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SR ASM Running list

Pre-Set	Set Act 1
	Shout check stage and wings
	Charge glow tape
	Clean and refill beer bottles apart from breakable one
	All ½ full apart from Marias whose should be ¼ full only
	Make blood bag for act 2
	Check Gibson bag contents - Books and journals, Clothes, Rolls of toilet paper, Water purifier tablets, Camping food, Orange notebook, Road atlas (set in back slit of main backpack area)
Beginners	DSR –
	-Brandon Grace
	-Alyth Ross
	-Dan Wolf

Act 1								
Time from start of performance (Hour:Min:Seconds)	Cue	Action	Where	Notes				
00:00:00	Q light and verbal q	door open for actors' entrance	DSR	Ensure Brandon has backpack Ensure Alyth has chalk				
00:20:45	Sam: 'I'll get it'	Anticipate door open and close it	DSR	Sam exits.				
00:21:57	Q light	Open door and close it	DSR	Sam enters with beer bottles in crate.				
00:22:00		Take trolley round to SL wing	SR	Wait for SL ASM to come and assist				

Act 1-2 scene change

- Ent DSR on cue light
- Wheel on armchair from SR to CS
- Set plant DSL of armchair
- Set bag of smash x1, Chalk x1, Erasers x2 and blue roll x1 SR behind shower curtain
- Ext USR



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Act 2						
Time from start of performance (Hour:Min:Seconds)	Cue	Action	Where	Notes		
		Look for rifle	SR	After the scene change a rifle should be placed on SR for Dans Ent later in act 2.		
01:15:00	Maria 'Quincy. Jesus Christ'	Anticipate door open and close it	USR	For Marias ext		
01:15:30		Anticipate door open and close it	USR	For Sams ext		
		Place blood bag onto maria	USR			
01:17:00	Gibson 'Maria?'	Open door and close it	USR	For Marias ent		
01:17:50	'Go Go Go'	Open door for Dan	USR	For Sams ent		

Interval

- Ent DSR
- Place speakers x3, Breeze blocks x2 and table onto trolley
- Take trolley out to the café
- Set Act 3 notebook CS, Beaters 3x bass drum, 1x gloc, 1x tubular bell, 1x drum, SR piano music
- Set SL bench and SL candle board
- Set gloc stand

	Act 3						
Time from the start of Act 3 (Hour:Min:Sec)	Cue	Action	Where	Notes			
00:00:00		Beginners	USR	Hope Kenna			
00:06:32	'no one knew to flee only one family' You will get a Q Light	Open door	USR	Kitty exits for quick change			