

Tosca Rail Lead Track Sheet

ASOM - Sam

Fly Lead - Chris

Fly Crew - Sandi, Kyrie, Kay

PreShow Checklist

All Borders #1-#6 @ LIME GREEN IN-SPIKE

* All LX #1-#5 @ TEAL IN-SPIKE

LS1 (DSBOC) IN-SPIKE | (Chris, Sandi, Kyrie) | Teal(T) Low, Orange(O) Mid, Yellow(Y) High

LS9 (Office/Torture Lights) | (Chris) - OUT

LS10 2nd Electric | (Chris, Sandi) - *

LS13 (Bedlam "Worklight) | (Chris) - OUT

LS18 (Tosca Back Wall) | (Chris) - OUT

LS19 (3rd Electric) | (Sandi, Kay) - *

LS30 (Clear Plastic Drop) | (Chris) - IN

LS34 (4th Border/BOC) | (Sandi) - OUT

LS40 (Black Plastic Drop) | (Chris) - IN *Uncle-Buddied + Tagout for Black Plastic for shown

PreShow Track

Begin with sweep+mop of deck & assist with bringing in props/pieces until ASOM (Sam) is ready for fly check.

If fly check holds for any amount of time past 1-2 minutes, assist with set pieces + votives (w/ Sam, dollies preset in breezeway).

For Black Plastic Drop - Haul in the batten and lockout with buddy and assist with plastic. Start SR → SL leaving 6in-1ft overlap of the ends for the plastic. Afterwards, assist Sandi in DPL to attach the last plastic to the rigged pipe once set to in-spike.

PART ONE (Act I)

Cue #	Line #	SM Call	Cue Light	Time Code	Notes
Rail Cue #1	LS1 <u>Out</u> to Mid Spike (O)		Green		FAST
Rail Cue #2	LS30 <u>Out</u>		Green		FAST
Rail Cue #3	LS1 <u>Out</u> to High Spike (Y)		Red		SLOW - Kyrie Move
Rail Cue #4	LS1 <u>In</u>		Green		FAST
Rail Cue #5	LS1 <u>Out</u> (O)		Green		FAST
Rail Cue #6	LS1 <u>In</u>		Green		FAST

Intermission

Immediately assist Sam with Votives (carts preset in Breezeway) and open big doors to begin scaffold shuffle (votives to white square, scaffolds to addition). Jump back and forth between bringing units in/out and assisting prop op (Hanson) with prop switches. Once office & props are set, bring in LS18 and standby to bring DSBOD up about 6-8in (for Sam & Sandi to pull duvetine under) and back in. Following this, ensure the following are in:

IN - LS1 DSBOD, LS18 Tosca Back Wall, LS34 4th Border BOC, LS9 Office/Torture Lights

PART TWO (Acts II-III)

Act II

Cue #	Line #	SM Call	Cue Light	Time Code	Notes
Rail Cue #8	LS1 <u>Out</u> (T)		Red		SLOW

Act III

Cue #	Line #	SM Call	Cue Light	Time Code	Notes
Rail Cue #9	LS18 + LS34 <u>Out</u>		Green		LS18 - Chris LS34 - Sandi SLOW
Rail Cue #10	LS9 + LS1 <u>Out</u> -> LS13 <u>In</u>		Blue		LS9 + LS 13 - Chris LS1 - Sandi
Rail Cue #10.5	LS13 <u>Out</u>		Yellow		Solo Pink Out Spike
Rail Cue #11	LS10 + LS19 <u>In</u> (T)		Green		LS10 - Chris LS19 - Sandi
Rail Cue #12	LS10 + LS19 <u>Out</u> LS13 <u>In</u>		Red		LS10 - Sandi LS 13 - Chris LS19 - Kay
Rail Cue #13	LS1 <u>In</u>		Red		FAST
Rail Cue #14	LS1 <u>Out</u>		Red		FAST
Rail Cue #15	LS1 <u>In</u>		Red		FAST

Post-Show Track

Immediately fly out all items (Sam as your eyes) and keep DSBOC down.

Either A. Follow what Sophie hands out or B. Use original tracks Sophie has given for that past changeover.

“Chris’ Track” generally is grabbing hardware and pre-prepping two bowlines for rigging transfer and then grabbing lifts & clearing Stor-Mor if necessary for items to immediately disappear. Afterwards, try to focus on what you need LX for (unplugging, coiling, light storage, etc) and then hard focus on jumping between rail & deck. Props is generally the last thing touched for MOST Tosca XO’s as apprentices are already assisting Hanson.