

Auto Contents:

State	Name	Action
49	Rig Check	
50	RC 1 – Act 1	Bring all Act 1 Flats in, then fly out
51	RC 2 – Act 2	Bring all Act 2 Flats in, then fly out
52	RC 3 – Masking	Bring all masking in, then fly out
53	RC 4 – Gauze & Blinder	Bring in Gauze & Blinder, then fly out
54	RC 5 – LX & Point Hoist	Bring LX bars and point hoist in, then fly out
54.5	Act 1 Preset	
55	Act 1 – US Flats & F/Black	Bring the US Flats & Full Black into Act 1 state
56	Act 1 – Masking	Bring the masking into Act 1 state
57	Act 1 – LX & DS Flat	Bring the LX bars & DS Flat into Act 1 state
99	Act 1 Pre Check / Q0.5	Check that all the flats are at their correct dead for the start of Act 1
100	Act 1	
101 – 150	Act 1 Q1 through Q50	Act 1 cues
174	Interval	
175	Interval 1 Clear Stage	Fly all bars out
176	Interval 2 Masking out	Fly masking out
177	Interval 3 Floor & LX	Bring in floor storage & LX bars
178	Interval 4	
179	Interval Masking & Moss	Fly in masking & moss
199	Act 2 Pre Check	Check that all the flats are at their correct dead for the start of Act 2
200	Act 2	
260 – 270	Act 2 Q60 through Q70	Act 2 cues
499	Post Show	
500	Post Show Clear	Fly out all pieces that are in
900	Contingency	
935	Q35 Contingency	If Q35 needs to STOP, go to State 935 to complete the move

Info:

- Get into State 99 to check all is set for Act 1
- Open Door Infill for Performers entrance (Dead 4) THEN Dead 1 for Preset of Act 1
- Get into State 199 to check all is set for Act 2

Time	Cue	Action	Speed/ time	Accel	Decel	Dead	Notes
-	FLYQ0.5	Preset	-	-	-	-	
Act 1							
0:00	FLYQ1	DS Flat OUT	10	2	2	2	
0:30	FLYQ3	Botticelli IN	10	2	2	1	
1:00	FLYQ5	DS Flat IN MS Flat IN	6	2	2	1	Axil Delay 2s
1:20	FLYQ7	DS Flat OUT Botticelli OUT	6	2	2	2	DS Delay 0.5s
3:45	FLYQ9	DS Flat IN	6	0.9	2	1	
4:00	FLYQ11	DS Flat OUT MS Flat OUT	6	1	2	2	
5:45	FLYQ13	US Door OUT	10	2	2	4	
10:15	FLYQ15	US Door IN	10	2	2	1	
14:00	FLYQ17	DS Flat IN MS Flat IN	16	2	2	1	Axis 11 Delay 2s
15:10	FLYQ19	DS Flat OUT	10	2	2	2	
21:45	FLYQ21	DS Flat IN	20	2	2	1	
22:00	FLYQ23	US Door OUT MS Flat OUT	10	2	2	4 2	
25:40	FLYQ25	DS Flat OUT	10	2	2	2	
25:55	FLYQ27	US Door IN	6	2	2	1	
28:10	FLYQ29	US Door OUT	6	2	2	4	
28:25	FLYQ31	US Door IN	6	2	2	1	
30:10	FLYQ33	US Door OUT	6	2	2	4	
34:10	FLYQ35	DS Flat IN MS Flat IN US Door IN	15	2	2	1	Axis 11 Delay 2 Door Delay 10s
35:30	FLYQ37	DS Flat OUT	10	2	2	2	

39:25	FLYQ39	MS Flat OUT	10	2	2	2	
41:40	FLYQ41	Botticelli IN	6	2	2	1	
43:00	FLYQ43	Botticelli OUT US Door OUT	6	2	2	2 4	
	FLYQ44	Door IN	10	2	2	1	
	FLYQ44.5	Door OUT	10	2	2	4	
52:10	FLYQ45	Botticelli IN	6	2	2	1	
52:35	FLYQ47	Botticelli OUT	6	2	2	2	
53:00	FLYQ49	DS Flat IN	6	2	2	1	
-	FLYQ50	Blinder IN Gauze IN	6	2	2	1	

Interval:

Action	State	Dead
DS, MS, US Masking OUT	176	2
US Full Black OUT	176	2
Floor Storage IN	177	1
Curved Wall OUT	177	2
Floor Storage OUT	178	2
Point Hoist IN	178	2
Point Hoist OUT	178	Change to Dead 2
MS Spanish Moss IN	179	3 then 1
Shack Wall IN	178	3 then 1
Full Black IN	179	1
SR PAR Bar IN	177	1
SR Lighting Bar IN	177	1
SL Lighting Bar IN	177	1
US Moss IN	179	2
DS Moss IN	179	1
US Masking IN	179	1
MS Masking IN	179	1

Time	Cue	Action	Speed/ time	Accel	Decel	Dead	Notes
-	FLYQ60	Preset	-	-	-	-	
Act 2							
19:45	FLYQ61 & FLYQ 62	PAR Bar OUT Shack Wall OUT	15	2	2	2	
21:30	FLYQ64	Gauze IN Blinder IN	10	2 0.7	2 2	1 1	
28:40	FLYQ66	Blinder OUT	20	2	2	2	
29:15	FLYQ67	Gauze OUT	10	2	2	2	
45:20	FLYQ68	Gauze IN	20	2	2	1	
	FLYQ70	Gauze OUT	7	2	2	2	