom)
2:11	72	Luck Be A Lady	Start of Company Circle	Add rotation in the center

2:28	74	Luck Be A Lady	GO "A lady wouldn't flirt..."	Dim Back Down
2:44	76	Luck Be A Lady	"So Let's keep the party POLITE" on company's echo	Shutter Cut DS only
2:52	78	Luck Be A Lady	"Luck be a LADY "	Expand Over The Whole Stage
3:01	80	Luck Be A Lady	"Roll the dice" GO	Final movement before button
3:06	82	Luck Be A Lady	"tonight.... HA "	Pre-Move DS
3:07	84	Luck Be A Lady	Company move DS	Move DS
3:11	86	Luck Be A Lady	Final Button	Dark only focus on DSC