



2014

# Camelot

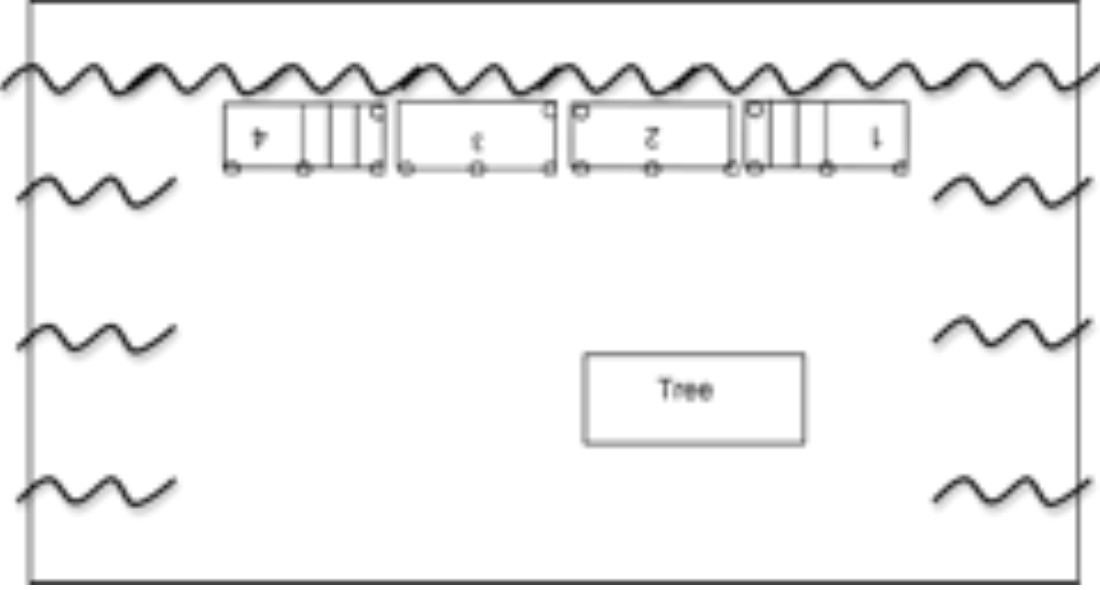
## Deck Running

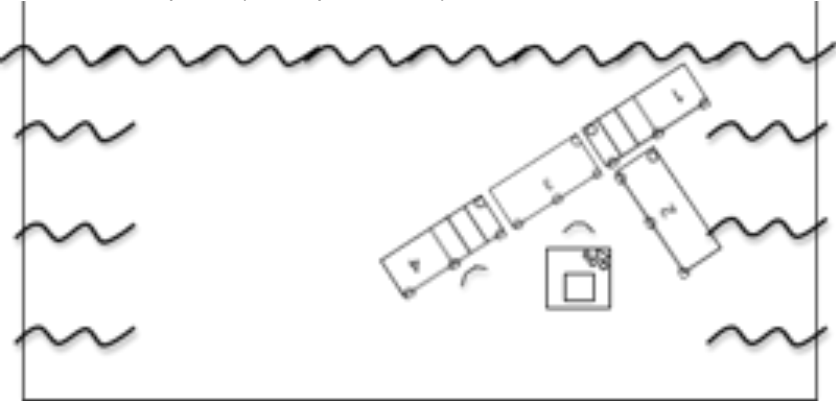
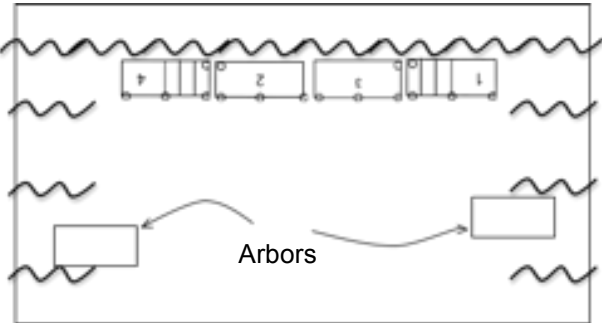
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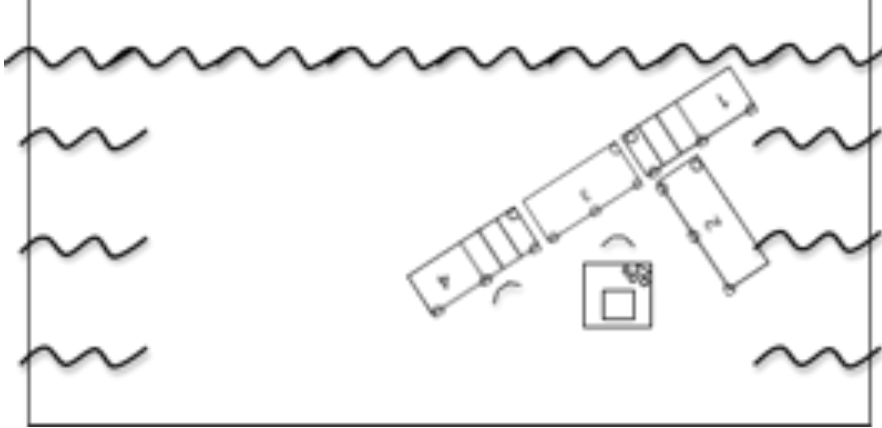
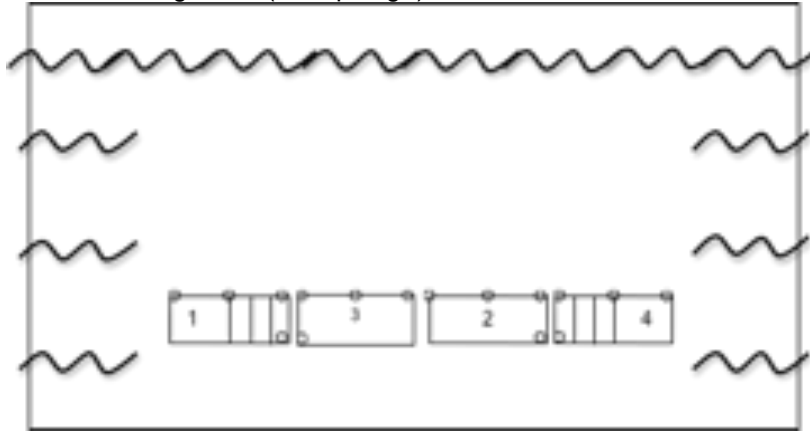
6/28/14 jks  
*subject to change*

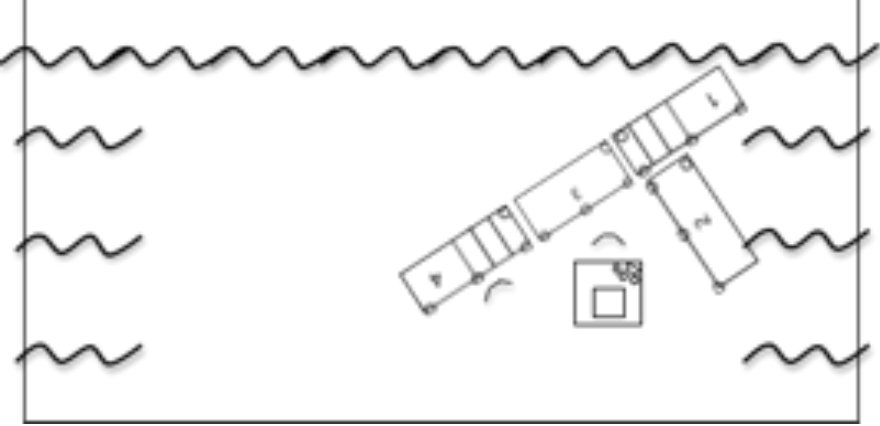
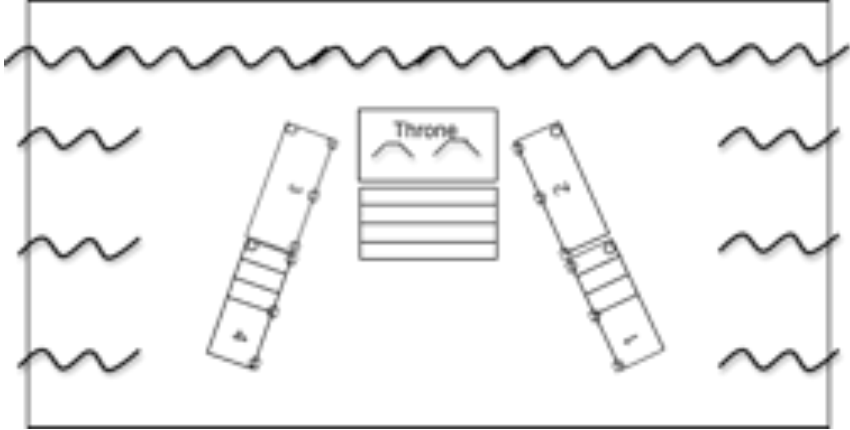
DIR: Kagey

SM: Smith

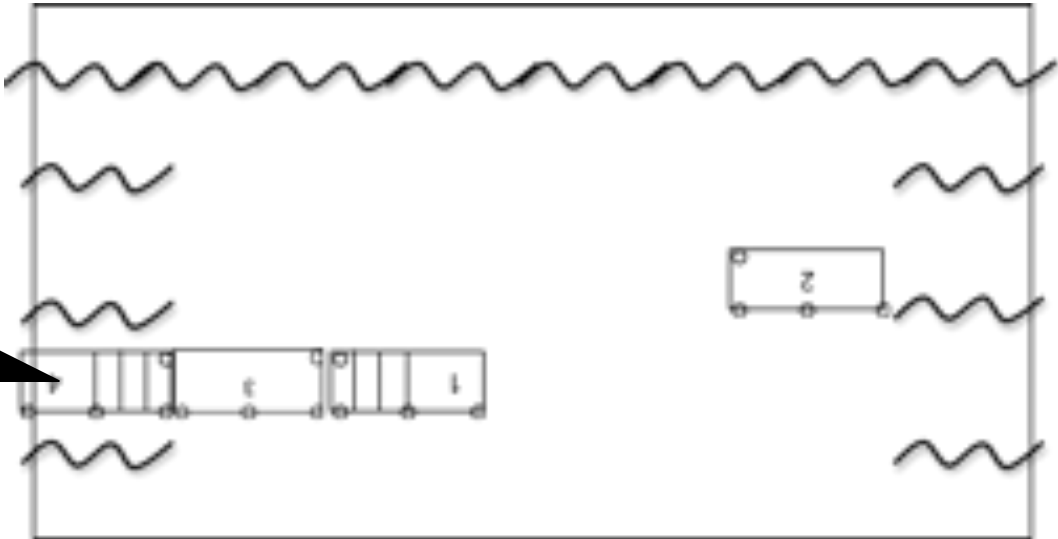
Time Into Act (Placement)	Who/ Cue No.	What	Cue
Top of Show Preset	Deck	<p>House Curtain IN</p> <p><u>PRESET ONSTAGE:</u>            Tree SL on Green            Arch Units US on Red            Mid Stage Castle Drop IN</p>  <p><u>PRESET OFFSTAGE:</u>            Throne Platform USR                Pull Thrones from Costume Loft            Wide Stairs USR            Arbor Wagons                SR In front of rail                SL against dressing room wall            Put Bed in Costume Loft            Table DSL (w/ props preset)</p>	--

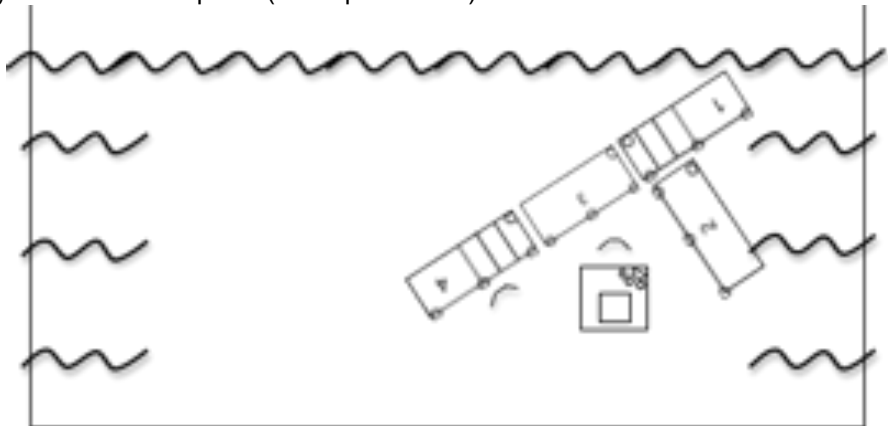
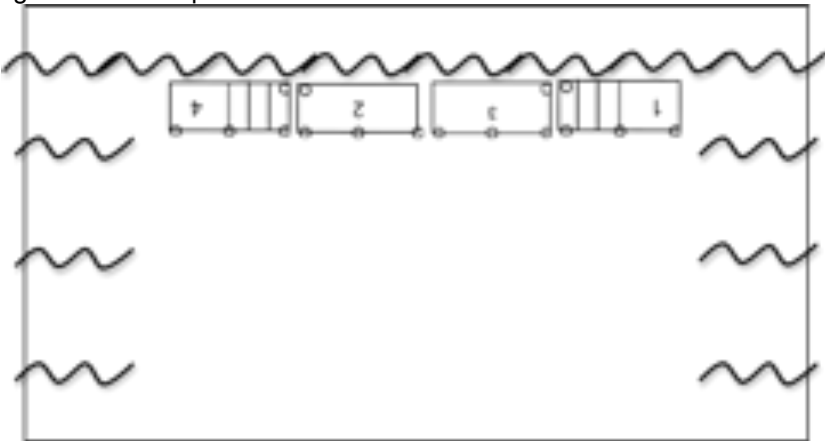
Time Into Act (Placement)	Who/ Cue No.	What	Cue
<b>ACT 1 (71:52)</b>			
<b>3:00</b> (10/5/2/1)	Deck Q 1	House Curtain OUT (8 Count)	SM via Headset
<b>27:00</b> (21)	Deck Q 2	Downstage Forest Scrim IN	SM via Headset
		Set Study on SL Yellow Spikes (Don't pin unit #2)  Table w/ chess, 3 glasses, & decanter King's Chair Guenevere's Chair	Auto: Scrim In Complete
<b>31:00</b> (50/5/6)	Deck Q 3	Downstage Forest Scrim OUT	SM via Headset
<b>39:40</b> (52/1/2)	Deck Q 4	Downstage Forest Scrim IN	SM via Headset
		Set Home on US Red Spikes (do not pin) Set Arbors (Both half onstage, not spiked) SR – Downstage of IN 2; SL – Upstage of IN 2 Upstage Parks & Tents Drop IN 	Auto: Scrim IN
<b>48:20</b> (66/1/1)	Deck Q 5	Downstage Forest Scrim OUT	SM Via Headset

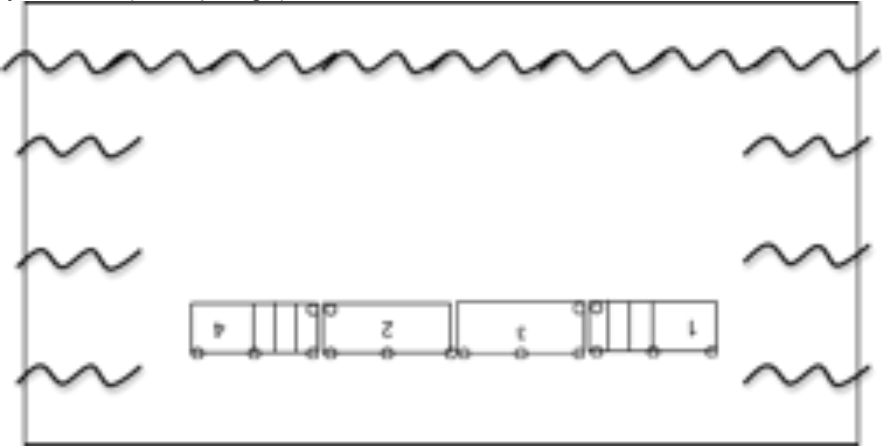
Time Into Act (Placement)	Who/ Cue No.	What	Cue
61:30 (50)	Deck Q 6	Downstage Forest Scrim IN	SM Via Headset
		Strike Arbors to Storage Positions Set Study on SL Yellow Spikes (Don't pin unit #2) 	Auto: Park Drop Closed
62:40 (85/L/L)	Deck Q 7	Downstage Forest Scrim OUT	SM Via Headset
74:30 (94/L/L)	Deck Q 8	Downstage Corridor Scrim IN	SM Via Headset
		Set Grandstand on MidStage Red (Pin upstage) 	Auto Scrim IN
75:15 (100/1/1)	Deck Q 9	Downstage Corridor OUT	SM via Headset
80:45 (119/4/4)	Deck Q 10	Downstage Corridor Scrim IN	SM via Headset

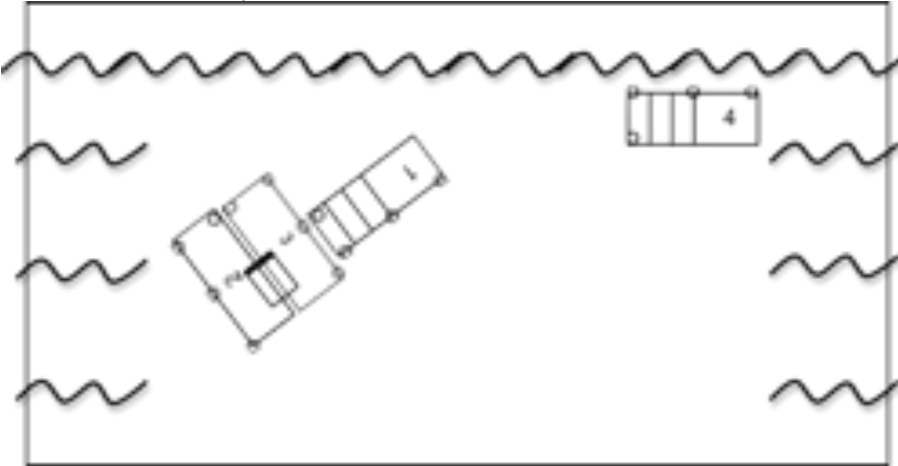
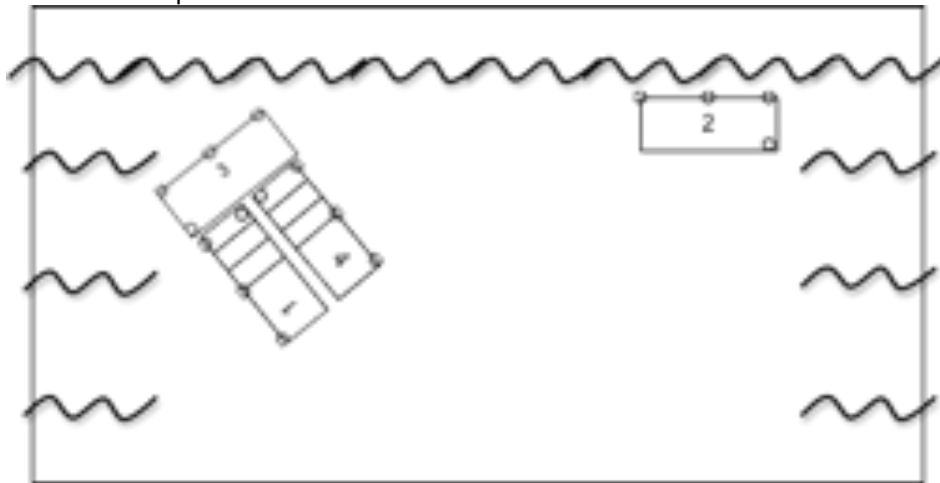
Time Into Act (Placement)	Who/ Cue No.	What	Cue
		Set Study on SL Purple Spikes (Don't pin unit #2) 	Auto: Scrim IN
81:15 (70)	Deck Q 11	Downstage Corridor Scrim OUT	
88:00 (75)	Deck Q 12	Corridor Scrim IN	SM via Headset
		Set Throne Room on Red Throne pins upstage, wide stairs pin downstage, arches pin offstage 	Auto: Scrim IN
88:20 (125/2/1)	Deck Q 13	Corridor Scrim OUT	SM via Headset
95:40 (122/5/1)	Deck Q 14	Main Drape IN SLOW (End of Act)	SM via Headset

INTERMISSION (15:00)			
	Deck	Set Terrace on SR Green spikes (Pin upstage)	--

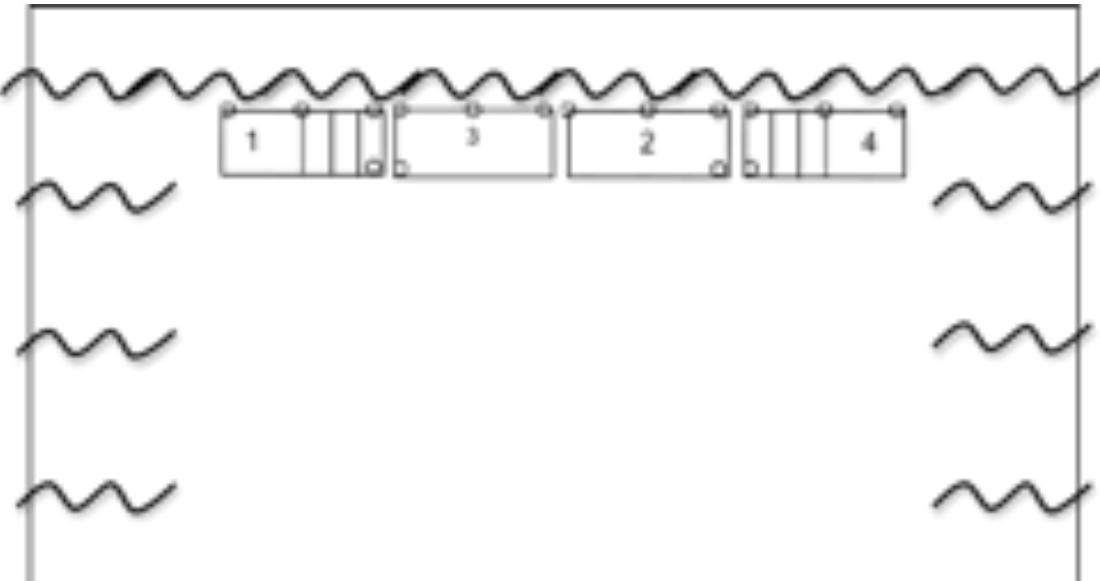
Time Into Act (Placement)	Who/ Cue No.	What	Cue
		 <p data-bbox="630 730 1197 852"> Wedge offstage short side of #4 staircase  Unit #2 does not need to be pinned  Store Thrones in Costume Loft  Pull bed from electrics loft (store on throne unit) </p>	

Time Into Act (Placement)	Who/ Cue No.	What	Cue
<b>ACT II (62:02)</b>			
<b>0:05</b> (141/3/2)	Deck Q 20	Main Drape OUT	SM Via Headset
<b>10:20</b> (149/2/1)	Deck Q 21	Downstage Corridor Scrim IN	SM Via Headset
		Set Study on SL Yellow Spikes (Don't pin unit #2)  Strike scroll from Unit 4 to USL prop table	Auto: Scrim IN
<b>11:50</b> (88)	Deck Q 22	Downstage Corridor Scrim Out	SM Via Headset
<b>23:30</b> (171/4/5)	Deck Q 23	Downstage Forest Scrim In	SM Via Headset
		Set Reverse Home on US Red Spikes (do not pin) Midstage Forest Scrim IN Upstage Tangled Wood Drop IN 	Auto: Scrim IN

Time Into Act (Placement)	Who/ Cue No.	What	Cue
25:10 (173/3/L)	Deck Q 24	Midstage Forest Scrim OUT	SM Via Headset
25:20 (177/5/2)	Deck Q 25	Downstage Forest Scrim OUT	SM Via Headset
27:45 (178/1/2)	Deck Q 26	Downstage Forest Scrim IN	SM Via Headset
27:47 (178/1/3)	Deck Q 27	Midstage Forest Scrim IN	SM Via Headset
28:05 (178/4/2)	Deck Q 28	Midstage Forest OUT	SM Via Headset
28:07 (178/4/4)	Deck Q 29	Downstage Forest OUT	SM Via Headset
28:30 (181/2/L)	Deck Q 30	Downstage Forest IN	SM Via Headset
28:31 (181/2/L)	Deck Q 31	Midstage Forest IN	SM Via Headset
28:45 (182/2/4)	Deck Q 32	Midstage Forest OUT	SM Via Headset
28:46 (182/2/4)	Deck Q 33	Downstage Forest OUT	SM Via Headset
29:20 (183/3/6)	Deck Q 34	Downstage Forest IN	SM Via Headset
29:21 (183/3/6)	Deck Q 35	Downstage Forest OUT	SM Via Headset </td
30:00 (184/1/1)	Deck Q 36	Midstage Forest OUT	SM Via Headset
30:15 (181/5/3)	Deck Q 37	Downstage Forest OUT	SM Via Headset
30:30 (185/3/4)	Deck Q 38	Midstage Forest IN	SM Via Headset
31:40 (105)	Deck Q 39	Downstage Forest IN	SM Via Headset
		Set Armory on Blue (Pin Upstage) 	Auto: Drop IN
32:00 (15-2add)	Deck Q 40	Downstage Forest OUT	SM Via Headset
38:45	Deck Q 41	Corridor Scrim IN	SM Via Headset

Time Into Act (Placement)	Who/ Cue No.	What	Cue
(15-2add)		Set Bedroom on SR White Spikes  Unit 4 does not need to be pinned Bed on platform units	Auto: Scrim IN
<b>39:30</b> (191/1/1)	Deck Q 42	Downstage Corridor Scrim OUT	SM Via Headset
<b>46:45</b> (112)	Deck Q 43	Downstage Corridor Scrim IN Set Tower on SR Purple 	Auto: Scrim IN
<b>46:55</b> (200/1/4)	Deck Q 44	Downstage Corridor Scrim OUT	SM Via Headset
<b>51:15</b> (215/5/2)	Deck Q 45	Set Home on US Red ( <b>PIN UNITS!</b> ) Upstage Tents & Fields Drop IN	SM Via Headset



Time Into Act (Placement)	Who/ Cue No.	What	Cue
			
<b>56:00</b> (120)	Deck Q 46	Upstage Tents & Fields Drop OUT	SM Via Headset
<b>62:02</b> (229/L/L)	Deck Q 47	Main Drape IN (Slow)	SM Via Headset
<b>62:07</b>	Deck Q 48	Main Drape OUT (Fast)	SM Via Headset
<b>69:00</b>	Deck Q 49	Main Drape IN (Medium)	SM Via Headset

Thank you ☺