

Miss Saigon

Lighting Design II | Assistant Project | 2020



Professor - Tyler Perry

Lighting Designer - Bruno Poet

Asst. Lighting Designer - Max Okst

For this unproduced assignment, students were assigned to listen and respond to the musical, Miss Saigon. We were given the scenery drawings, storyboards and costume photos to familiarize ourselves with the revival at the Broadway Theatre in 2016.

We were asked to respond to the play, discuss our feelings about the main idea and then articulate what we believe the designers are trying to get across and how their work reflects the story.

From there, we had meetings with the designer to understand his needs for the lighting, and then were asked to draft the LX Plot and put together a Magic Sheet.

We were also asked to create a cue list for the production, as well as all associated paperwork such as a Channel Hookup, an Instrument Schedule, and an Equipment List.

Max Okst | *Miss Saigon* | Analytical

The Scenic Designer and Costume Designer for the Musical *Miss Saigon* have created a visually compelling and interesting world for this piece to take form. In looking at the storyboards of the Scenic Designer, it is clear that all of the elements of the set exist in the same world. They all have the same texture and quality to them that conveys the harsh and intrusive nature of the world around the characters. In reading and listening to the show, it is evident that the world around these characters is always working against them, and that is clear in the atmosphere created by the scenery. The dilapidated but natural nature of the design, I believe, speaks quite clearly to the time period of the events and is able to take us and enthrall the viewer into the action on stage. These environments feel visually accurate while remaining evocative of what seems to be the scenic designer's approach of dilapidation and structure while incorporating the themes of power struggle into the being of the architecture. One of my favorite elements of this design is how rickety and fragile the entire set looks, almost as though it could fall apart at any moment, much like the feeling of impending societal collapse in Saigon. The set visually demonstrates how fragile the U.S.'s hold on Saigon and South Vietnam was at the time and how in just moments, all of that structure could collapse around them. The space surrounding the playing area truly is indicative of the intrusive and separative nature of the show.

I think the costume designer has made choices that really interact well with the choices that the scenic designer has made, and that the underlying motivation behind these choices might initially be looked over, but upon further examination,

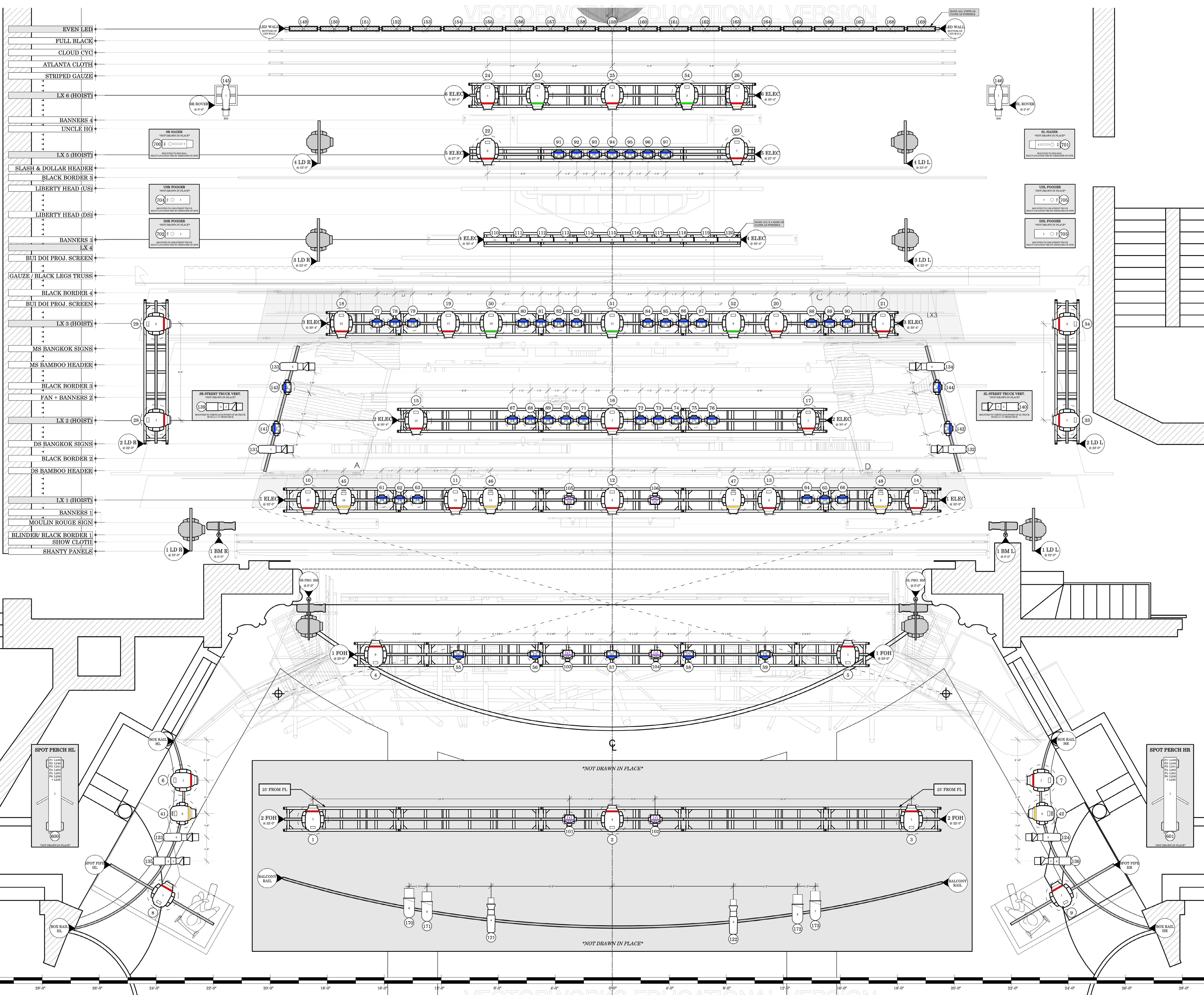
Max Okst | *Miss Saigon* | Analytical

we can see why certain characters appear as they do. I think one of the most powerful choices is Kim being presented in all white, as the pure and innocent population that she represents, surrounded by these harsh, sharp, and scored elements. I think that the juxtaposition, and also the similarity in the colors of the characters compared to the scenery indicates to the audience who is meant to be in this environment and who is out of place in this harsh world. These eye-popping and vibrant colors that the dancers appear in as compared to the drab of the soldiers also provide this look at interior and exterior worlds within the show. The interiors seem to be bright and bold, almost an escape from the dreary, depressing, and dark nature of the exterior. One of my favorite moments of the show ushered to us by the Costume Designer is the shedding of Kim's innocence after her first night with Chris, and the changing of her white dress into this more ragged, earthly slip as Kim and Chris become one. I think this is another unnoticed transition that aids in evoking the compelling and reoccurring themes of connection and the inevitable bond between people. I think an important role of the Costume Designer is to convey the time period to the audience, and I believe that this design does that successfully. The clothing of the characters absolutely reflects the mid-70, which is around the time that US troops withdrew from Vietnam, and allows the audience to key into the culture of the period as well as the viewpoints of people living through that time.

I think these designers are using color, scale, and texture to convey how important the connection between people is, and that all these characters have is

Max Okst | *Miss Saigon* | Analytical

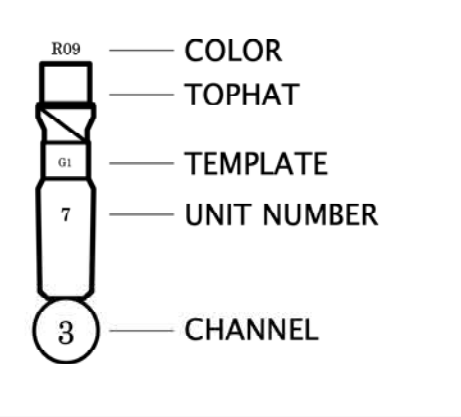
each other. In a time of such uncertainty in the world, I think this play fits into today's time period as a compelling demonstration about the importance of love, and how love is stronger than hate, but also that nothing is permanent.



KEY

- MARTIN MAC VIPER PERFORMANCE
- MARTIN MAC ENCORE PERFORMANCE WARM
- MARTIN MAC VIPER WASH DX
- MARTIN MAC AURA WASH
- MARTIN RUSH PAR 2 CT ZOOM
- SOURCE 4 360° @ 575w
- ETC LUSTER SERIES 2 360°
- ETC LUSTER SERIES 2 260°
- ETC COLORSOURCE SPOT 260°
- PAR 64 NSP @ 1000w
- GLP X-4 BAR
- LEADER LIGHT STAGE LINE 8-6C
- COLORFORCE II 12
- PRATICAL
- MDG ATMOSPHERE HAZE
- LOOK SOLUTIONS VIPER NT FOGGER
- LYCIAN M2 FOLLOWSPOT

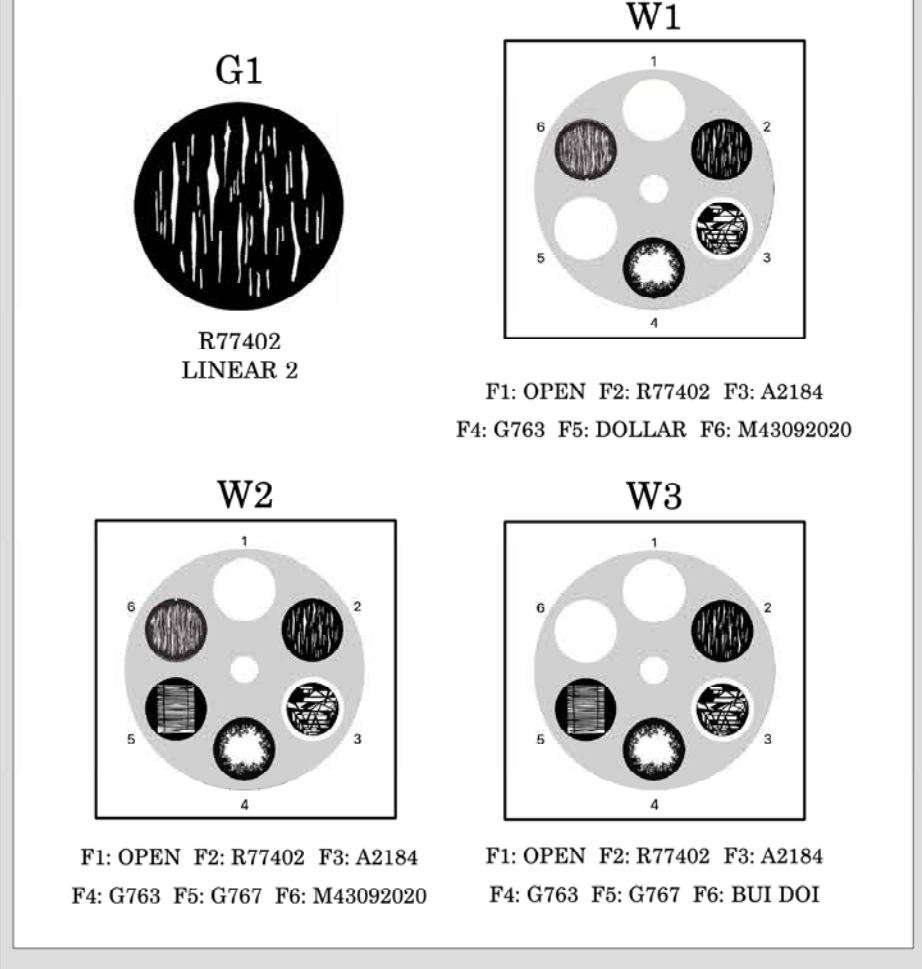
TYPICAL



NOTES

1. ALL UNITS ON 18" CENTERS UNLESS OTHERWISE NOTED ON PLOT
2. ALL TRIMS FROM STAGE DECK (0'-0") TO CENTER OF PIPE
3. ALL ROOM HEIGHTS MEASURED FROM STAGE DECK (0'-0") TO SIDE ARM POSITION
4. ROOM POSITIONS MARKED AS DISTANCE FROM CL
5. DROP COLOR, TEMPLATES, AND ACCESSORIES PRIOR TO FOCUS
6. REFER TO SET LX SPEC SHEET FOR MORE DETAIL ON ALL PRATICALS
7. ALL CHANGES/SUBSTITUTIONS MUST BE APPROVED BY DESIGNER

TEMPLATES



REVISIONS

DATE	CHANGES	WHO
5/15/2020	ROUGH PLOT	MAO
5/22/2020	FINAL PLOT	MAO



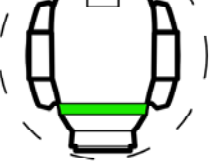
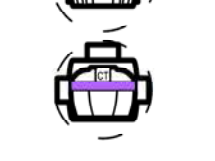
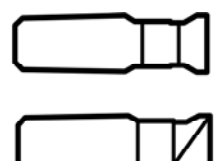

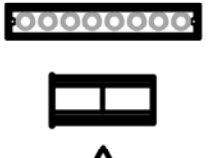
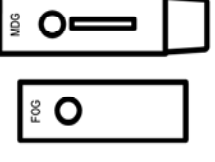
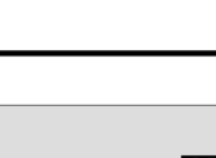
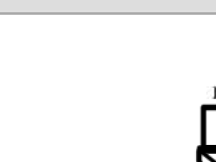


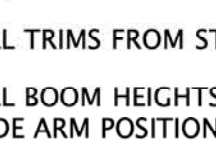
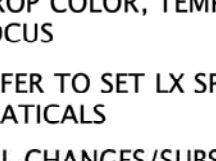
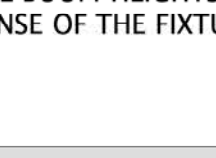
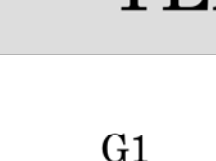

CAMERON MACKINTOSH PRODUCTIONS
THE BROADWAY THEATRE

PRODUCER: CAMERON MACKINTOSH
DIRECTOR: LAURENCE CONNOR
SETS: MATT KINLEY
COSTUMES: ANDRAE NEBOITOU
SOUND: MICK POTTER
LD: BRUNO POET
ASSOCIATE LD: MAX OKST
ASST. LD: TYLER M. PERRY

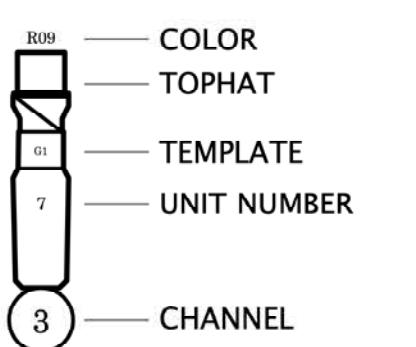
MAX OKST PLATE
103 OAKES ST. PORT JEFF, NY 11777
(831) 605-9525 maxokst@gmail.com

LX PLOT
1/2" = 1'-0" 1 OF 6

KEY

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-  MARTIN MAC AURA WASH
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-  ETC COLORSOURCE SPOT 26°
-  PAR 64 NSP @ 1000w
-  GLP X-4 BAR
-  LEADER LIGHT STAGE LINE 8-6C
-  COLORFORCE II 12
-  PRACTICAL
-  MDG ATMOSPHERE HAZE
-  LOOK SOLUTIONS VIPER NT FOGGER
-  LYCIAN M2 FOLLOWSPOT

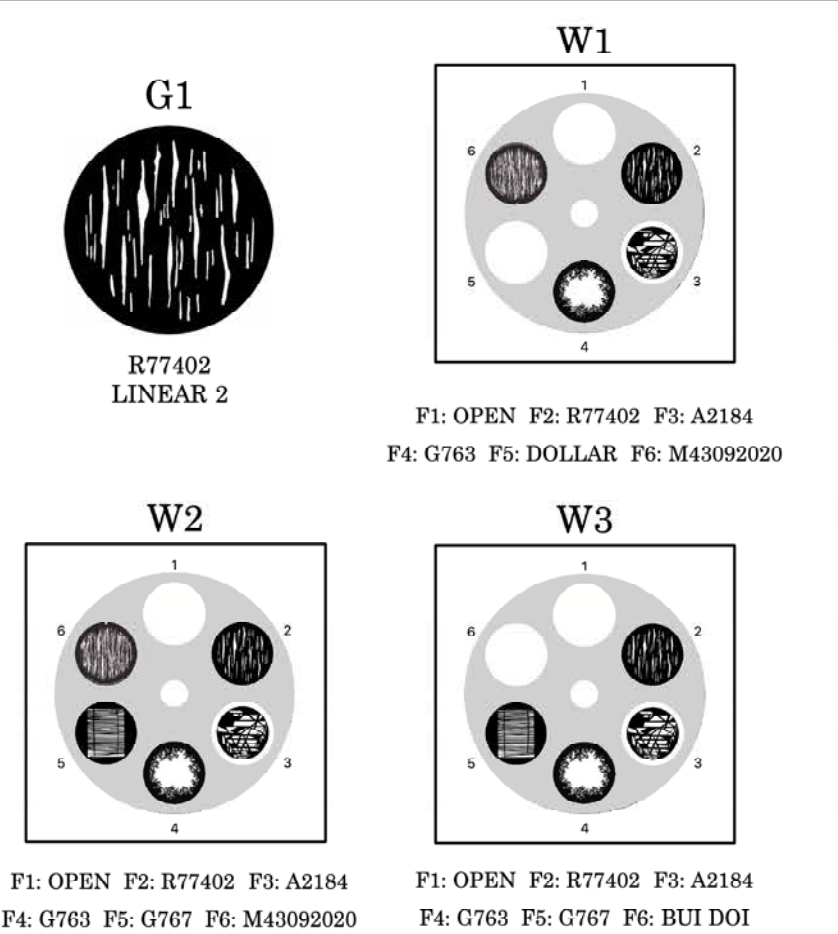
TYPICAL



NOTES

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2. ALL TRIMS FROM STAGE DECK (0'-0") TO CENTER OF PIPE
3. ALL BOOM HEIGHTS MEASURED FROM STAGE DECK (0'-0") TO SIDE ARM POSITION
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8. ALL BOOM HEIGHTS INDICATED ARE MEASURED OFF OF THE LENSE OF THE FIXTURE WHILE FACING LENSE DOWN

TEMPLATES



REVISIONS

DATE	CHANGES	WHO
5/15/2020	ROUGH PLOT	MAO
5/22/2020	FINAL PLOT	MAO

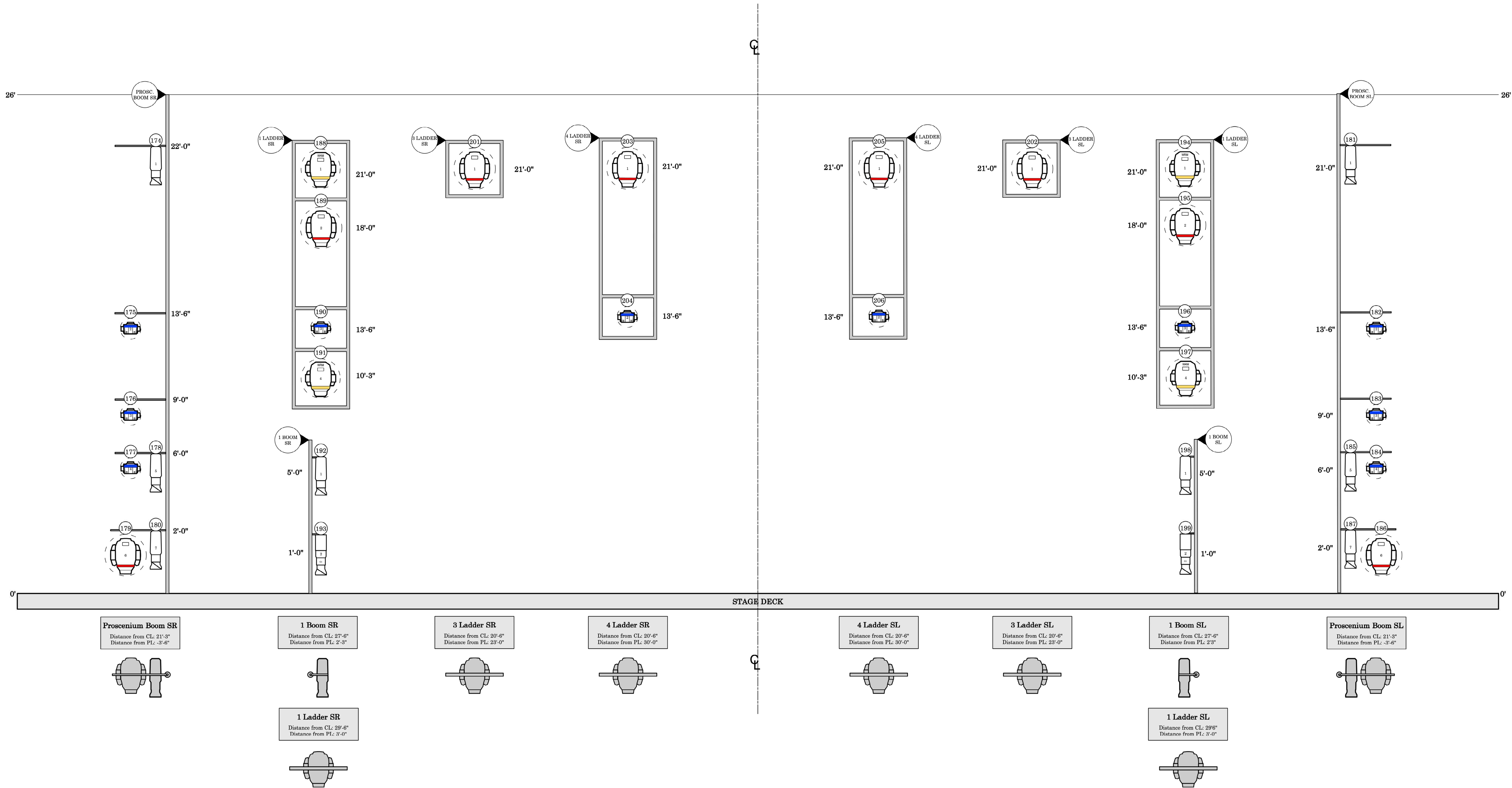
CAMERON MACKINTOSH PRODUCTIONS
THE BROADWAY THEATRE

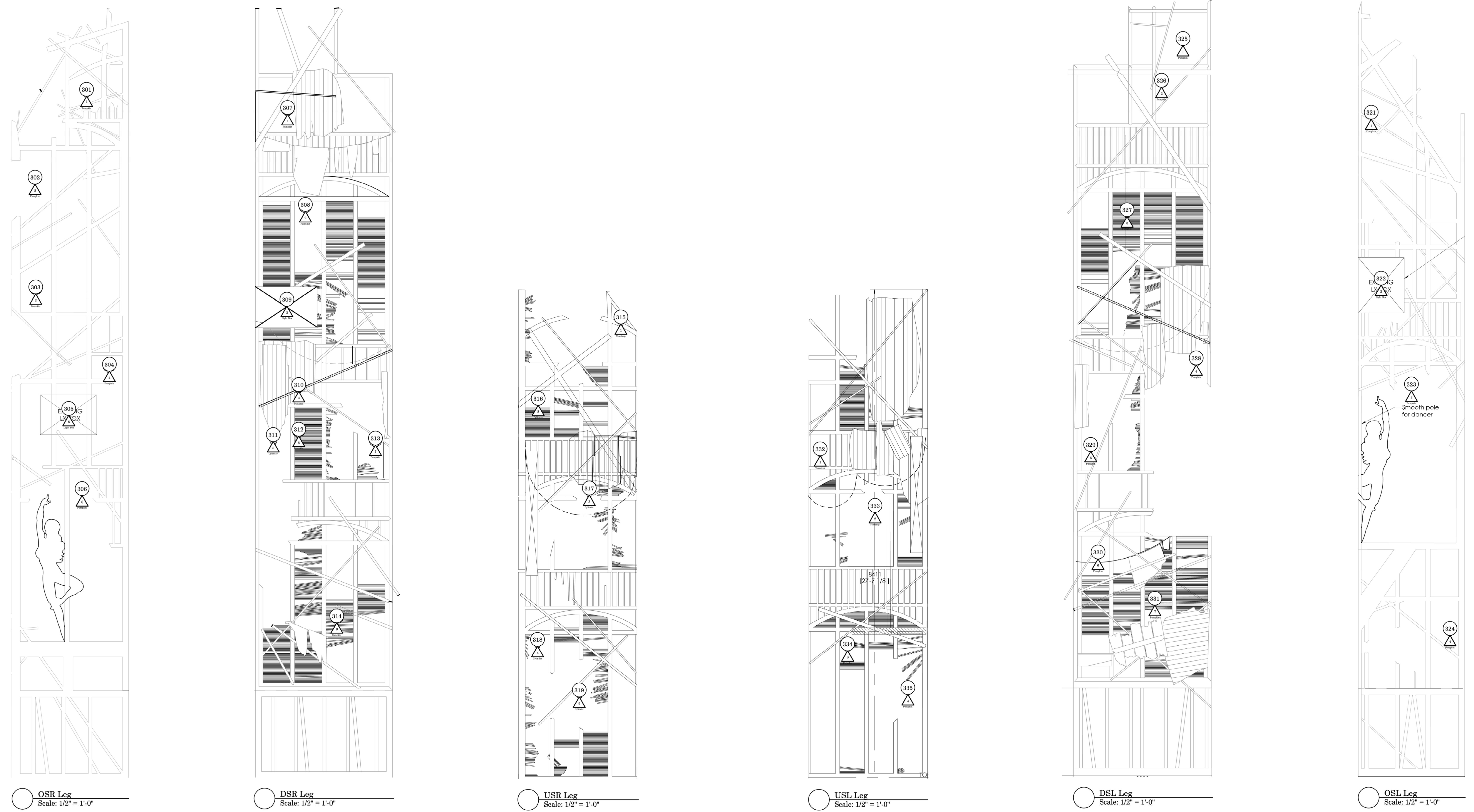


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BOOM DETAIL **2** OF 6





OSR Leg
Scale: 1/2" = 1'-0"

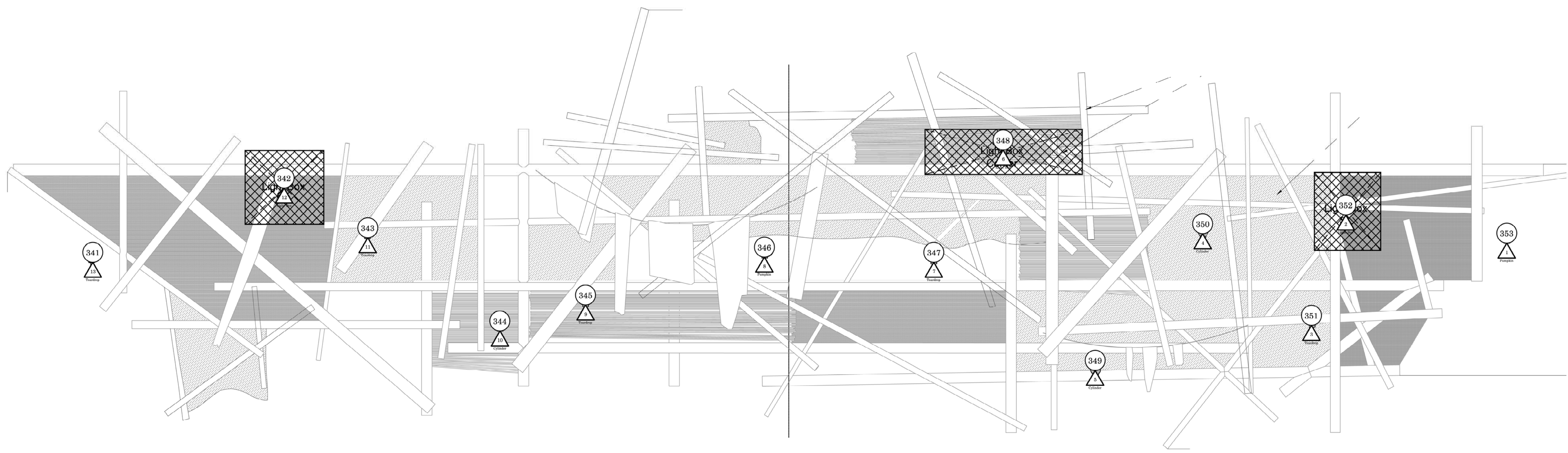
DSR Leg
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USR Leg
Scale: 1/2" = 1'-0"

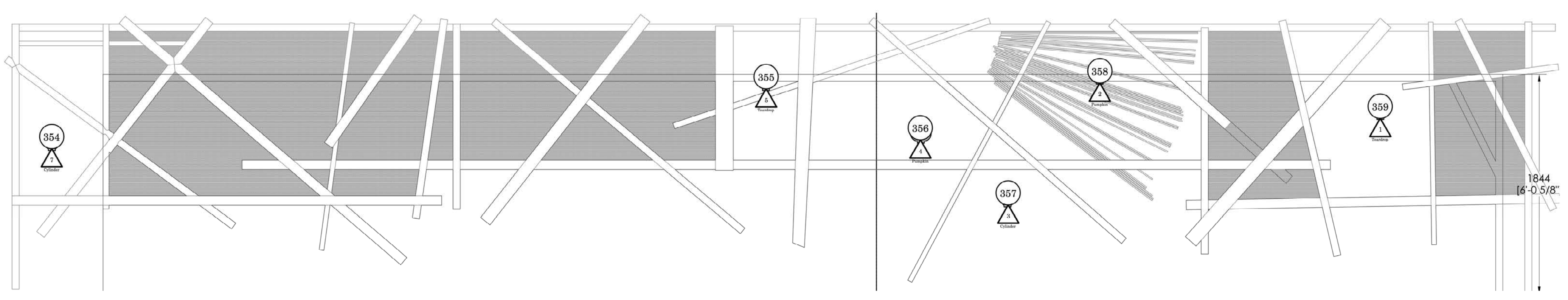
USL Leg
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DSL Leg
Scale: 1/2" = 1'-0"

OSL Leg
Scale: 1/2" = 1'-0"



Angled Header
Scale: 1/2" = 1'-0"



Pelmet
Scale: 1/2" = 1'-0"

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-
-
-
-
- PAR 64 NSP @ 1000w
- GLP X-4 BAR
- LEADER LIGHT STAGE LINE 8-6C
- COLORFORCE II 12
- PRACTICAL
- MDG ATMOSPHERE HAZE
- LOOK SOLUTIONS VIPER NT FOGGER
- LYCIAN M2 FOLLOWSPOT

TYPICAL

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TEMPLATES

G1

R77402
LINKAR 2

W1

F1: OPEN F2: R77402 F3: A2184
F4: G763 F5: DOLLAR F6: M43092020

W2

F1: OPEN F2: R77402 F3: A2184
F4: G763 F5: G767 F6: M43092020

W3

F1: OPEN F2: R77402 F3: A2184
F4: G763 F5: G767 F6: BUT DOT

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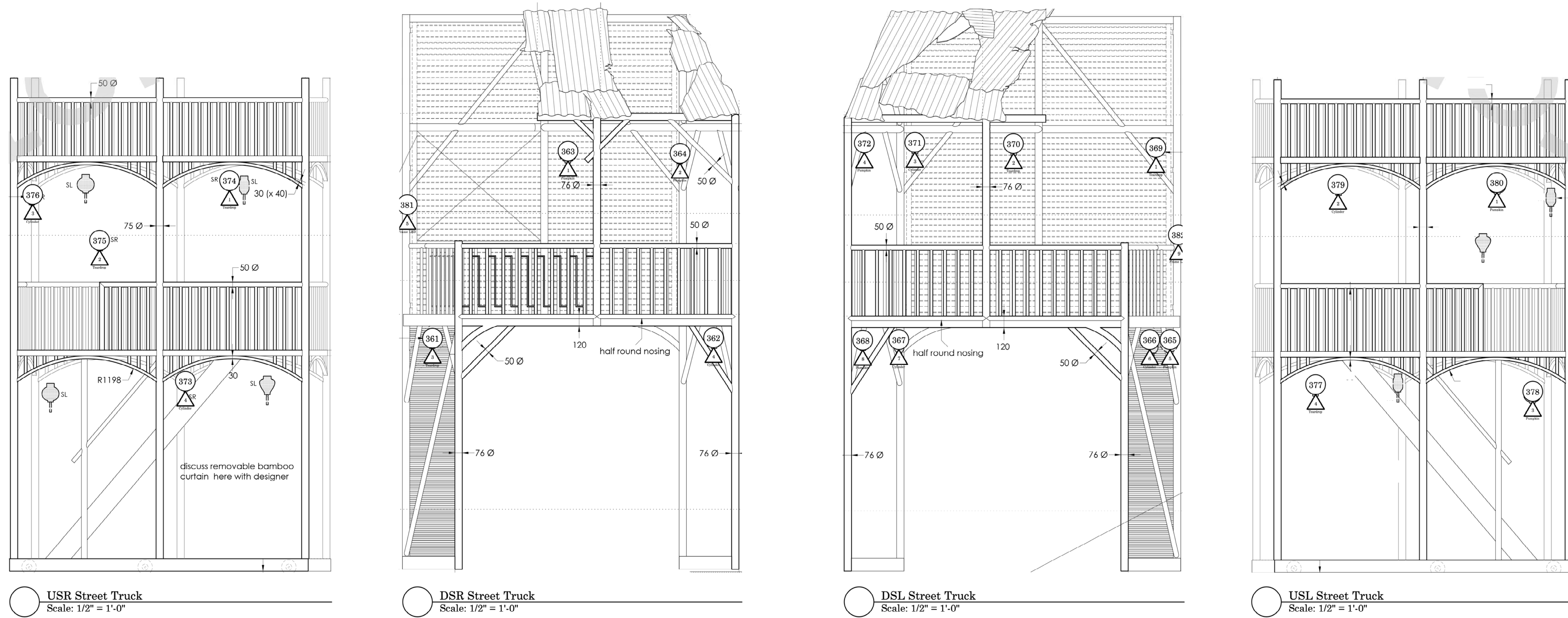
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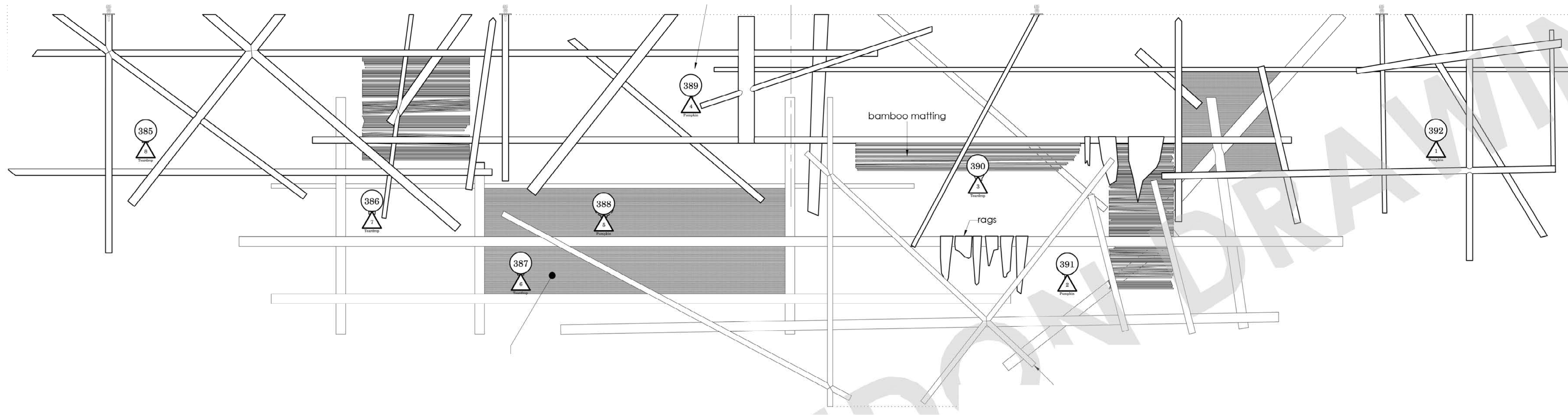
MAX OKST
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PLATE
3
OF 6

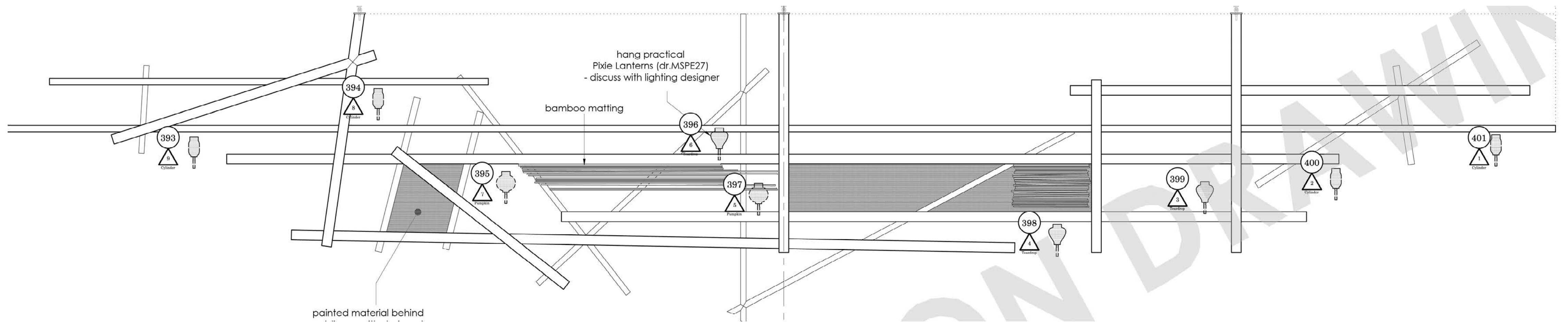
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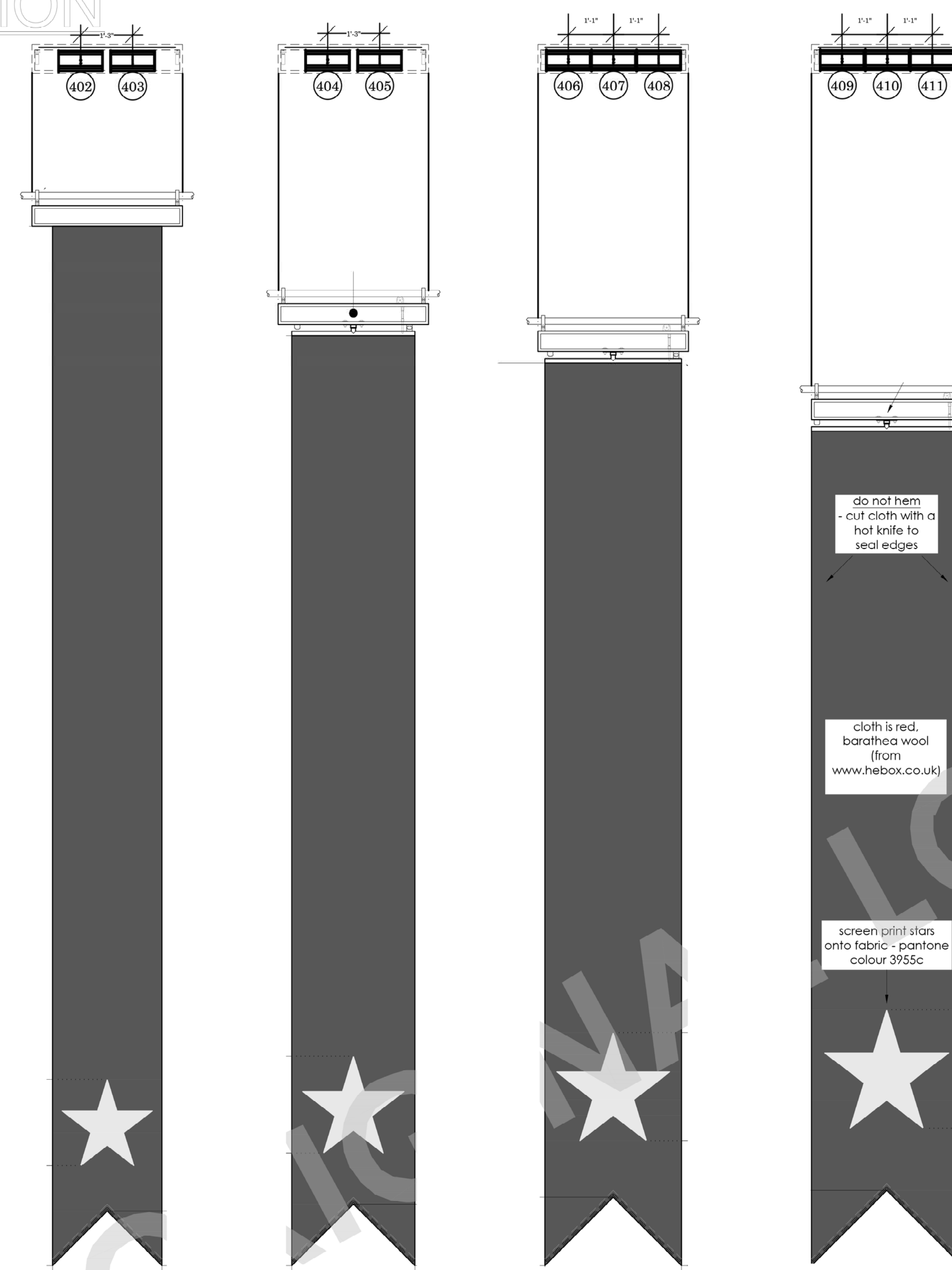
USR Street Truck Scale: 1/2" = 1'-0"
 DSR Street Truck Scale: 1/2" = 1'-0"
 DSL Street Truck Scale: 1/2" = 1'-0"
 USL Street Truck Scale: 1/2" = 1'-0"



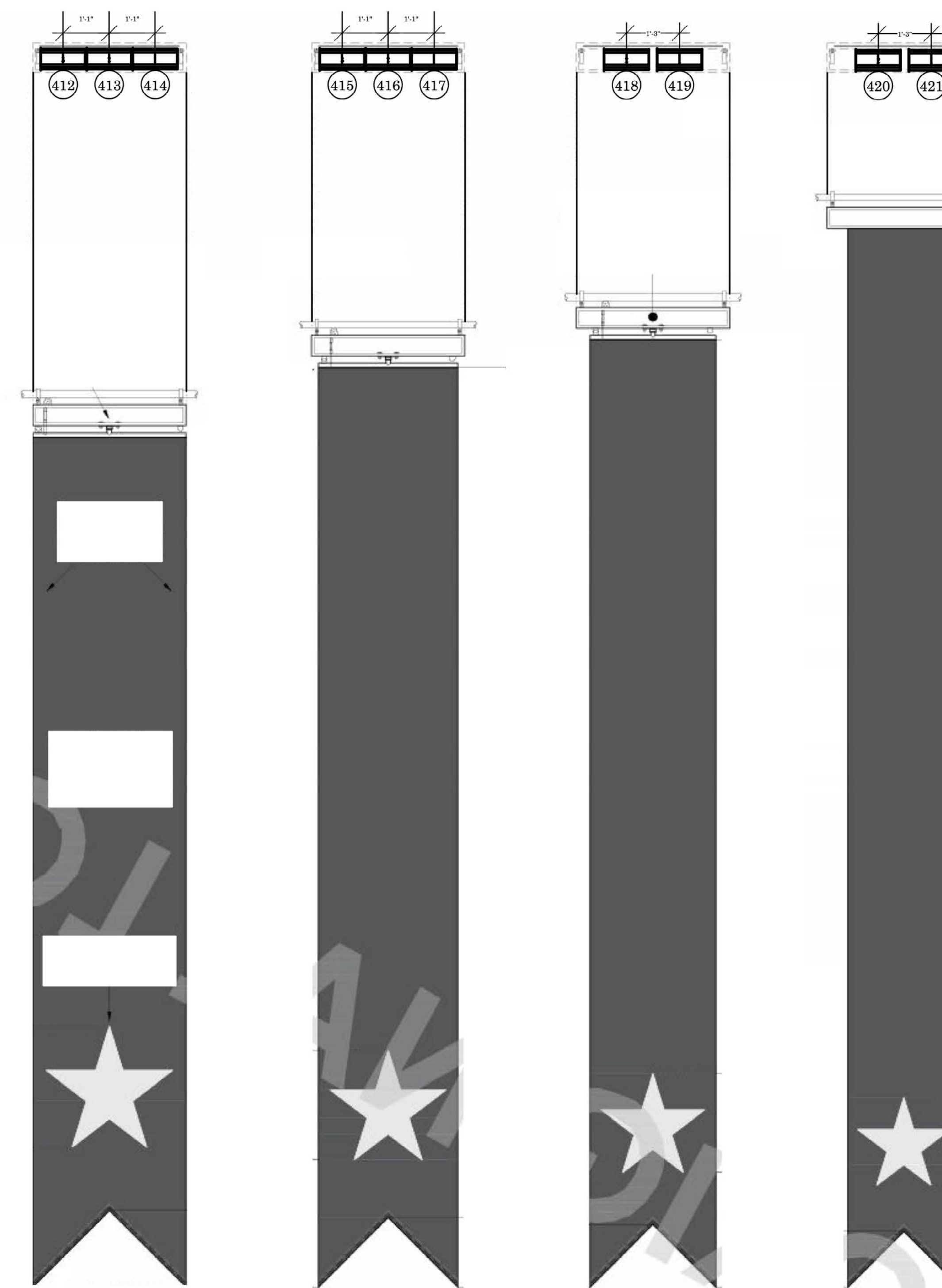
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MS Bamboo Header Scale: 1/2" = 1'-0"



SR Banners Scale: 1/2" = 1'-0"

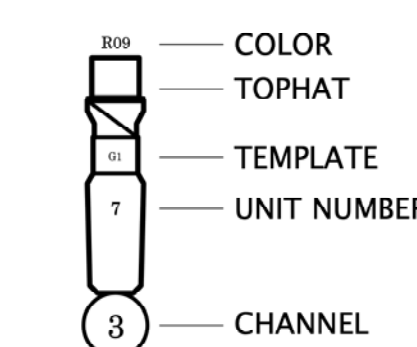


SL Banners Scale: 1/2" = 1'-0"

KEY

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- MARTIN MAC ENCORE PERFORMANCE WRM
- MARTIN MAC VIPER WASH DX
- MARTIN MAC AURA WASH
- MARTIN RUSH PAR 2 CT ZOOM
- SOURCE 4 36" @ 575w
- ETC LUSTER SERIES 2 36"
- ETC LUSTER SERIES 2 26"
- ETC COLORSOURCE SPOT 26"
- PAR 64 NSP @ 1000w
- GLP X-4 BAR
- LEADER LIGHT STAGE LINE 8-6C
- COLORFORCE II 12
- PRATICAL
- MDG ATMOSPHERE HAZE
- LOOK SOLUTIONS VIPER NT FOGGER
- LYCIAN M2 FOLLOWSPOT

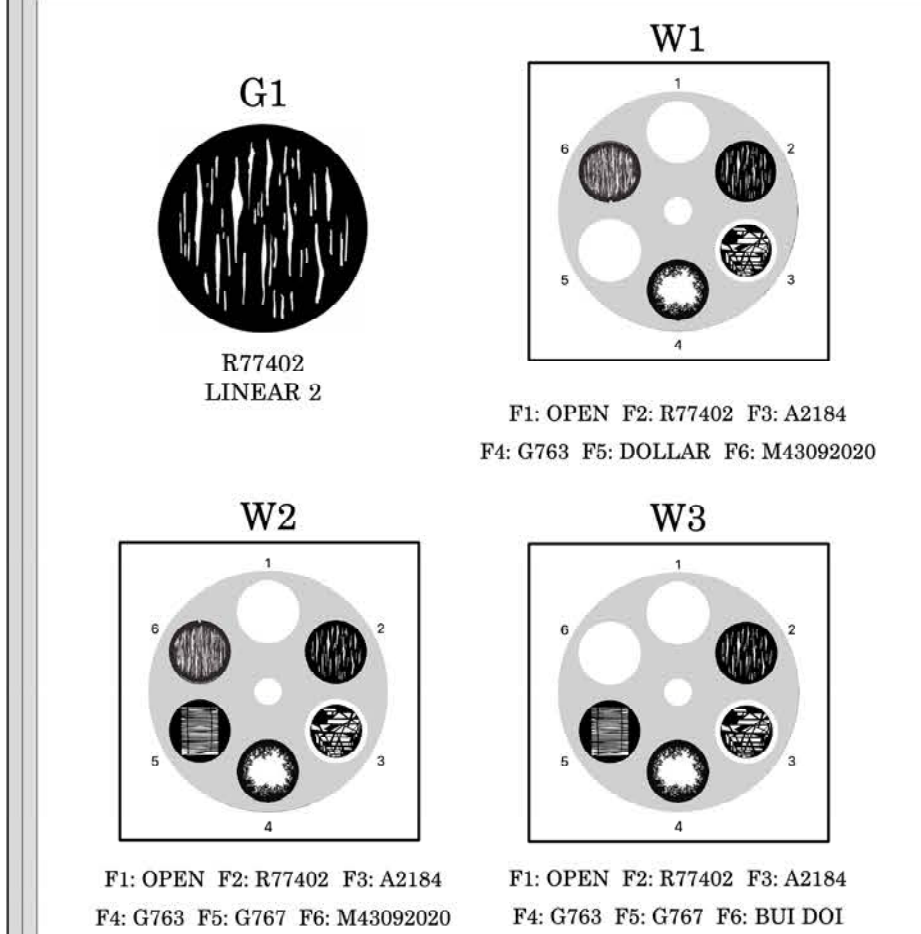
TYPICAL



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CAMERON MACKINTOSH PRODUCTIONS
THE BROADWAY THEATRE

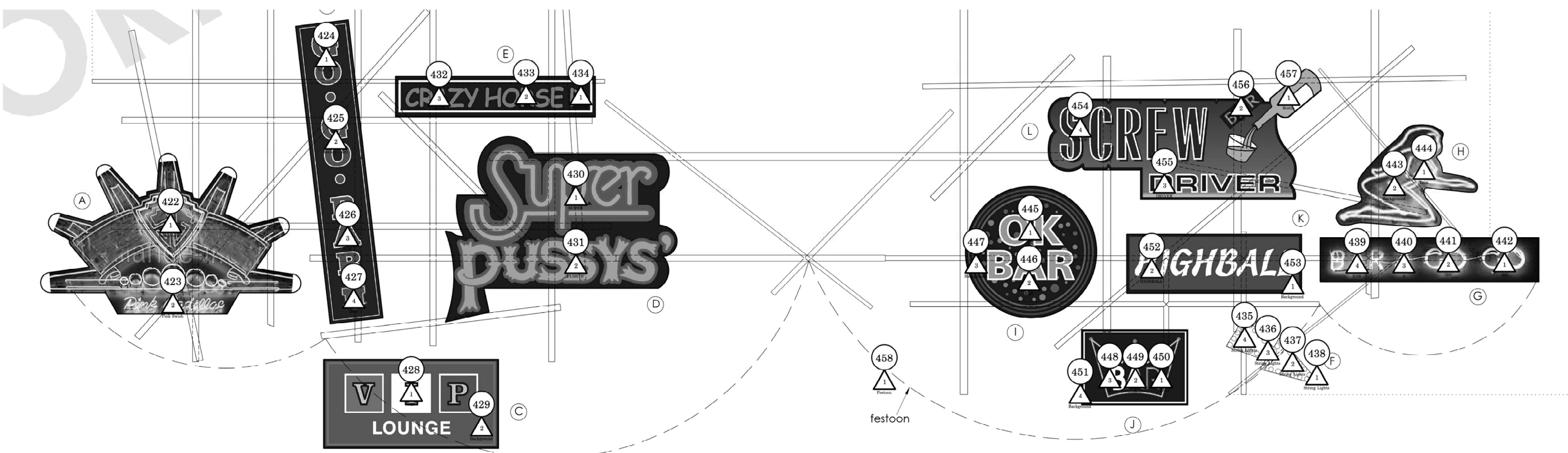
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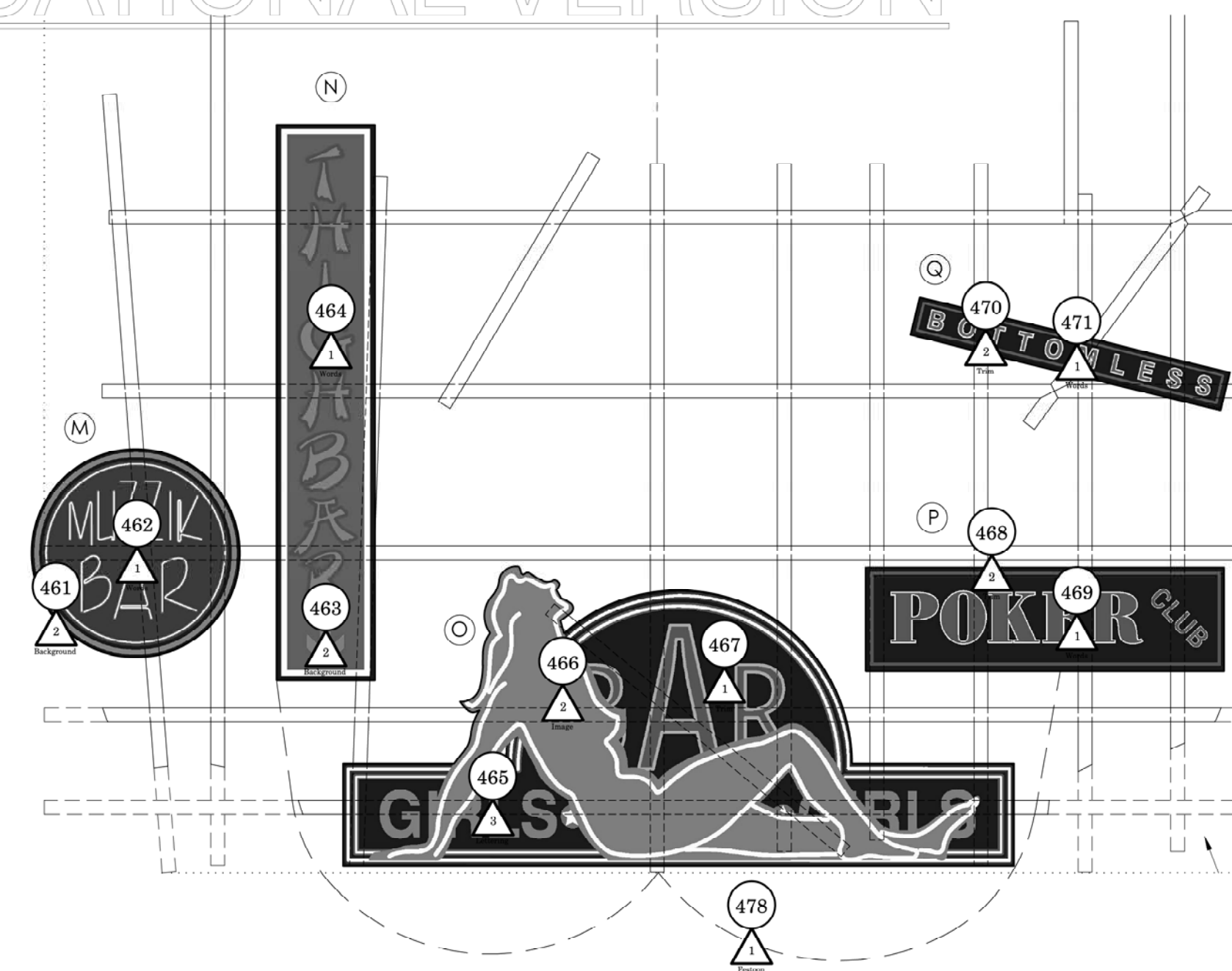
SET LX B

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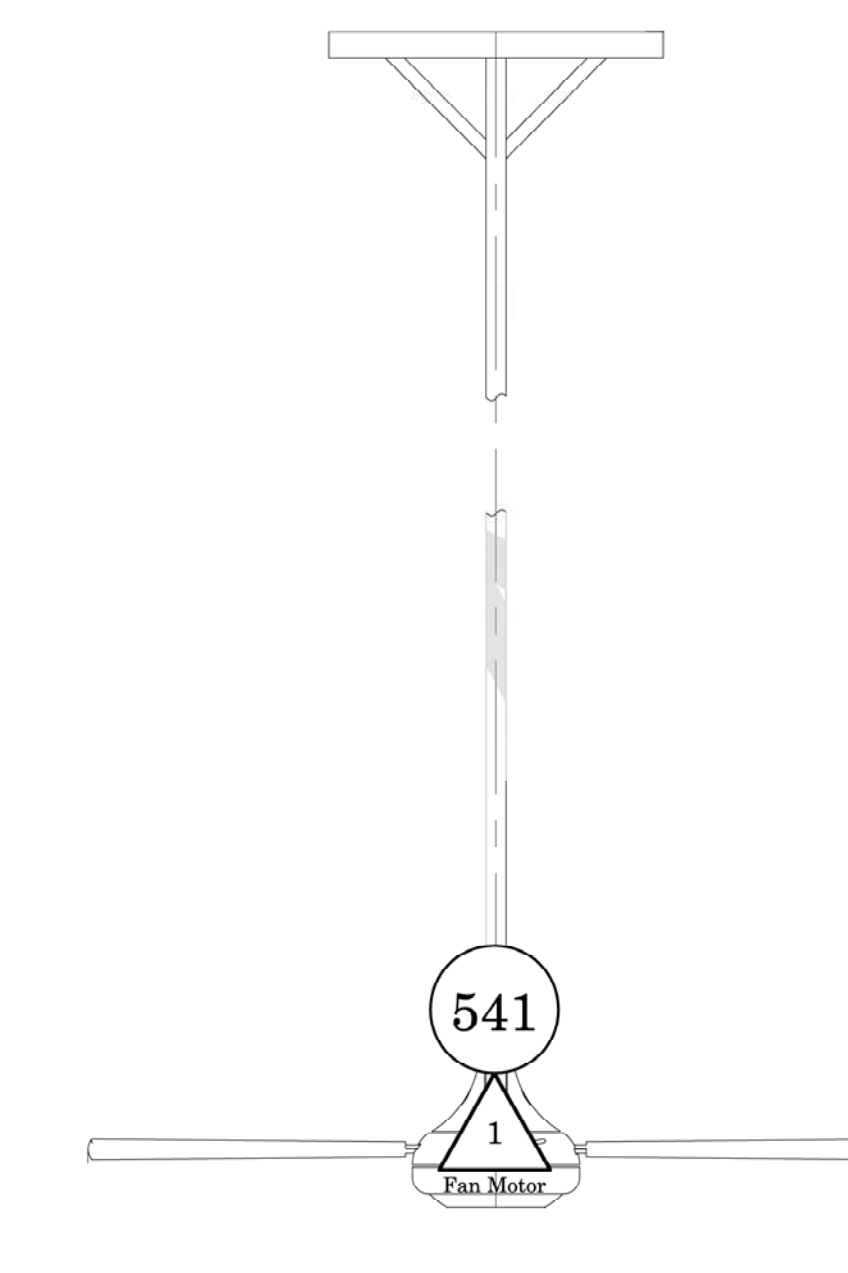
PLATE
4
OF 6



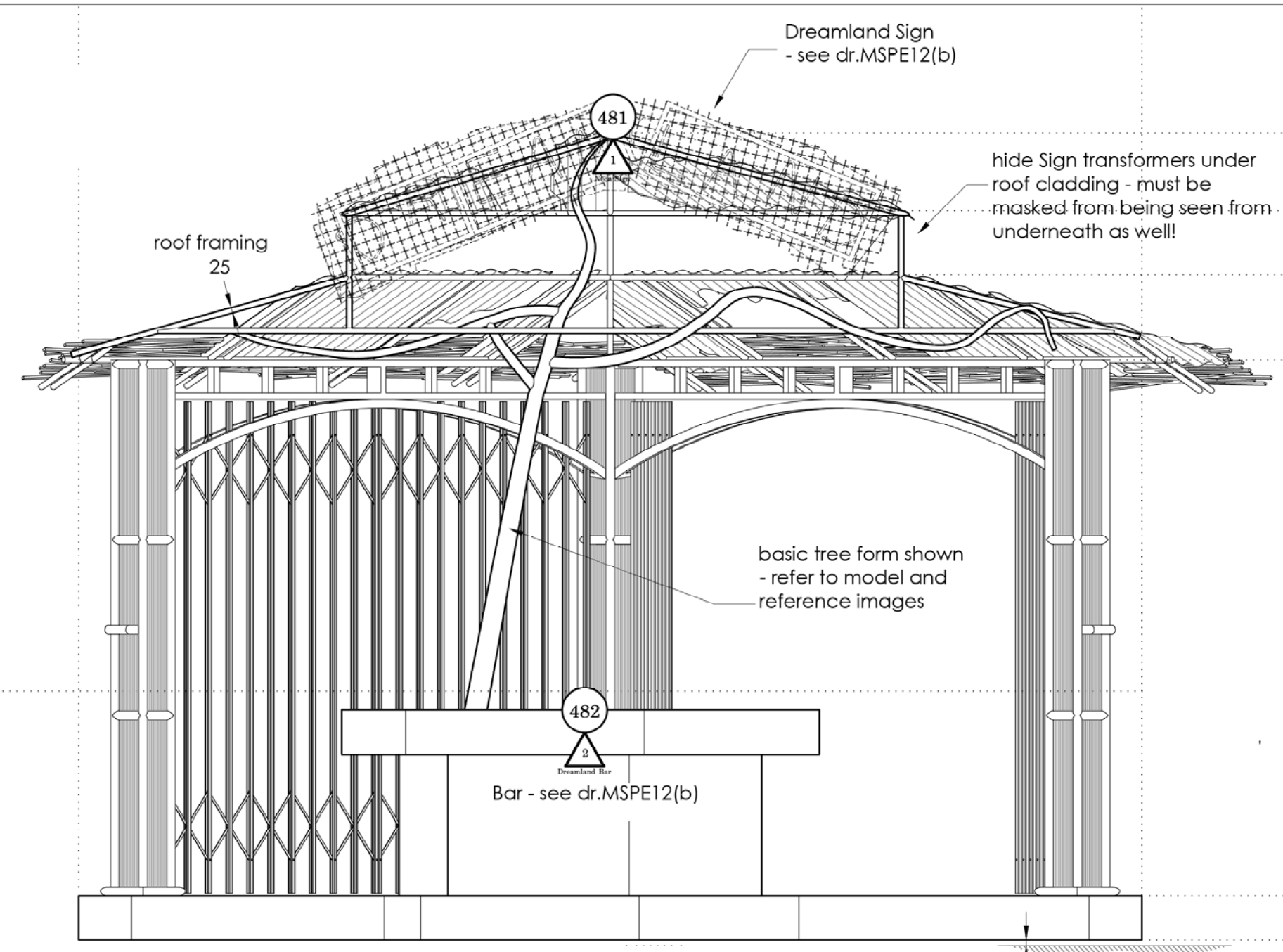
DS Bangkok Signs
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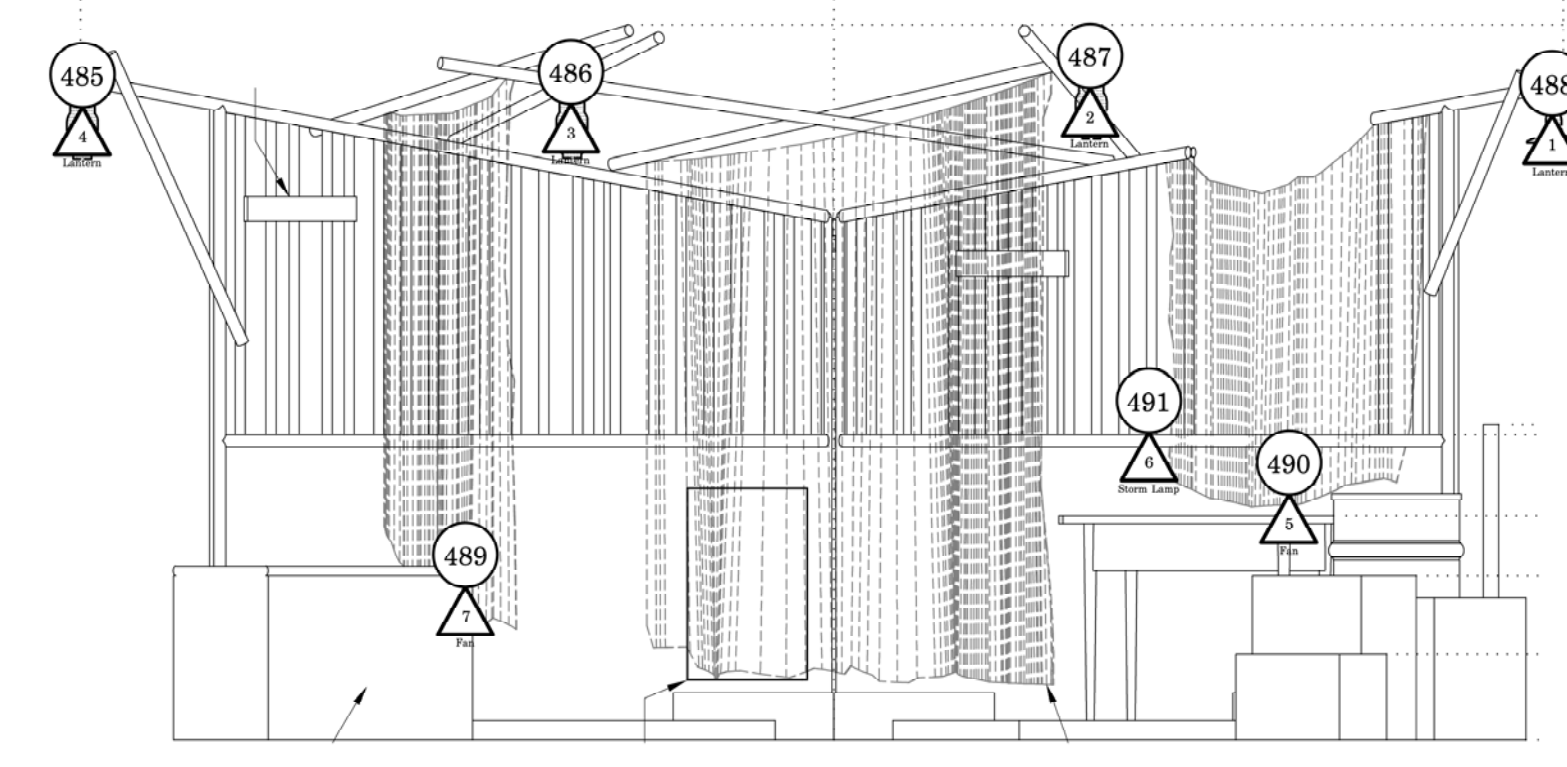
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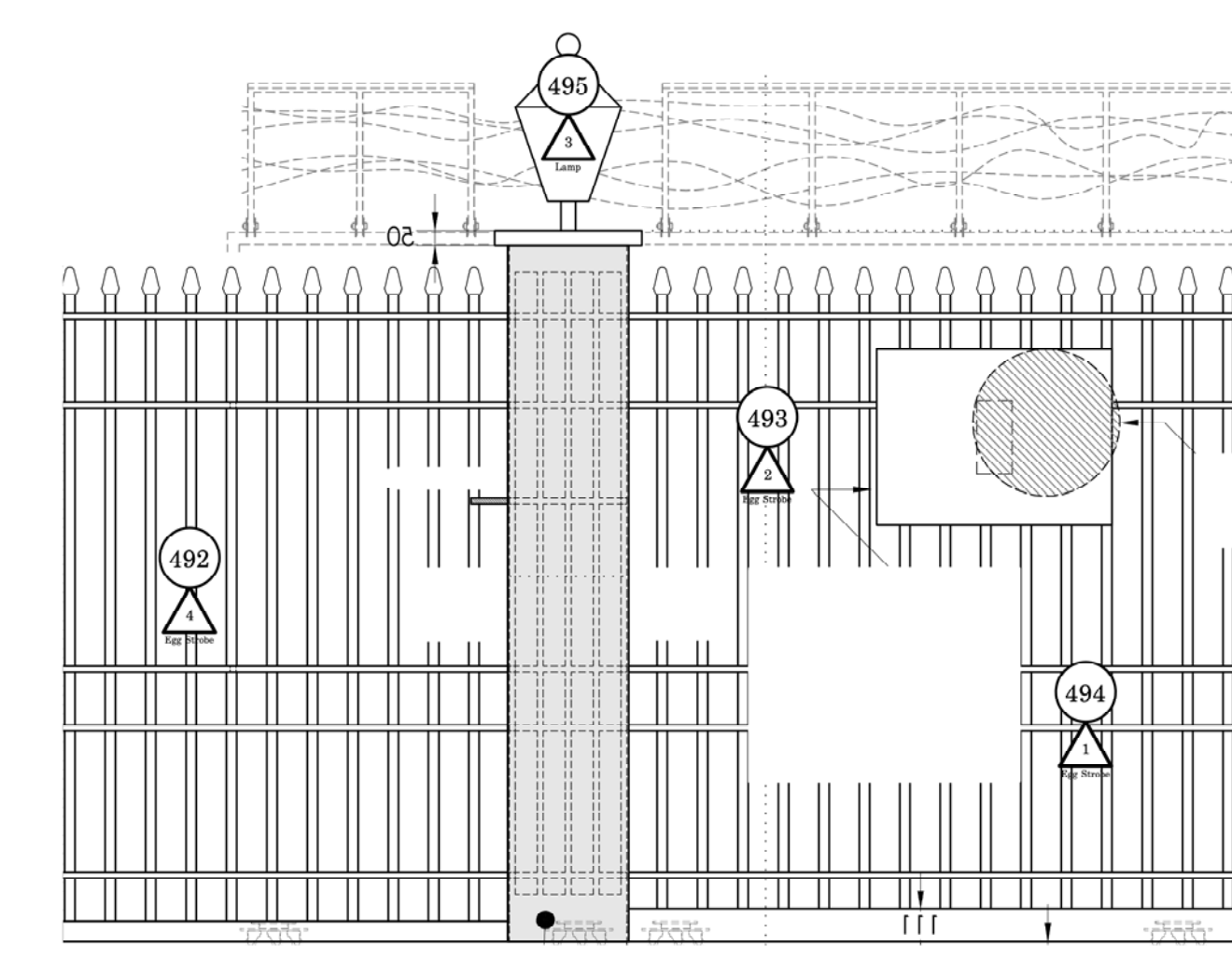
Fan
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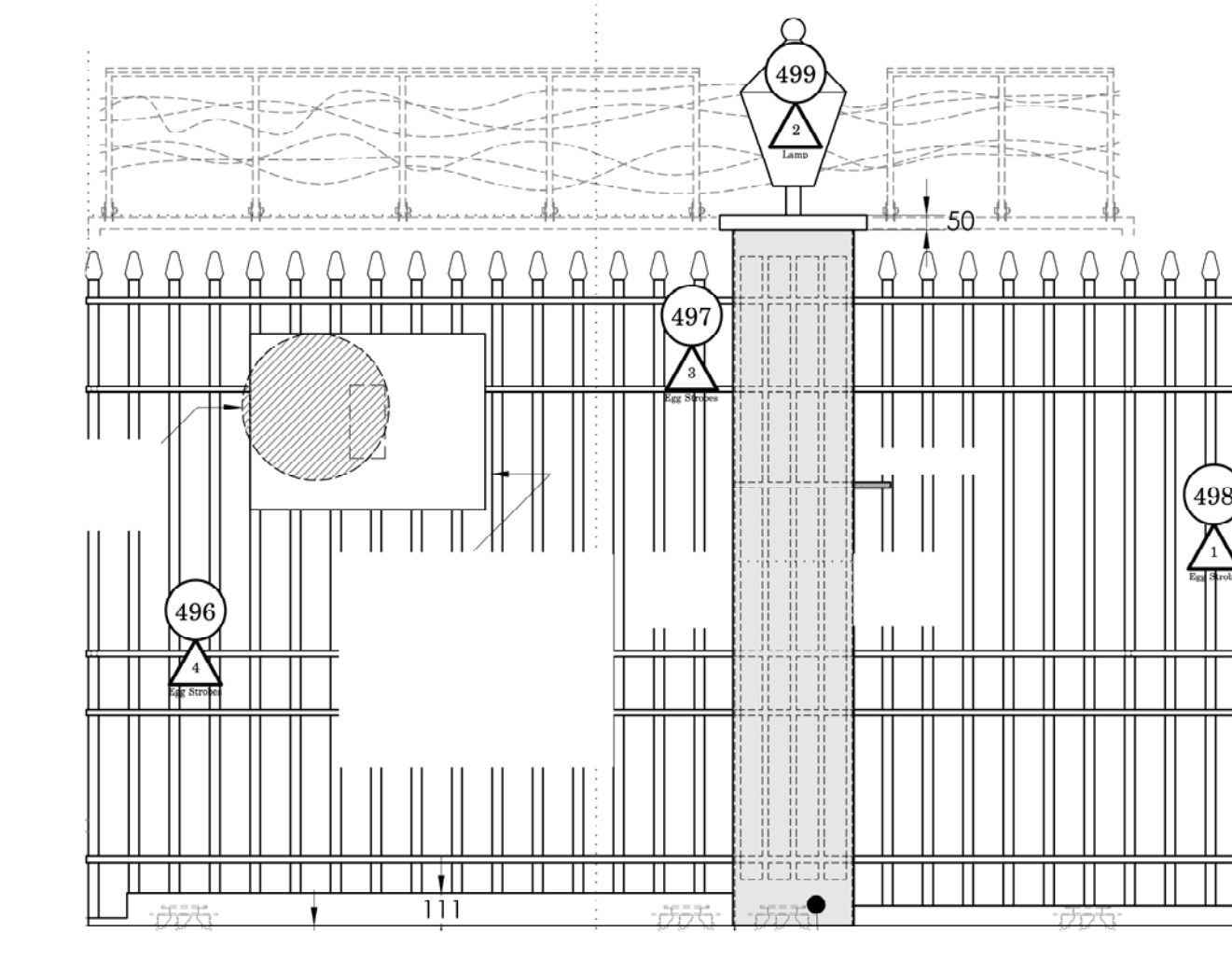
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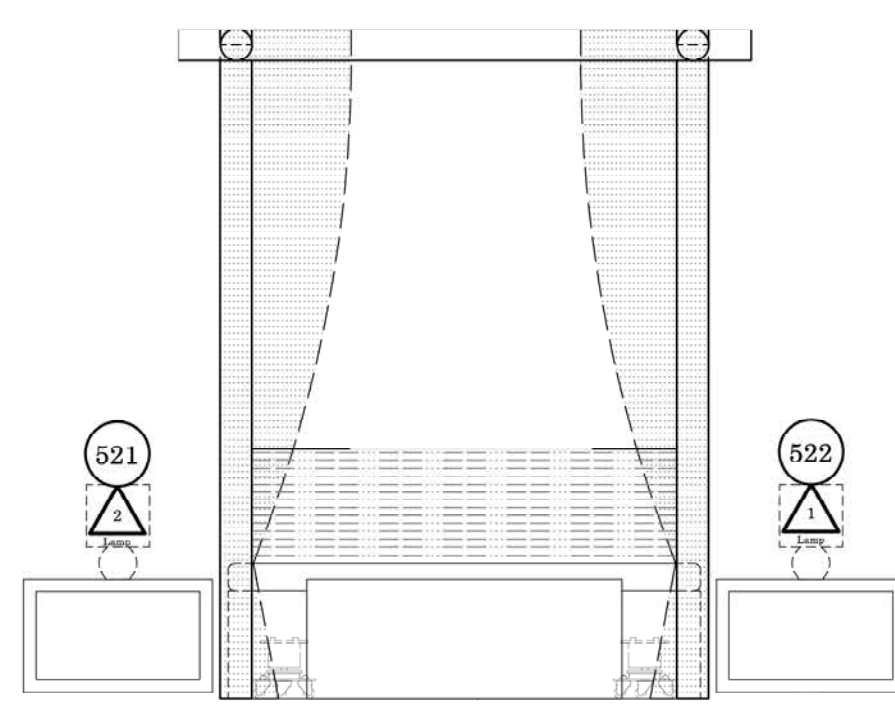
Refugee / Dressing Room
Scale: 1/2" = 1'-0"



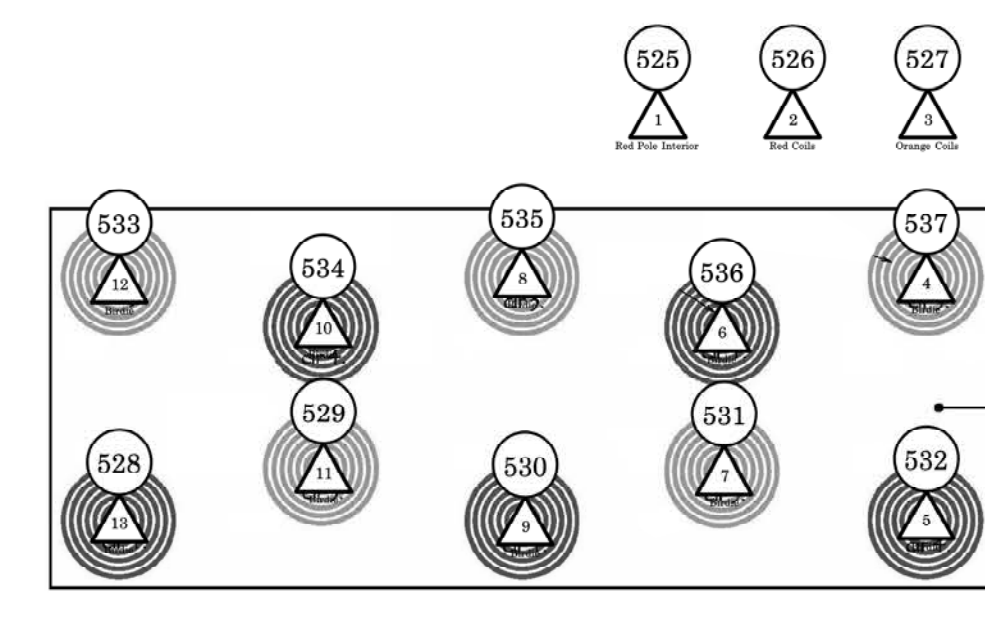
SR Embassy Gate
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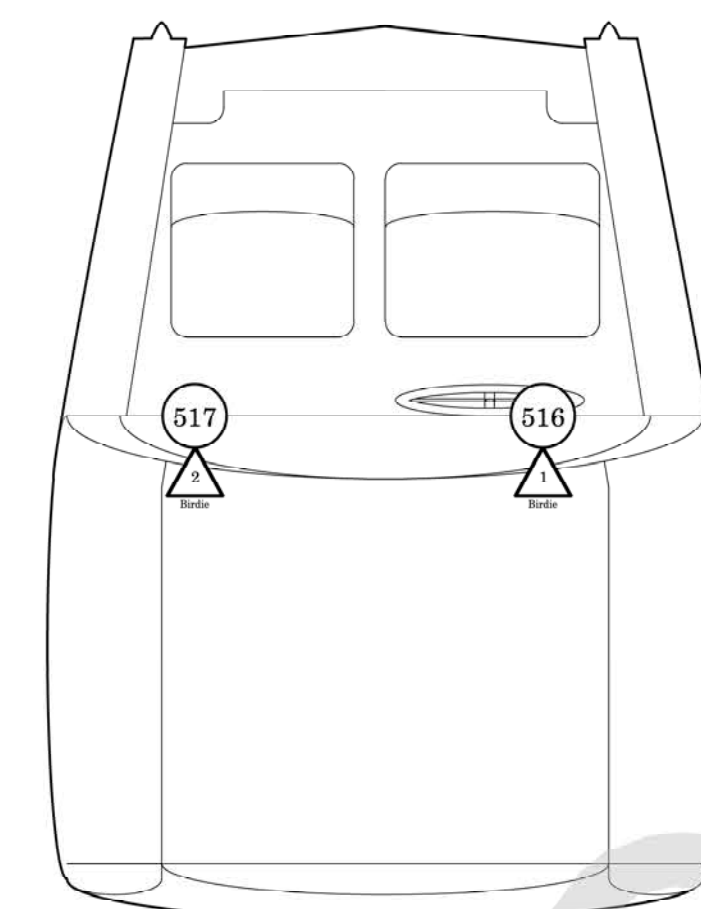
SI, Embassy Gates
Scale: 1/2" = 1'-0"



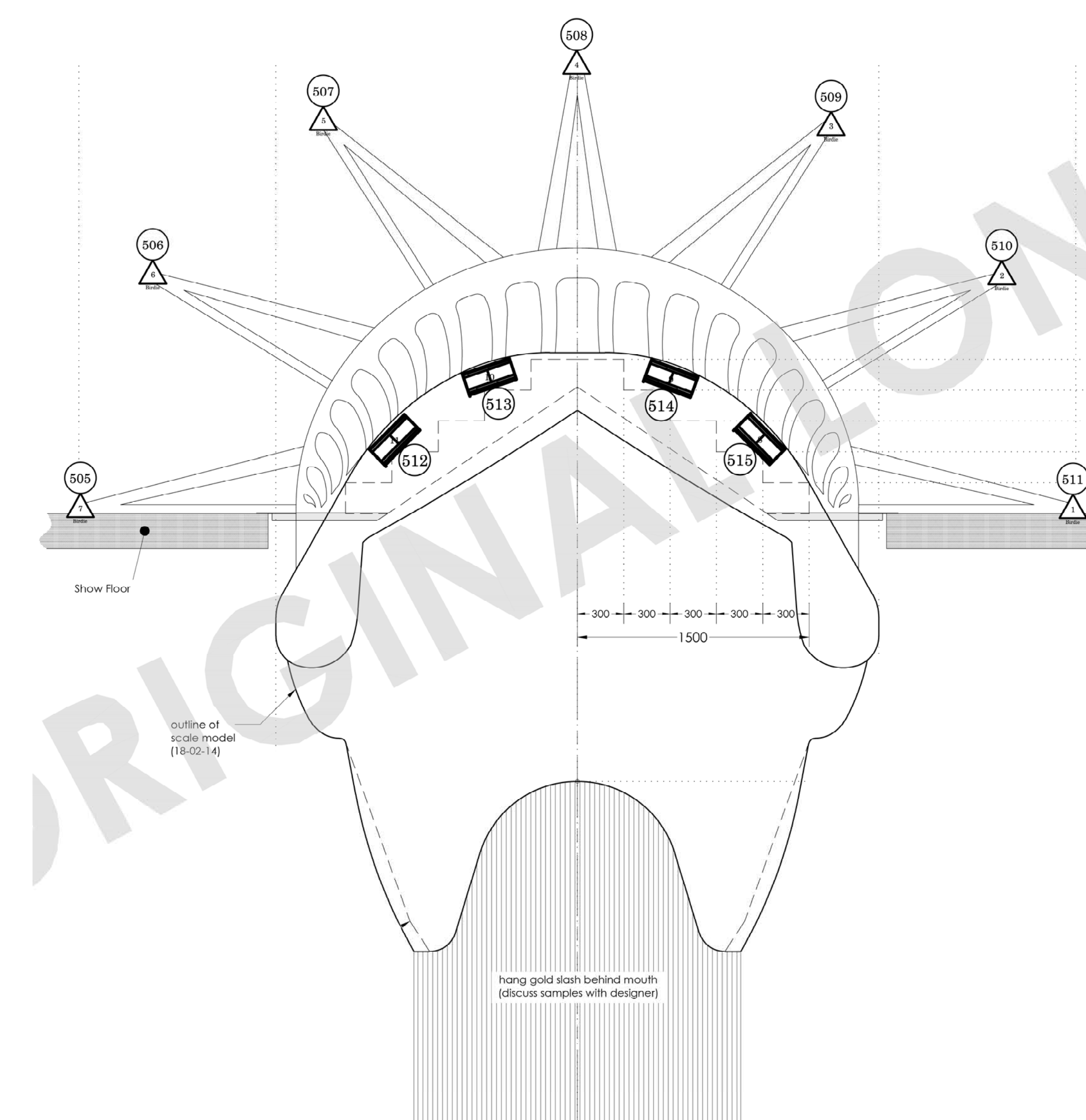
Bangkok Bed
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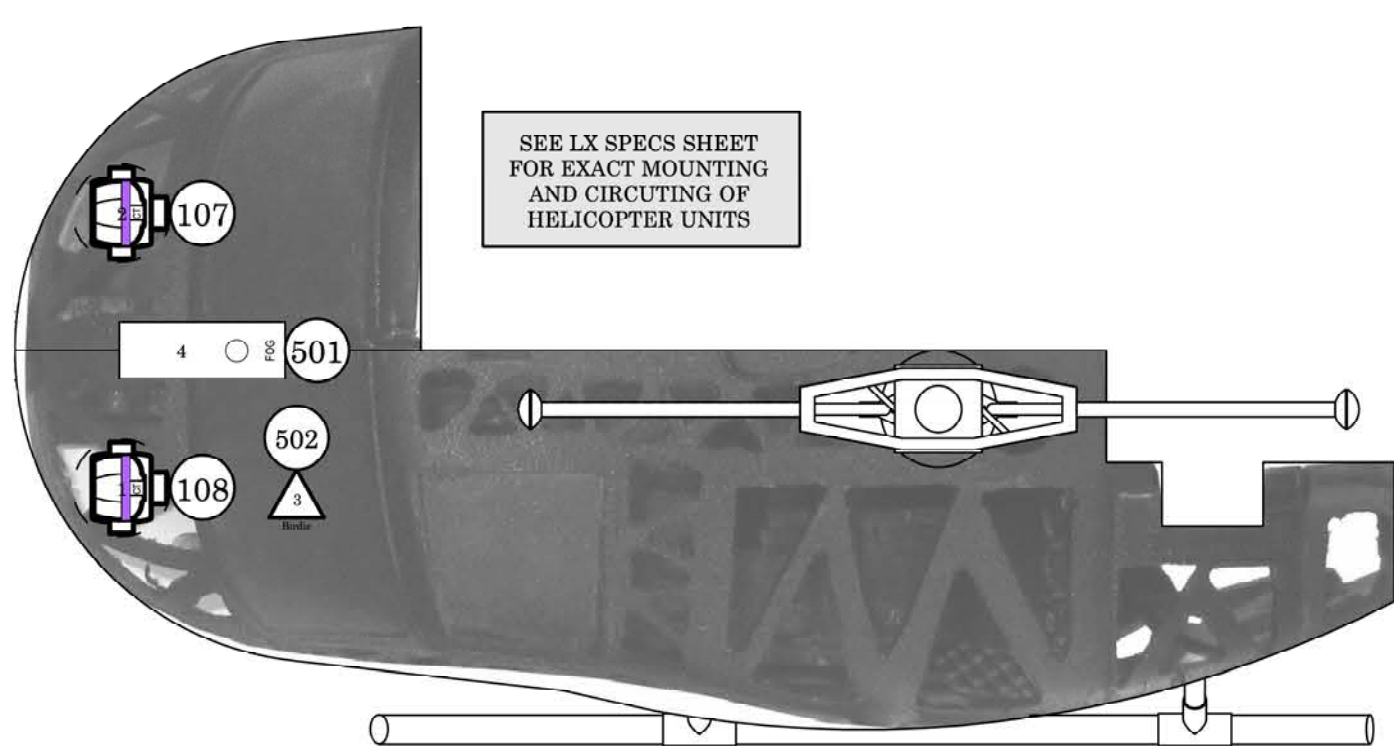
Moulin Rouge Stage
Scale: 1/2" = 1'-0"



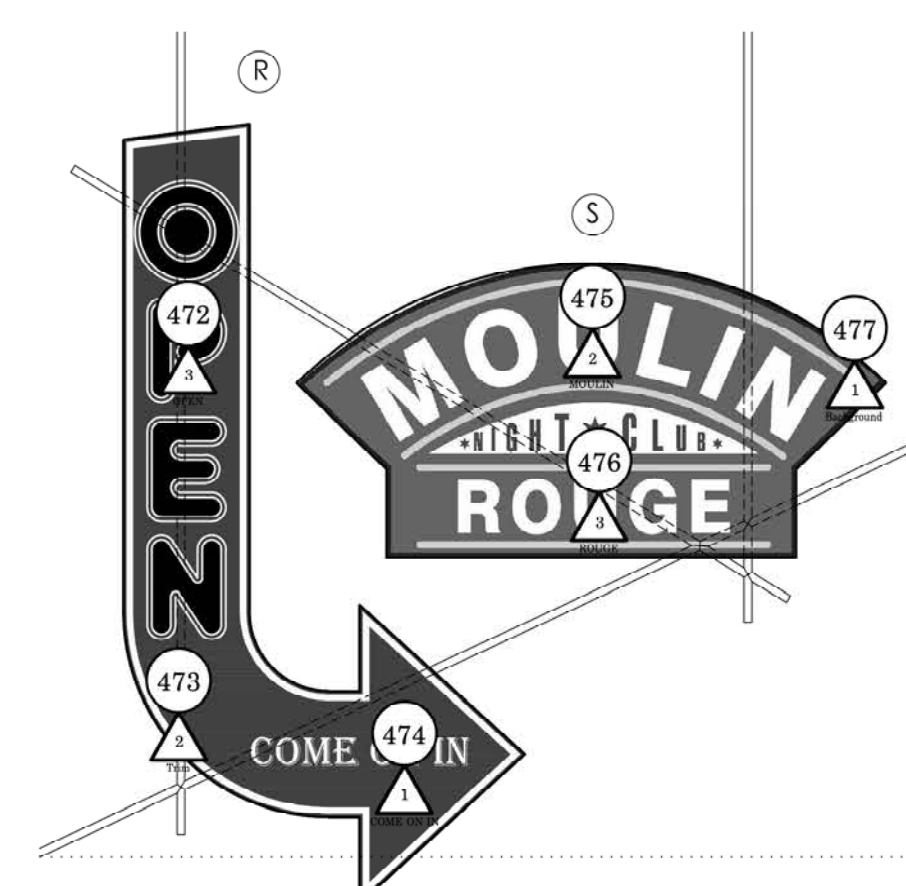
Cadillac
Scale: 1/2" = 1'-0"



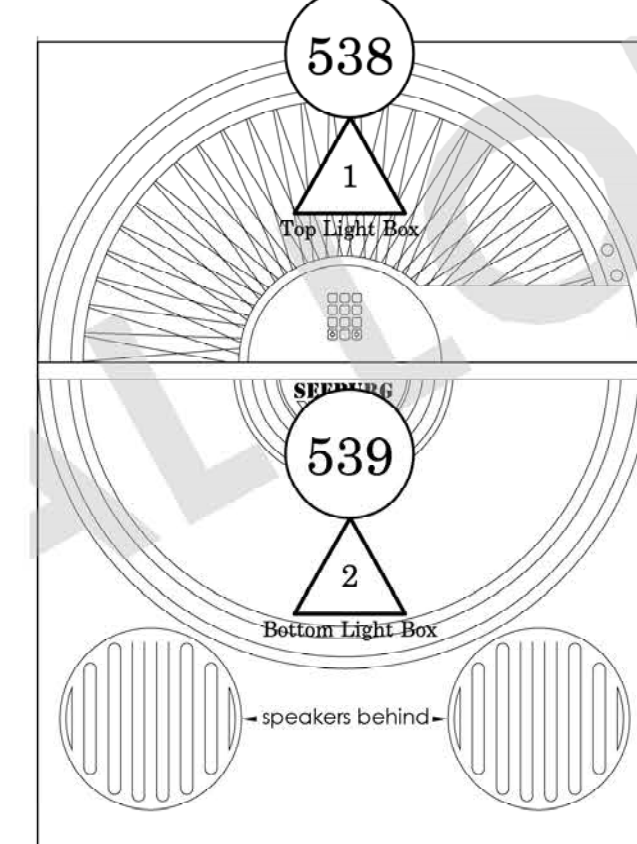
Liberty Head
Scale: 1/2" = 1'-0"



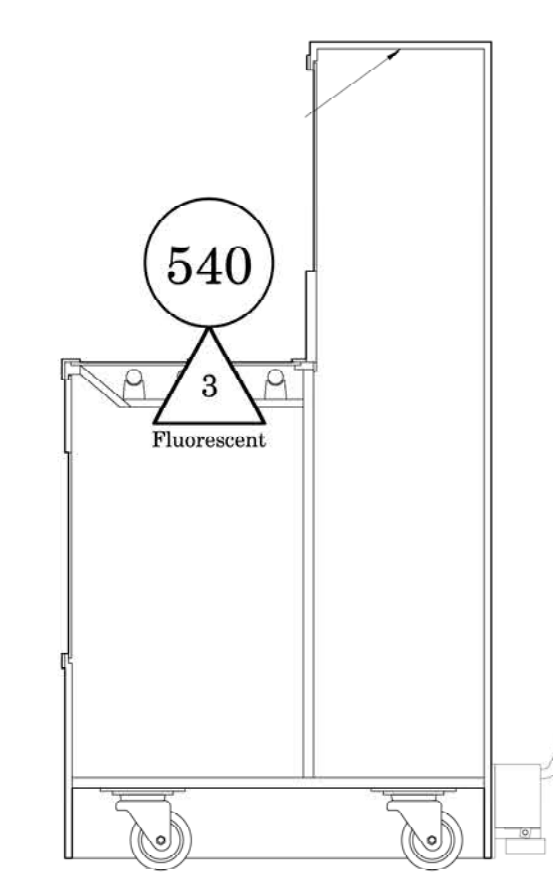
Helicopter
Scale: 1/2" = 1'-0"



MS Moulin Rouge Sign
Scale: 1/2" = 1'-0"



Jukebox
Scale: 1" = 1'-0"

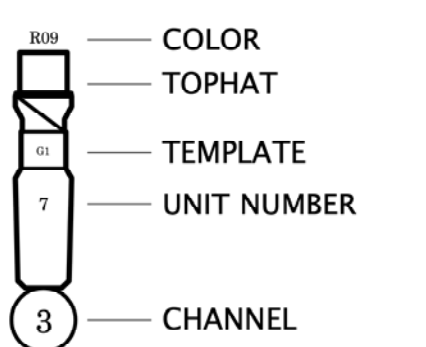


Plumbent
Scale: 1" = 1'-0"

KEY

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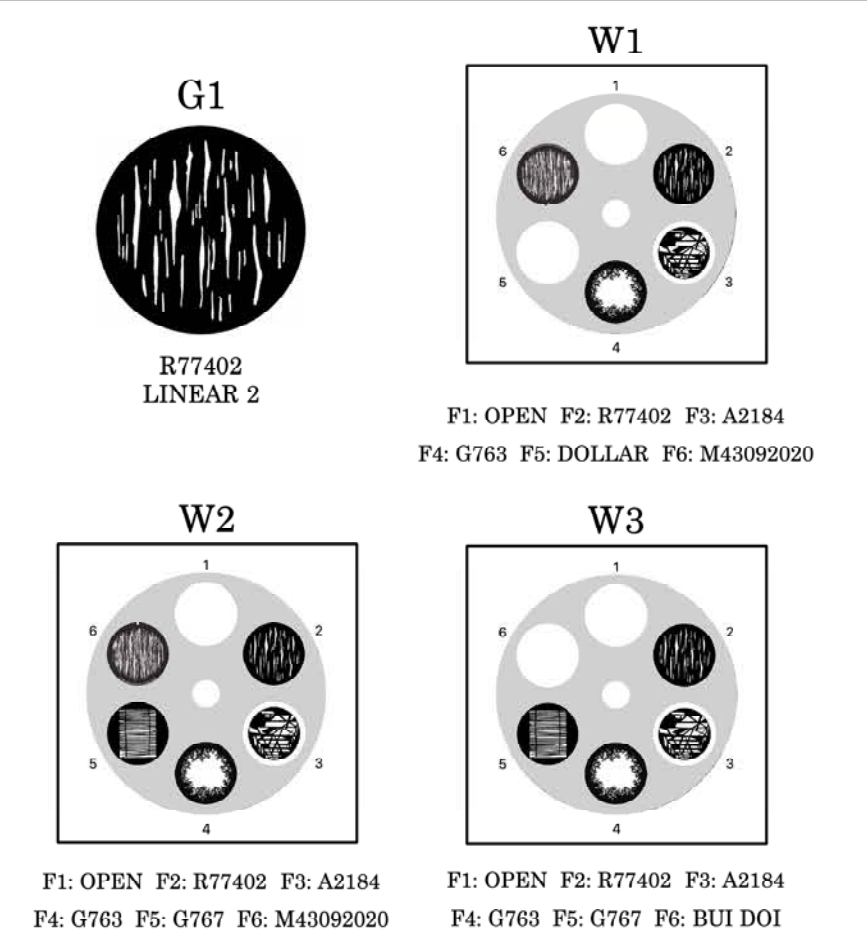
TYPICAL



NOTES

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TEMPLATES



REVISIONS

DATE	CHANGES	WHO
5/15/2020	ROUGH PLOT	MAO
5/22/2020	FINAL PLOT	MAO

CAMERON MACKINTOSH PRODUCTIONS
THE BROADWAY THEATRE




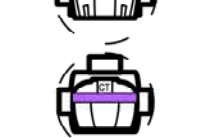

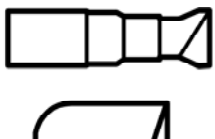
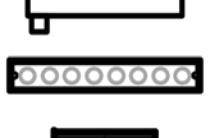
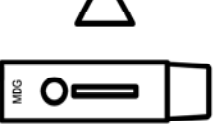
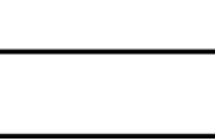



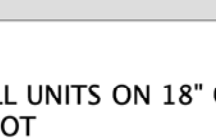
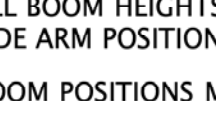
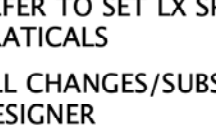

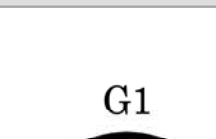


PRODUCER: CAMERON MACKINTOSH
DIRECTOR: LAURENCE CONNOR
SETS: MATT KINLEY
COSTUMES: ANDREANE NEOPTOU
SOUND: MICK POTTER
LD: BRUNO POET
ASSOCIATE LD: MAX OKST
ASST. LD: TYLER M. PERRY

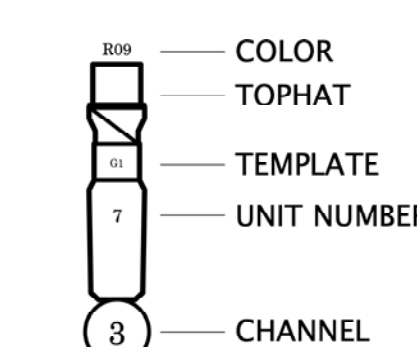
MAX OKST
103 OAKES ST. PORT JEFF, NY 11777
(831) 605-9525 maxokst@gmail.com

PLATE
5
OF 6
SET LX C
VARIED SCALES

KEY

-  MARTIN MAC VIPER PERFORMANCE
-  MARTIN MAC ENCORE PERFORMANCE WRM
-  MARTIN MAC VIPER WASH DX
-  MARTIN MAC AURA WASH
-  MARTIN RUSH PAR 2 CT ZOOM
-  SOURCE 4 36° @ 575w
-  ETC LUSTER SERIES 2 36°
-  ETC LUSTER SERIES 2 26°
-  ETC COLORSOURCE SPOT 26°
-  PAR 64 NSP @ 1000w
-  GLP X-4 BAR
-  LEADER LIGHT STAGE LINE 8-6C
-  COLORFORCE II 12
-  PRACTICAL
-  MDG ATMOSPHERE HAZE
-  LOOK SOLUTIONS VIPER NT FOGGER
-  LYCIAN M2 FOLLOWSPOT

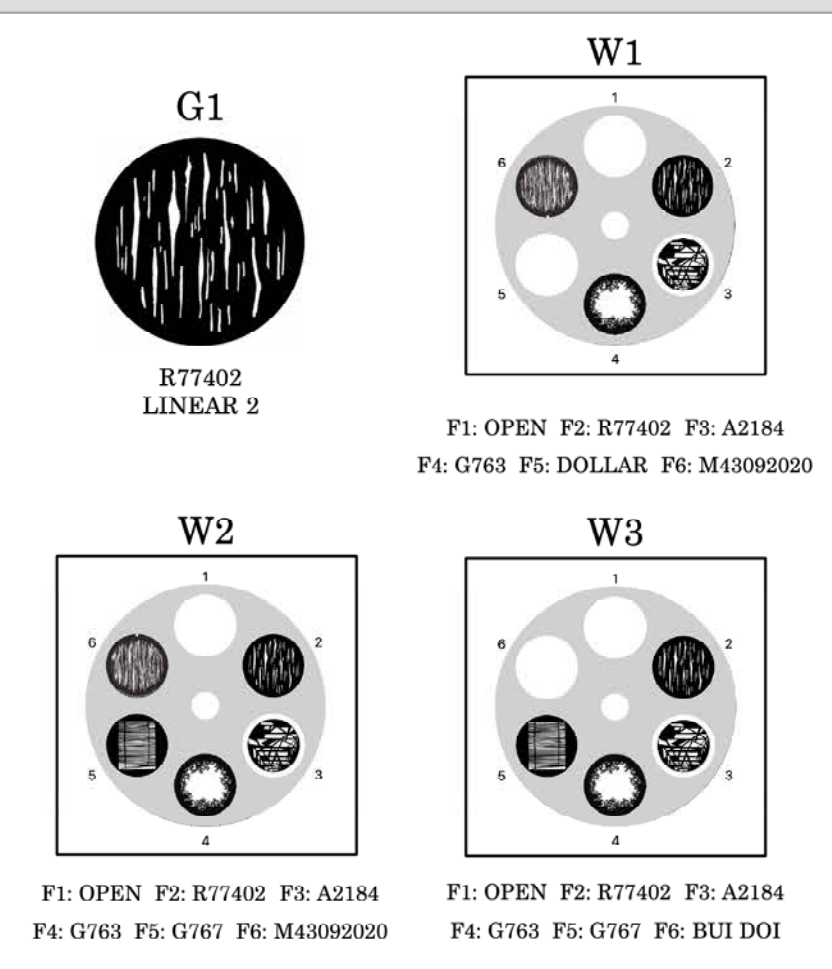
TYPICAL



NOTES

1. ALL UNITS ON 18" CENTERS UNLESS OTHERWISE NOTED ON PLOT
2. ALL TRIMS FROM STAGE DECK (0'-0") TO CENTER OF PIPE
3. ALL BOOM HEIGHTS MEASURED FROM STAGE DECK (0'-0") TO SIDE ARM POSITION
4. BOOM POSITIONS MARKED AS DISTANCE FROM CL
5. DROP COLOR, TEMPLATES, AND ACCESSORIES PRIOR TO FOCUS
6. REFER TO SET LX SPEC SHEET FOR MORE DETAIL ON ALL PRACTICALS
7. ALL CHANGES/SUBSTITUTIONS MUST BE APPROVED BY DESIGNER

TEMPLATES



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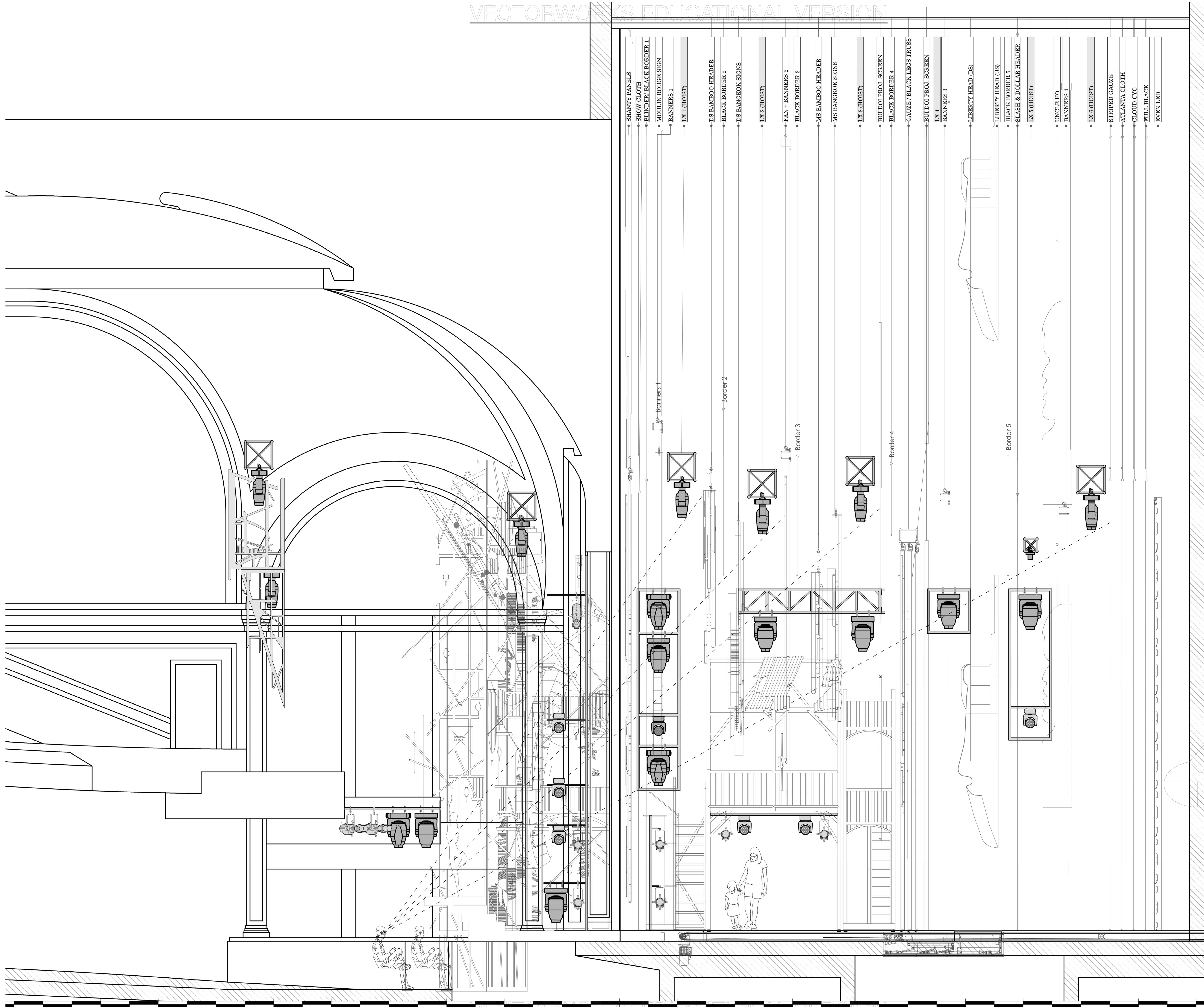
CAMERON MACKINTOSH PRODUCTIONS
THE BROADWAY THEATRE



PRODUCER: CAMERON MACKINTOSH
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MAX OKST PLATE
103 OAKES ST. PORT JEFF, NY 11777
(631) 605-9525 maxokst@gmail.com

SECTION 6 OF 6
1/2" = 1'-0"

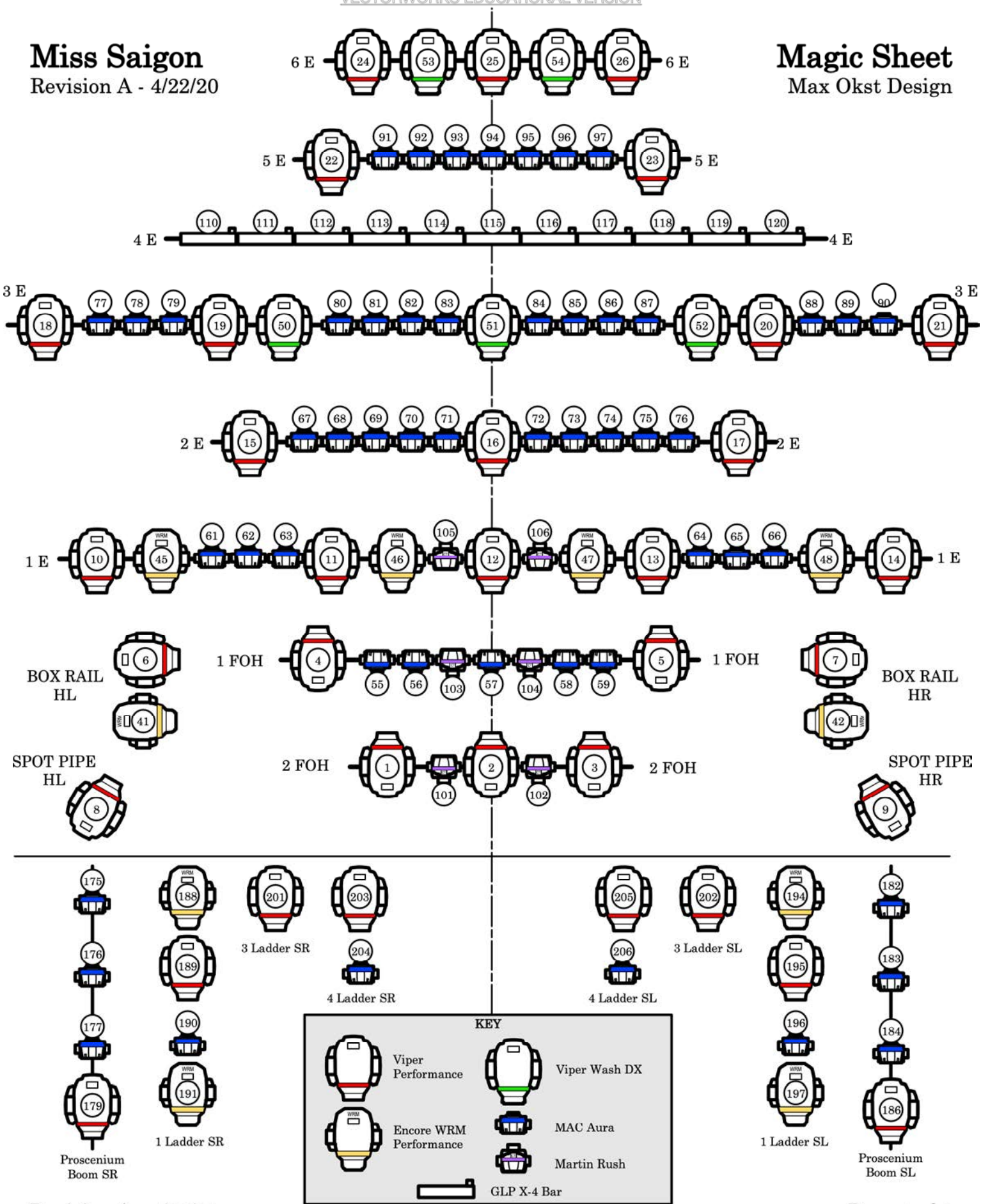


Miss Saigon

Revision A - 4/22/20

Magic Sheet

Max Okst Design



Miss Saigon

Revision A - 4/22/20

Magic Sheet

Max Okst Design

133
132
178
192
123

134
132
185
198
124

121 122

Head High

132
178
123

132
185
124

Shin GOBO

132

132

Dreamland Rover

149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169

Leader Lights

F1: L249
F2: L248
F3: L241
F4: L203
F5: L205
F6: L236
+ L245

1

600

Spot 1

G1
R77402
LINEAR 2

W1
F1: OPEN F2: R77402 F3: A2184
F4: G763 F5: DOLLAR F6: M43092020

W2
F1: OPEN F2: R77402 F3: A2184
F4: G763 F5: G767 F6: M43092020

W3
F1: OPEN F2: R77402 F3: A2184
F4: G763 F5: G767 F6: BUI DOI

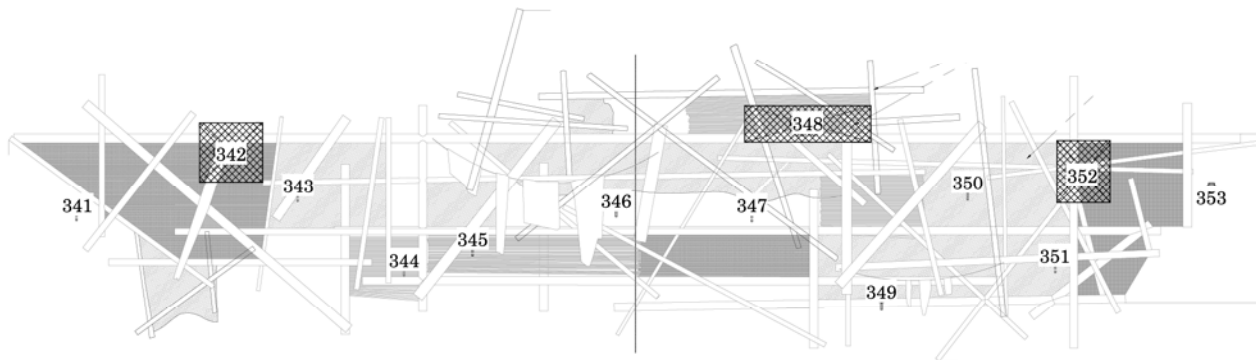
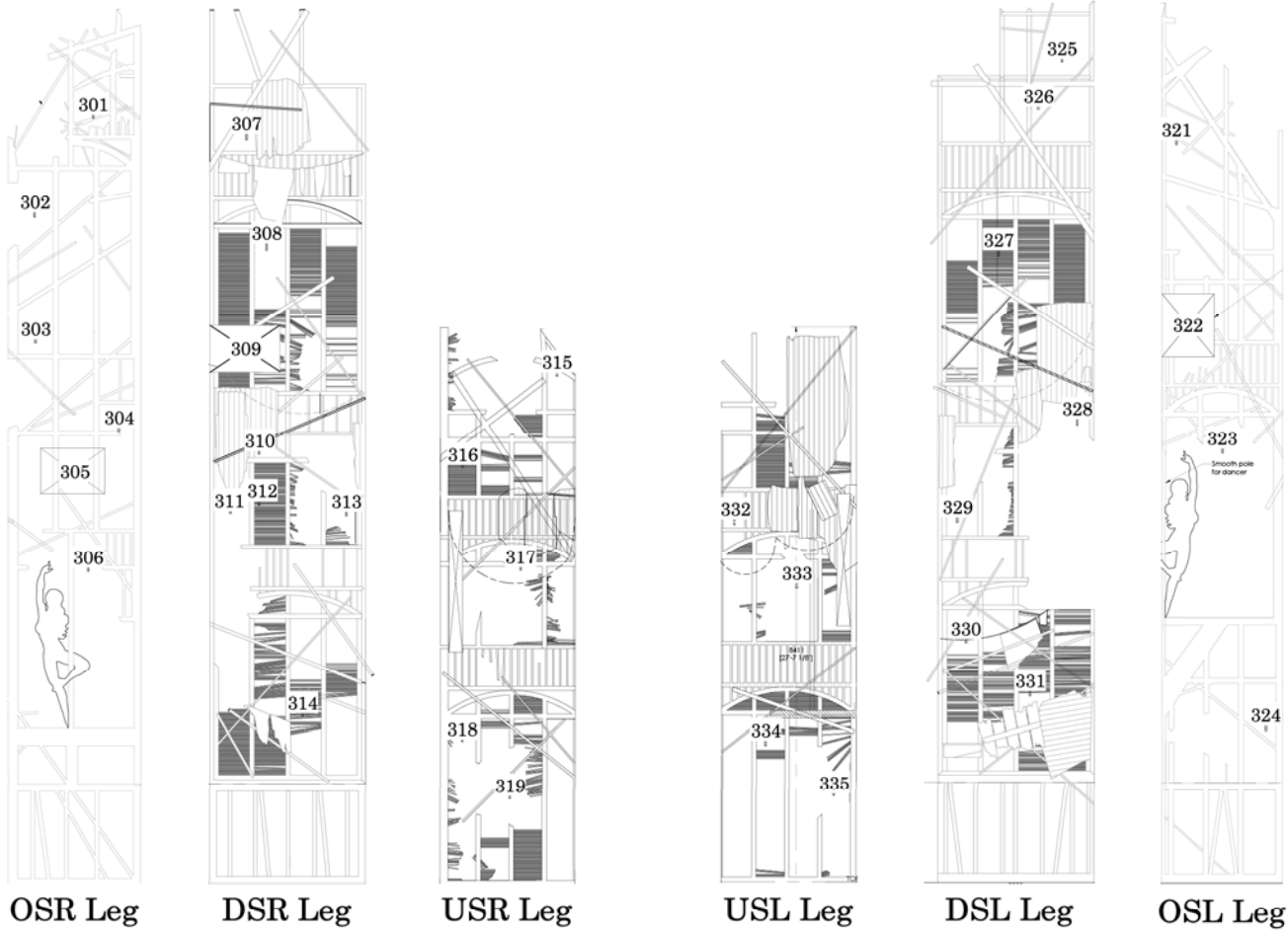
GOBO

F1: L249
F2: L248
F3: L241
F4: L203
F5: L205
F6: L236
+ L245

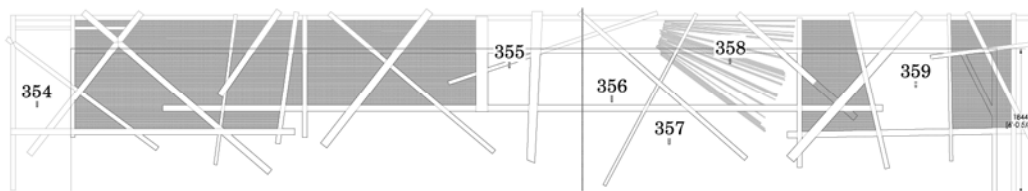
2

601

Spot 2



Angled Header



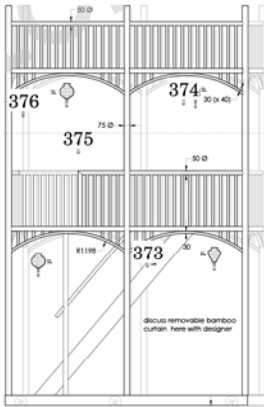
Pelmet

Miss Saigon

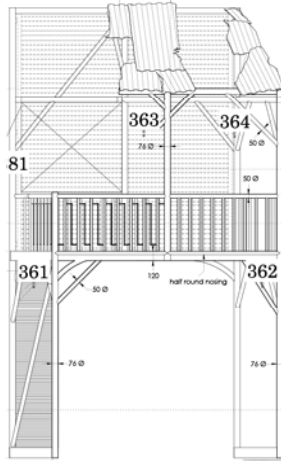
Revision A - 4/22/20

Magic Sheet

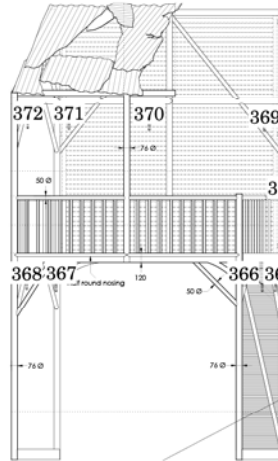
Max Okst Design



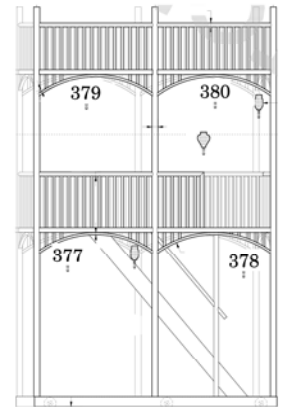
USR Street Truck



DSR Street Truck



DSR Street Truck



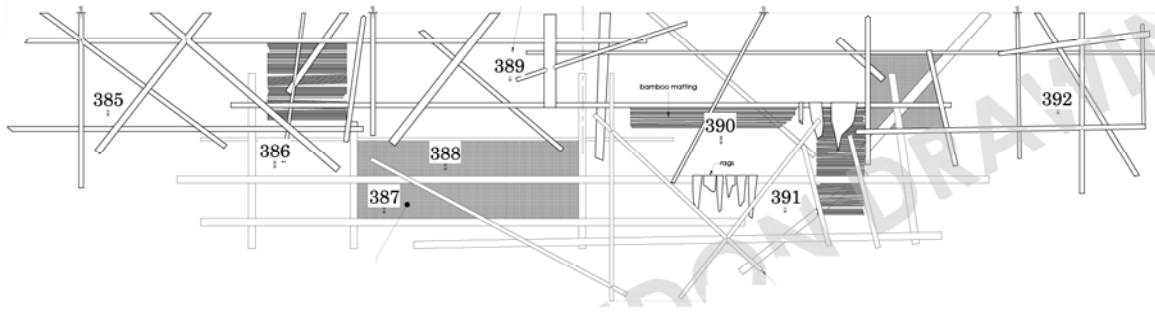
USL Street Truck



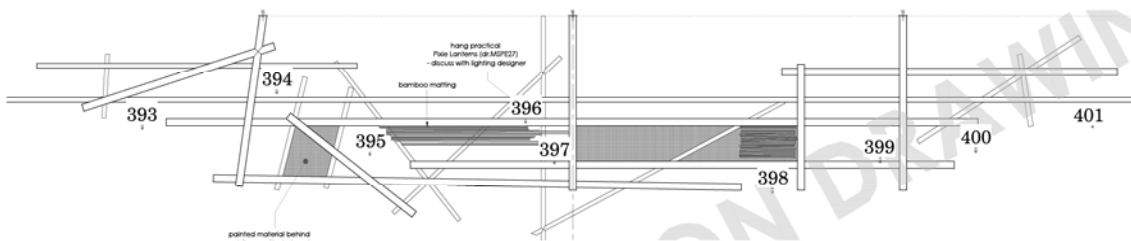
SR Banners



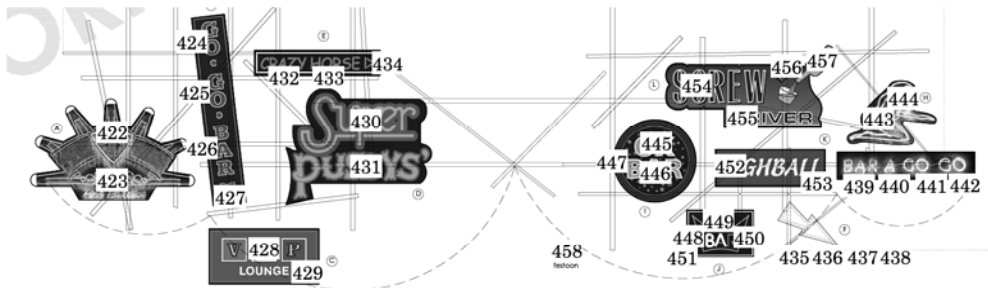
SL Banners



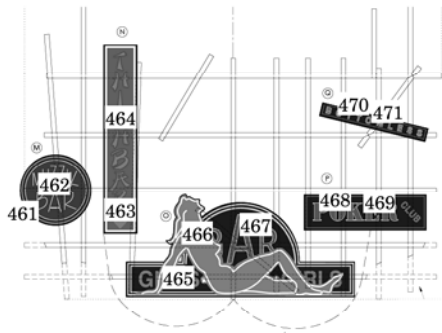
DS Bamboo Header



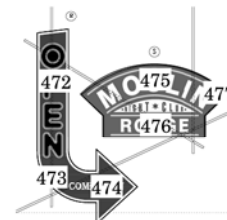
MS Bamboo Header



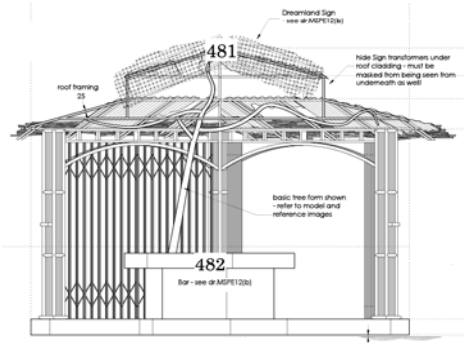
DS Bangkok Signs



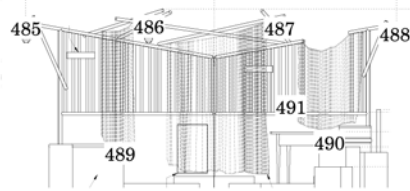
MS Bangkok Signs



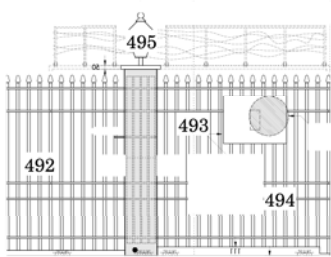
MS Moulin Rouge Sign



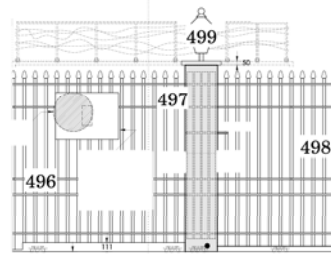
Dreamland Wagon



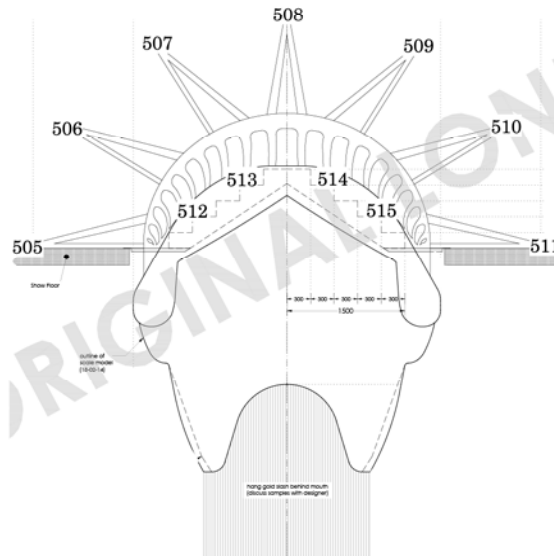
Refugee / Dressing Room



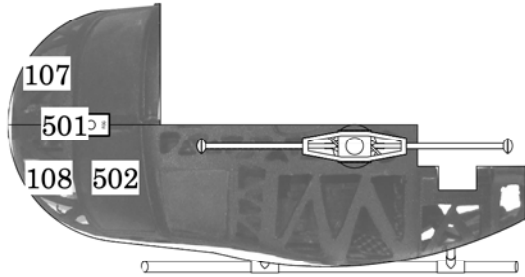
SR Embassy Gate



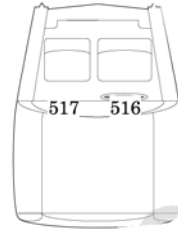
SL Embassy Gate



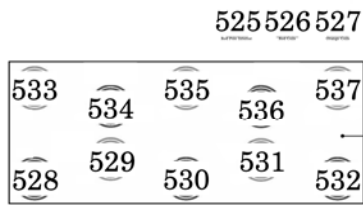
Liberty Head



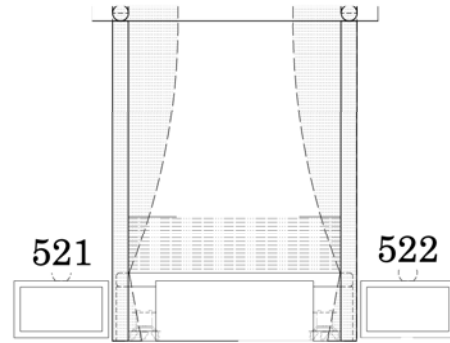
Helicopter



Cadillac



Moulin Rouge Stage



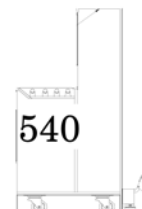
Bangkok Bed



Fan



Jukebox

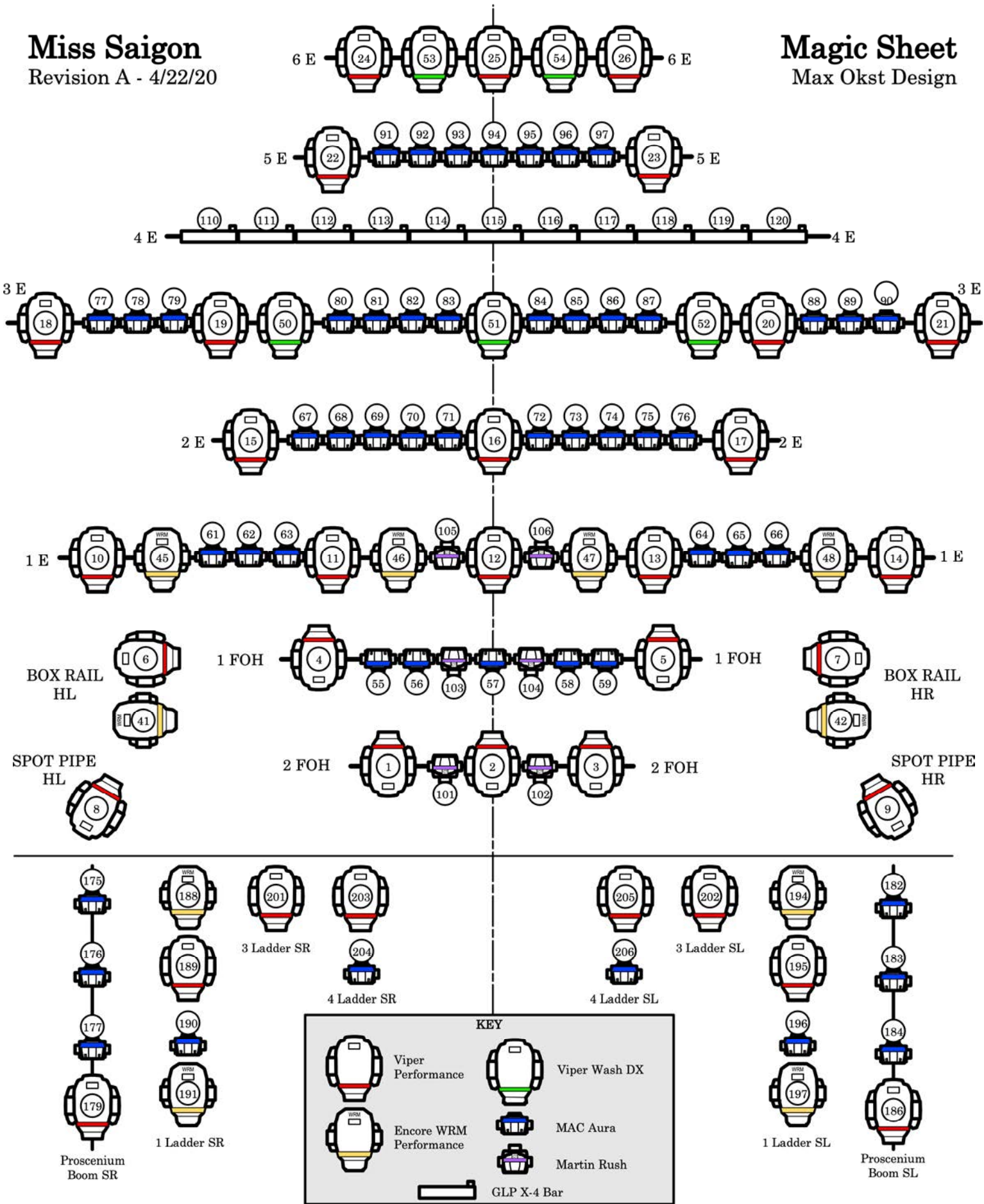


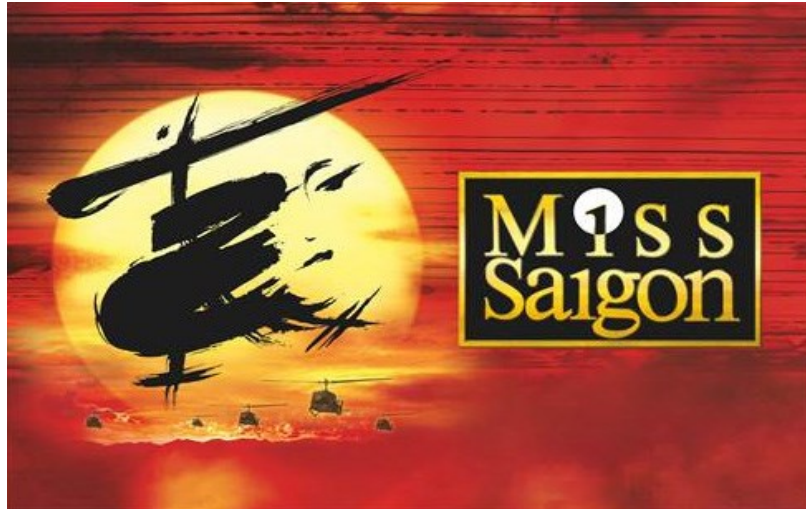
Miss Saigon

Revision A - 4/22/20

Magic Sheet

Max Okst Design





Venue: The Broadway Theatre
1681 Broadway
New York, NY 10019

Lighting Designer: Bruno Poet
Phone Number
Email

Associate Designer: Max Okst
(631) 605-9525
mokst@ithaca.edu

Assistant Designer: Tyler Perry
(401) 648-1594
tperry@ithaca.edu

Shop Prep: April 1, 2020
Load In: April 20, 2020
Tech: April 21, 2020
Opening: April 22, 2020
Closing: April 23, 2020

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DISCLAIMERS

- All materials and construction must comply with the most stringent applicable national and local fire and safety codes. All drawing and this order represent visual concepts and construction suggestions only. The designer is unqualified to determine the structural appropriateness of this design and will not be responsible for improper engineering, construction, handling or use of the lighting equipment.
- Substitutions or alterations in material or methods must be approved by the designer.
- Any revisions or substitutions must be fully disclosed at time of bid.
- Supplier assumes responsibility for any additional materials that are required on site due to rental shop oversight or error.
- Entire package is to be made ready and is to include all connectors, cables, controls, frames, etc. so as to comprise a complete working system.

GENERAL NOTES

- All units to be supplied with appropriate lamp, gel frame, hanging hardware, and safety cable
 - All gel frames should be painted **flat black** unless otherwise noted.
 - All hanging hardware, trussing, iron, and safety equipment should be painted flat black unless otherwise noted.
 - All gel frames should be painted **flat black** unless otherwise noted.
 - Provide spare lamps for each type of unit.
 - All hardware, perishables, cable length and power distribution requirements as per Production Electrician.
 - All moving light templates to be loaded in shop.
 - Any italicized footers are notes for the previously described section
-

Total	Type	Lens	Need	Spare	Notes
-------	------	------	------	-------	-------

AUTOMATED FIXTURES

42	Martin MAC Viper Performance		38	4	
11	Martin MAC Encore Performance WRM		10	1	
6	Martin MAC Viper Wash DX		5	1	
60	Martin MAC Aura Wash		54	6	
13	GLP Impression X4 Bar 10		11	2	

Supply all necessary control and data distribution, cables, repeaters required to comprise a fully working system.

All moving lights to be same generation with same and most updated software.

All moving lights, hardware and rigging must be painted flat black.

All units to be prepped by shop including loading of all custom gobo and template loads.

Moving lights are to match in intensity, color temperature and have a flat field balanced by shop.

All power distribution shall be supplied by lighting shop.

LED FIXTURES

27	ETC Lustr Series 2	TBD	24	3	
7	ETC ColorSource Spot	TBD	6	1	
27	ColorForce II 12	TBD	24	3	
9	Martin Rush PAR 2 CT Zoom		8	1	
26	Leader Light Stage Line 8-6C		23	3	

All fixtures must be same generation, color matched by shop with the same and most updated software version.

Supply all necessary control and data distribution, cable and power supplies required to comprise a fully working system

CONVENTIONAL FIXTURES

3	ETC Source Four ERS	TBD	2	1	
22	Birdie	TBD	20	2	
3	Lycian M2 Followspot	TBD	2	1	
5	Altman PAR CAN 64	TBD	4	1	

All fixtures must be bench focused by the shop prior to load in.

Everything above must be painted flat black.

FX

3	MDG Atmosphere Haze Generator		2	1	with CO2 and Fluid
6	Look Solutions Viper NT Fog Machine		5	1	with Fluid
7	Egg Strobe		6	1	
11	Martin Atomic 3000 Strobe		10	1	

All atmospherics to include fluid and any other accessories required to comprise as fully working system.

STATIC ACCESSORIES

3	ETC Lustr On A Stick Accessories		2	1	
9	Size A Gobo Holders		8	1	
TBD	Top Hats		TBD	TBD	

Total	Type	Lens	Need	Spare	Notes
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DIMMERS/POWER

4	96 x 2.4K Sensor Dimmer Rack	3	1		
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*All dimmer, power supplies and power distros are to be specified by the production electrician.
Rental price to include all adapters, accessories and power supplies as needed.*

CONTROL

2	ETC EOS-TI 4048 (or greater)	1	1		
2	ETC ION XE 4048 (or greater)	1	1		
5	ETC RVU 4048 (or greater)	4	1		
14	24" Touch Screen Monitor	12	2		
TBD	NET3 DMX Gateways as Per Production Electrician				

*Supply all hardware to support a full ETC NET3 Ethernet Lighting System as per Production Electrician
Supply all necessary interface and cables to comprise a full working system.*

TRUSSING AND PIPE

5	5' Pre-Rig Truss 22"	4	1		
4	8' Pre-Rig Truss 22"	3	1		
18	10' Pre-Rig Truss 22"	16	2		
2	8' Box Truss 12"x12"	1	1		
4	10' Box Truss 12"x12"	3	1		
3	2 Rung Custom Ladder @ 3'-0" Tall, 3'-0" Wide	2	1		
3	4 Rung Custom Ladder @ 10'-6" Tall, 3'-0" Wide	2	1		
3	5 Rung Custom Ladder @ 14'-0" Tall, 3'-0" Wide	2	1		
3	10' Schedule 40 Pipe 1.5"	2	1		
3	30' Schedule 40 Pipe 1.5"	2	1		

All pipe, truss, clamps, side-arms, stiffeners, bases, unistrut hardware, chesboros, and boom locking hardware are to be specified by the production electrician.

CABLE

Actual length and quantity of cable TBD as per Production Electrician.

Rental price to include all adapters as needed. Including but not limited to: Two-fers, jumpers, cable for both power and data distribution, networking gear and interfaces to comprise a working system

IRON & MISCELLANEOUS

29	Safer Side Arms	26	3		
----	-----------------	----	---	--	--

Any pipe, truss, clamps, side-arms, stiffeners, bases, unistrut hardware, chesboros, and boom locking hardware are to be specified by the production electrician.

GENIE LIFT & LADDERS

TBD as per Production Electrician

Rental price to include all adapters and accessories as needed.

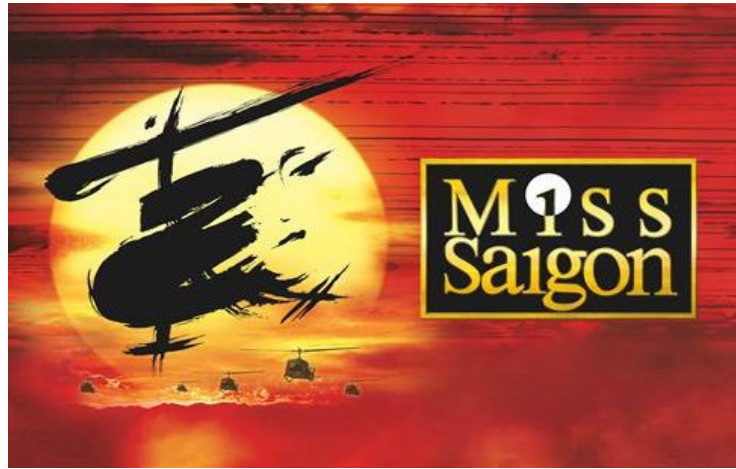
Total	Type	Lens	Need	Spare	Notes
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PERISHABLES

TBD as per Production Electrician

Rental price to include all adapters and accessories as needed.

FIN



Venue: The Broadway Theatre
1681 Broadway
New York, NY 10019

Lighting Designer: Bruno Poet
Phone Number
Email

Associate Designer: Max Okst
(631) 605-9525
mokst@ithaca.edu

Assistant Designer: Tyler Perry
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Shop Prep: April 1, 2020
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FOH ENVIORNMENT SR - SCENIC PLATE 02B

TOTAL CIRCUITS: 25

DSR LEG PIXIE LANTERN: 7 Circuits Needed

- 6 Pumpkin, 1 Cylinder, 0 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

OSR LEG PIXIE LANTERN: 5 Circuits Needed

- 5 Pumpkin, 0 Cylinder, 0 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

USR LEG PIXIE LANTERN: 5 Circuits Needed

- 0 Pumpkin, 4 Cylinder, 1 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

DSR LED LIGHT BOX: 4 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"

OSR LED LIGHT BOX: 4 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"

FOH ENVIORNMENT SL - SCENIC PLATE 02C

TOTAL CIRCUITS: 22

DSL LEG PIXIE LANTERN: 7 Circuits Needed

- 7 Pumpkin, 0 Cylinder, 0 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

OSL LEG PIXIE LANTERN: 3 Circuits Needed

- 3 Pumpkin, 0 Cylinder, 0 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

USL LEG PIXIE LANTERN: 4 Circuits Needed

- 1 Pumpkin, 1 Cylinder, 2 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

OSL LED LIGHT BOX: 4 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"

USL LED LIGHT BOX: 4 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"

FOH HEADER: SCENIC PLATE 02D

TOTAL CIRCUITS: 28

ANGLED HEADER PIXIE LANTERN: 10 Circuits Needed

- 2 Pumpkin, 3 Cylinder, 5 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

PELMET PIXIE LANTERN: 6 Circuits Needed

- 2 Pumpkin, 2 Cylinder, 2 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

SR ANGLED HEADER LIGHT BOX: 4 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"

C ANGLED HEADER LIGHT BOX: 4 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"

SL ANGLED HEADER LIGHT BOX: 4 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"

DSR STREET TRUCK: SCENIC PLATE 04A

TOTAL CIRCUITS: 10

SMOKE MACHINE: 1 Circuit Needed

- Hidden on floor of street truck
- Pointed onstage

PRATICAL LAMP (COOLIE): 1 Circuits Needed

- Provide 60w small incandescent lamp
- Individually circuited to dimmer

PIXIE LANTERN: 4 Circuits Needed

- 2 Pumpkin, 1 Cylinder, 1 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

LOUVRE FRAME: 4 Circuits Needed

- 9' RGBA LED Tape
- Mounted in trough off stage at the bottom of framing to upright slats

DSL STREET TRUCK: SCENIC PLATE 04B

TOTAL CIRCUITS: 12

SMOKE MACHINE: 1 Circuit Needed

- Hidden on floor of street truck
- Pointed onstage

PIXIE LANTERN: 7 Circuits Needed

- 3 Pumpkin, 2 Cylinder, 2 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

LOUVRE FRAME: 4 Circuits Needed

- 9' RGBA LED Tape
- Mounted in trough off stage at the bottom of framing to upright slats

US STREET TRUCK: SCENIC PLATES 05

TOTAL CIRCUITS: 18

SR SMOKE MACHINE: 1 Circuit Needed

- Hidden on floor of street truck
- Pointed onstage

SL SMOKE MACHINE: 1 Circuit Needed

- Hidden on floor of street truck
- Pointed onstage

SR PIXIE LANTERN: 8 Circuits Needed

- 3 Pumpkin, 2 Cylinder, 2 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

SL PIXIE LANTERN: 8 Circuits Needed

- 3 Pumpkin, 2 Cylinder, 2 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

DS BAMBOO HEADER: SCENIC PLATE 08A

TOTAL CIRCUITS: 8

PIXIE LANTERN: 8 Circuits Needed

- 4 Pumpkin, 0 Cylinder, 4 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

MS BAMBOO HEADER: SCENIC PLATE 08B

TOTAL CIRCUITS: 8

PIXIE LANTERN: 8 Circuits Needed

- 2 Pumpkin, 4 Cylinder, 2 Teardrop (Refer to scenic description)
- Provide 10w small incandescent lamp
- Individually circuited to dimmer

BANNERS: SCENIC PLATE 09

TOTAL CIRCUITS: 20

1 BANNER SR: 3 Circuits Needed

- 3 Color Force II 12s mounted on top truss (Refer to scenic description)
- Must be mounted to header of banner
- Must be able to point down

2 BANNER SR: 3 Circuits Needed

- 3 Color Force II 12s mounted on top truss (Refer to scenic description)
- Must be mounted to header of banner
- Must be able to point down

3 BANNER SR: 2 Circuits Needed

- 2 Color Force II 12s mounted on top truss (Refer to scenic description)
- Must be mounted to header of banner
- Must be able to point down

4 BANNER SR: 2 Circuits Needed

- 2 Color Force II 12s mounted on top truss (Refer to scenic description)
- Must be mounted to header of banner
- Must be able to point down

1 BANNER SL: 3 Circuits Needed

- 3 Color Force II 12s mounted on top truss (Refer to scenic description)
- Must be mounted to header of banner
- Must be able to point down

2 BANNER SL: 3 Circuits Needed

- 3 Color Force II 12s mounted on top truss (Refer to scenic description)
- Must be mounted to header of banner
- Must be able to point down

3 BANNER SL: 2 Circuits Needed

- 2 Color Force II 12s mounted on top truss (Refer to scenic description)
- Must be mounted to header of banner
- Must be able to point down

4 BANNER SL: 2 Circuits Needed

- 2 Color Force II 12s mounted on top truss (Refer to scenic description)
- Must be mounted to header of banner
- Must be able to point down

DS BANGKOK SIGNS: SCENIC PLATE 11A

TOTAL CIRCUITS: 141

LIGHT BOX A: 8 Circuits Needed

- RGBW LED tape mounted to the back of the light box

- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over pink swish and the rest

LIGHT BOX B: 16 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over GO, GO, Dots, and BAR

LIGHT BOX C: 12 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over background, LOUNGE, and VIP

LIGHT BOX D: 8 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over PUSSY and SUPER

LIGHT BOX E: 16 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over white trim, HORSE, CRAZY, and ARROW

LIGHT BOX F: 4 Circuits Needed

- Provide 10w string lights w/ round bulbs
- Need control over every 4th bulb

LIGHT BOX G: 16 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over BAR, GO, GO, and A

LIGHT BOX H: 8 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over trim and background

LIGHT BOX I: 8 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over OK BAR and background

LIGHT BOX J: 16 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over B, A, R and trim

LIGHT BOX K: 8 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over HIGHBALL and background

LIGHT BOX L: 20 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over SCREW, DRIVER, BAR, BOTTLE and background

FESTOON: 1 Circuits Needed

- Provide 10w string lights w/ round bulbs
- Need control over every 4th bulb

MS BANGKOK SIGNS + MR SIGNS: SCENIC PLATE 11B

TOTAL CIRCUITS: 69

LIGHT BOX M: 8 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over words and background

LIGHT BOX N: 8 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over words and background

LIGHT BOX O: 12 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over image, trim, and lettering

LIGHT BOX P: 8 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over words and trim

LIGHT BOX Q: 8 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over words and trim

LIGHT BOX R: 12 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over COME ON IN, OPEN, and background

LIGHT BOX S: 12 Circuits Needed

- RGBcW LED tape mounted to the back of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Need separate control over MOUNIN, ROUGE and background

FESTOON: 1 Circuit Needed

- Provide 10w string lights w/ round bulbs
- Bulbs should be colored Yellow, Purple, and Green

DREAMLAND GA: SCENIC PLATE 12A

TOTAL CIRCUITS: 1

DREAMLAND SIGN: 1 Circuit Needed

- Red Neon tracing DREAMLAND letters
- Needs to be wireless (control + power)

DREAMLAND DETAIL: SCENIC PLATE 12B

TOTAL CIRCUITS: 4

DREAMLAND BAR: 4 Circuits Needed

- RGBcW LED tape mounted to back side of the light box (under the table)
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Needs to be wireless (control + power)

REFUGEE CAMP SR + DRESSING ROOM: SCENIC PLATE 14

TOTAL CIRCUITS: 4

STORM LAMP: 1 Circuits Needed

- Requires 60w incandescent lamp
- Requires individual control
- Needs to be wireless (control + power)

IMBEDDED FAN: 1 Circuits Needed

- Requires individual control
- Needs to be wireless (control + power)

HANGING LAMPS: 12 Circuits Needed

- RGB LED Chip
- Requires individual control
- Needs to be wireless (control + power)

EMBASSY GATES: SCENIC PLATE 15A

TOTAL CIRCUITS: 8

SR EGG STROBES: 3 Circuits Needed

- Requires 100w egg strobe
- Requires individual control
- Needs to be wireless (control + power)

SL EGG STROBES: 3 Circuits Needed

- Requires 100w egg strobe
- Requires individual control
- Needs to be wireless (control + power)

SR LAMP: 1 Circuits Needed

- Requires 60w incandescent lamp
- Requires individual control
- Needs to be wireless (control + power)

SL LAMP: 1 Circuit Needed

- Requires 60w incandescent lamp
- Requires individual control
- Needs to be wireless (control + power)

HELICOPTER GA: SCENIC PLATE 16A

TOTAL CIRCUITS: 4

PILOT SPECIAL: 1 Circuit Needed

- Requires birdie fixture mounted to dashboard pointed at model pilot.
- Requires individual control

HELICOPTER SEARCH LIGHTS: 1 Circuit Needed

- Requires mounting place for Martin Rush Par Zoom
- SR door needs to maintain the ability to open
- Units should be equidistantly placed
- Cables should be properly hidden or treated
- Needs to be servicable
- Requires individual control

SMOKE MACHINE: 1 Circuit Needed

- Hidden on underside of helicopter unit
- Pointed onstage

LIBERTY HEAD: SCENIC PLATE 17

TOTAL CIRCUITS: 11

CROWN BIRDIES: 7 Circuit Needed

- Requires birdie affixed to each tip of the crown
- Pointed down
- Should be properly treated to mask the unit
- Requires individual control

STAIR FOOTLIGHTS: 4 Circuit Needed

- Color Force II 12s mounted under stairs
- Must be mounted equidistant
- Requires plexi glass floor to allow light through

CADILAC: SCENIC PLATE 19

TOTAL CIRCUITS: 5

DASHBOARD LIGHTS: 2 Circuit Needed

- Requires birdie affixed to dashboard pointed upstage
- Requires individual control
- Needs to be wireless (control + power)

HEADLIGHTS: 1 Circuit Needed

- Requires 4 PAR Can 38s built into car for headlights
- Does not require individual control
- Needs to be wireless (control + power)

TURNING LIGHTS: 1 Circuit Needed

- Requires 4 PAR Can 38s built into car for headlights
- Does not require individual control
- Needs to be wireless (control + power)

LISCENCE PLATE: 4 Circuits Needed

- RGBcW LED tape mounted around plate
- Plate must be inset to allow illumination
- Surrounds perimeter of plate
- Pointed towards the center of the plate
- Needs to be wireless (control + power)

BANGKOK BED: SCENIC PLATE 20B

TOTAL CIRCUITS: 2

BEDSIDE LAMPS: 2 Circuit Needed

- Requires 60w incandescent lamp
- Requires individual control
- Needs to be wireless (control + power)

MOULIN ROUGE : SCENIC PLATE 21B

TOTAL CIRCUITS: 5

POLE INTERIOR: 2 Circuit Needed

- Requires Red LED rope lights for all poles
- Does not require individual control

HOT PLATES: 2 Circuit Needed

- Requires Red + Orange LED rope lights (Refer to scenic description)
- Control based on color

HOT PLATES UPLIGHT: 2 Circuit Needed

- Requires Birdies installed under the center of each hot plate
- Control based on color

JUKE BOX : SCENIC PLATE 24

TOTAL CIRCUITS: 9

TOP SEMI CIRCLE: 4 Circuit Needed

- RGBcW LED tape mounted to back side of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Needs to be wireless (control + power)

FLOURESCENT TUBES: 1 Circuit Needed

- REQUIRES 4 60w flourescent lamps and mounts (Refer to scenic description)
- Pointed up
- Needs to be wireless (control + power)

BOTTOM SEMI CIRCLE: 4 Circuit Needed

- RGBcW LED tape mounted to back side of the light box
- Mounted pointing towards translucent media
- Mounted in horizontal strips every 0'-2"
- Needs to be wireless (control + power)

FAN : SCENIC PLATE 26

TOTAL CIRCUITS: 1

FAN: 1 Circuit Needed

- Requires motor to make fan blades spin
- Must be controllable as a dimmer (varied speeds)
- Requires individual control

Fin

LD: Bruno POET

Email

Phone #

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(1)	2 FOH	7	Performance	Martin MAC Viper Performance	1,225w			W1
(2)	2 FOH	4	Performance	Martin MAC Viper Performance	1,225w			W1
(3)	2 FOH	1	Performance	Martin MAC Viper Performance	1,225w			W1
(4)	1 FOH	4	Performance	Martin MAC Viper Performance	1,225w			W1
(5)	1 FOH	1	Performance	Martin MAC Viper Performance	1,225w			W1
(6)	BOX RAIL HL	1	Performance	Martin MAC Viper Performance	1,225w			W1
(7)	BOX RAIL HR	1	Performance	Martin MAC Viper Performance	1,225w			W1
(8)	SPOT PIPE HL	1	Performance	Martin MAC Viper Performance	1,225w			W1
(9)	SPOT PIPE HR	1	Performance	Martin MAC Viper Performance	1,225w			W1
(10)	1 ELECTRIC	17	Performance	Martin MAC Viper Performance	1,225w			W1
(11)	1 ELECTRIC	12	Performance	Martin MAC Viper Performance	1,225w			W1
(12)	1 ELECTRIC	9	Performance	Martin MAC Viper Performance	1,225w			W1
(13)	1 ELECTRIC	6	Performance	Martin MAC Viper Performance	1,225w			W1
(14)	1 ELECTRIC	1	Performance	Martin MAC Viper Performance	1,225w			W1
(15)	2 ELECTRIC	13	Performance	Martin MAC Viper Performance	1,225w			W1
(16)	2 ELECTRIC	7	Performance	Martin MAC Viper Performance	1,225w			W3
(17)	2 ELECTRIC	1	Performance	Martin MAC Viper Performance	1,225w			W1
(18)	3 ELECTRIC	21	Performance	Martin MAC Viper Performance	1,225w			W1
(19)	3 ELECTRIC	17	Performance	Martin MAC Viper Performance	1,225w			W1

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(20)	3 ELECTRIC	5	Performance	Martin MAC Viper Performance	1,225w			W1
(21)	3 ELECTRIC	1	Performance	Martin MAC Viper Performance	1,225w			W1
(22)	5 ELECTRIC	9	Performance	Martin MAC Viper Performance	1,225w			W1
(23)	5 ELECTRIC	1	Performance	Martin MAC Viper Performance	1,225w			W1
(24)	6 ELECTRIC	5	Performance	Martin MAC Viper Performance	1,225w			W1
(25)	6 ELECTRIC	3	Performance	Martin MAC Viper Performance	1,225w			W1
(26)	6 ELECTRIC	1	Performance	Martin MAC Viper Performance	1,225w			W1
(28)	2 LADDER SR	1	Performance	Martin MAC Viper Performance	1,225w			W1
(29)	2 LADDER SR	2	Performance	Martin MAC Viper Performance	1,225w			W1
(33)	2 LADDER SL	1	Performance	Martin MAC Viper Performance	1,225w			W1
(34)	2 LADDER SL	2	Performance	Martin MAC Viper Performance	1,225w			W1
(41)	BOX RAIL HL	2	Performance	Martin MAC Encore Performance WRM	596w			W2
(42)	BOX RAIL HR	2	Performance	Martin MAC Encore Performance WRM	596w			W2
(45)	1 ELECTRIC	16	Performance	Martin MAC Encore Performance WRM	596w			W2
(46)	1 ELECTRIC	11	Performance	Martin MAC Encore Performance WRM	596w			W2
(47)	1 ELECTRIC	7	Performance	Martin MAC Encore Performance WRM	596w			W2
(48)	1 ELECTRIC	2	Performance	Martin MAC Encore Performance WRM	596w			W2

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(50)	3 ELECTRIC	16	Wash	Martin MAC Viper Wash DX	1,225w			W1
(51)	3 ELECTRIC	11	Wash	Martin MAC Viper Wash DX	1,225w			W1
(52)	3 ELECTRIC	6	Wash	Martin MAC Viper Wash DX	1,225w			W1
(53)	6 ELECTRIC	4	Wash	Martin MAC Viper Wash DX	1,225w			W1
(54)	6 ELECTRIC	2	Wash	Martin MAC Viper Wash DX	1,225w			W1
(55)	1 FOH	8	Wash	Martin Mac Aura	260w			
(56)	1 FOH	7	Wash	Martin Mac Aura	260w			
(57)	1 FOH	5	Wash	Martin Mac Aura	260w			
(58)	1 FOH	3	Wash	Martin Mac Aura	260w			
(59)	1 FOH	2	Wash	Martin Mac Aura	260w			
(61)	1 ELECTRIC	15	Wash	Martin Mac Aura	260w			
(62)	1 ELECTRIC	14	Wash	Martin Mac Aura	260w			
(63)	1 ELECTRIC	13	Wash	Martin Mac Aura	260w			
(64)	1 ELECTRIC	5	Wash	Martin Mac Aura	260w			
(65)	1 ELECTRIC	4	Wash	Martin Mac Aura	260w			
(66)	1 ELECTRIC	3	Wash	Martin Mac Aura	260w			
(67)	2 ELECTRIC	12	Wash	Martin Mac Aura	260w			

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(68)	2 ELECTRIC	11	Wash	Martin Mac Aura	260w			
(69)	2 ELECTRIC	10	Wash	Martin Mac Aura	260w			
(70)	2 ELECTRIC	9	Wash	Martin Mac Aura	260w			
(71)	2 ELECTRIC	8	Wash	Martin Mac Aura	260w			
(72)	2 ELECTRIC	6	Wash	Martin Mac Aura	260w			
(73)	2 ELECTRIC	5	Wash	Martin Mac Aura	260w			
(74)	2 ELECTRIC	4	Wash	Martin Mac Aura	260w			
(75)	2 ELECTRIC	3	Wash	Martin Mac Aura	260w			
(76)	2 ELECTRIC	2	Wash	Martin Mac Aura	260w			
(77)	3 ELECTRIC	20	Wash	Martin Mac Aura	260w			
(78)	3 ELECTRIC	19	Wash	Martin Mac Aura	260w			
(79)	3 ELECTRIC	18	Wash	Martin Mac Aura	260w			
(80)	3 ELECTRIC	15	Wash	Martin Mac Aura	260w			
(81)	3 ELECTRIC	14	Wash	Martin Mac Aura	260w			
(82)	3 ELECTRIC	13	Wash	Martin Mac Aura	260w			
(83)	3 ELECTRIC	12	Wash	Martin Mac Aura	260w			
(84)	3 ELECTRIC	10	Wash	Martin Mac Aura	260w			



Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(85)	3 ELECTRIC	9	Wash	Martin Mac Aura	260w			
(86)	3 ELECTRIC	8	Wash	Martin Mac Aura	260w			
(87)	3 ELECTRIC	7	Wash	Martin Mac Aura	260w			
(88)	3 ELECTRIC	4	Wash	Martin Mac Aura	260w			
(89)	3 ELECTRIC	3	Wash	Martin Mac Aura	260w			
(90)	3 ELECTRIC	2	Wash	Martin Mac Aura	260w			
(91)	5 ELECTRIC	8	Wash	Martin Mac Aura	260w			
(92)	5 ELECTRIC	7	Wash	Martin Mac Aura	260w			
(93)	5 ELECTRIC	6	Wash	Martin Mac Aura	260w			
(94)	5 ELECTRIC	5	Wash	Martin Mac Aura	260w			
(95)	5 ELECTRIC	4	Wash	Martin Mac Aura	260w			
(96)	5 ELECTRIC	3	Wash	Martin Mac Aura	260w			
(97)	5 ELECTRIC	2	Wash	Martin Mac Aura	260w			
(101)	2 FOH	5	Wash	Martin Rush MH6 Wash CT	150w			
(102)		3	Wash	Martin Rush MH6 Wash CT	150w			
(103)	1 FOH	3	Wash	Martin Rush MH6 Wash CT	150w			
(104)	1 FOH	2	Wash	Martin Rush MH6 Wash CT	150w			

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(105)	1 ELECTRIC	10	Wash	Martin Rush MH6 Wash CT	150w			
(106)	1 ELECTRIC	8	Wash	Martin Rush MH6 Wash CT	150w			
(107)	Helicopter	2	Headlights	Martin Rush MH6 Wash CT	150w			
(108)	Helicopter	1	Headlights	Martin Rush MH6 Wash CT	150w			
(110)	4 ELECTRIC	11	X-4	GLP Impression X4 Bar 10	200w			
(111)	4 ELECTRIC	10	X-4	GLP Impression X4 Bar 10	200w			
(112)	4 ELECTRIC	9	X-4	GLP Impression X4 Bar 10	200w			
(113)	4 ELECTRIC	8	X-4	GLP Impression X4 Bar 10	200w			
(114)	4 ELECTRIC	7	X-4	GLP Impression X4 Bar 10	200w			
(115)	4 ELECTRIC	6	X-4	GLP Impression X4 Bar 10	200w			
(116)	4 ELECTRIC	5	X-4	GLP Impression X4 Bar 10	200w			
(117)	4 ELECTRIC	4	X-4	GLP Impression X4 Bar 10	200w			
(118)	4 ELECTRIC	3	X-4	GLP Impression X4 Bar 10	200w			
(119)	4 ELECTRIC	2	X-4	GLP Impression X4 Bar 10	200w			
(120)	4 ELECTRIC	1	X-4	GLP Impression X4 Bar 10	200w			
(121)	BALCONY RAIL	6	Arch	ETC Source4 LED2LS 36deg	171w	Light Acc 6.25in Top Hat		
(122)	BALCONY RAIL	2	Arch	ETC Source4 LED2LS 36deg	171w	Light Acc 6.25in Top Hat		
(123)	BOX RAIL HL	3	Head High	ETC Source4 LED2LS 26deg	171w	6.25" Top Hat		

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(124)	BOX RAIL HR	3	Head High	ETC Source4 LED2LS 26deg	171w	6.25" Top Hat		
(131)	LX SR Street Truck	1	Head High	ETC Source4 LED2LS 26deg	171w	6.25" Top Hat		
(132)	LX SL Street Truck	1	Head High	ETC Source4 LED2LS 26deg	171w	6.25" Top Hat		
(133)	LX SR Street Truck	4	Head High	ETC Source4 LED2LS 26deg	171w	6.25" Top Hat		
(134)	LX SL Street Truck	4	Head High	ETC Source4 LED2LS 26deg	171w	6.25" Top Hat		
(135)	BOX RAIL HL	4	Shin GOBO	ETC ColorSource Spot 26deg	160w	6.25" Top Hat		 R774 02
(136)	BOX RAIL HR	4	Shin GOBO	ETC ColorSource Spot 26deg	160w	6.25" Top Hat		 R774 02
(139)	LX SR Street Truck	5	Shin GOBO	ETC ColorSource Spot 26deg	160w	6.25" Top Hat		 R774 02
(140)	LX SL Street Truck	5	Shin GOBO	ETC ColorSource Spot 26deg	160w	6.25" Top Hat		 R774 02
(141)	LX SR Street Truck	2	Wash	Martin Mac Aura	260w			
(142)	LX SL Street Truck	2	Wash	Martin Mac Aura	260w			
(143)	LX SR Street Truck	3	Wash	Martin Mac Aura	260w			
(144)	LX SL Street Truck	3	Wash	Martin Mac Aura	260w			
(145)	SR Rover	1	D/Land Backlight	S4 36°	575w	Light Acc 6.25in Top Hat	 R09	
(146)	SL Rover	1	D/Land Backlight	S4 36°	575w	Light Acc 6.25in Top Hat	 R09	
(149)	US GROUND	23	Thuy Death	Leader Light	100w			
(150)	US GROUND	22	Thuy Death	Leader Light	100w			
(151)	US GROUND	21	Thuy Death	Leader Light	100w			

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(152)	US GROUND	20	Thuy Death	Leader Light	100w			
(153)	US GROUND	19	Thuy Death	Leader Light	100w			
(154)	US GROUND	18	Thuy Death	Leader Light	100w			
(155)	US GROUND	17	Thuy Death	Leader Light	100w			
(156)	US GROUND	16	Thuy Death	Leader Light	100w			
(157)	US GROUND	15	Thuy Death	Leader Light	100w			
(158)	US GROUND	14	Thuy Death	Leader Light	100w			
(159)	US GROUND	13	Thuy Death	Leader Light	100w			
(160)	US GROUND	12	Thuy Death	Leader Light	100w			
(161)	US GROUND	11	Thuy Death	Leader Light	100w			
(162)	US GROUND	10	Thuy Death	Leader Light	100w			
(163)	US GROUND	9	Thuy Death	Leader Light	100w			
(164)	US GROUND	8	Thuy Death	Leader Light	100w			
(165)	US GROUND	7	Thuy Death	Leader Light	100w			
(166)	US GROUND	6	Thuy Death	Leader Light	100w			
(167)	US GROUND	5	Thuy Death	Leader Light	100w			
(168)	US GROUND	4	Thuy Death	Leader Light	100w			
(169)	US GROUND	3	Thuy Death	Leader Light	100w			
(170)	BALCONY RAIL	6	Explosion	PAR 64 NSP	1kW	Light Acc 10in Top Hat		
(171)	BALCONY RAIL	5	Explosion	PAR 64 NSP	1kW	Light Acc 10in Top Hat		
(172)	BALCONY RAIL	2	Explosion	PAR 64 NSP	1kW	Light Acc 10in Top Hat		
(173)	BALCONY RAIL	1	Explosion	PAR 64 NSP	1kW	Light Acc 10in Top Hat		
(174)	PROSC. BOOM SR	1	Arch	ETC Source4 LED2LS 26deg	171w			

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(175)	PROSC. BOOM SR	2	Wash	Martin Mac Aura	260w			
(176)	PROSC. BOOM SR	3	Wash	Martin Mac Aura	260w			
(177)	PROSC. BOOM SR	4	Wash	Martin Mac Aura	260w			
(178)	PROSC. BOOM SR	5	Arch	ETC Source4 LED2LS 26deg	171w			
(179)	PROSC. BOOM SR	6	Performance	Martin MAC Viper Performance	1,225w			W1
(180)	PROSC. BOOM SR	7	Arch	ETC Source4 LED2LS 26deg	171w			
(181)	PROSC. BOOM SL	1	Arch	ETC Source4 LED2LS 26deg	171w			
(182)	PROSC. BOOM SL	2	Wash	Martin Mac Aura	260w			
(183)	PROSC. BOOM SL	3	Wash	Martin Mac Aura	260w			
(184)	PROSC. BOOM SL	4	Wash	Martin Mac Aura	260w			
(185)	PROSC. BOOM SL	5	Arch	ETC Source4 LED2LS 26deg	171w			
(186)	PROSC. BOOM SL	6	Performance	Martin MAC Viper Performance	1,225w			W1
(187)	PROSC. BOOM SL	7	Arch	ETC Source4 LED2LS 26deg	171w			
(188)	1 LADDER SR	1	Performance	Martin MAC Encore Performance WRM	596w			W2
(189)	1 LADDER SR	2	Performance	Martin MAC Viper Performance	1,225w			W1
(190)	1 LADDER SR	3	Wash	Martin Mac Aura	260w			

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(191)	1 LADDER SR	4	Performance	Martin MAC Encore Performance WRM	596w			W2
(192)	1 BOOM SR	1	Head High	ETC Source4 LED2LS 26deg	171w			
(193)	1 BOOM SR	2	Shin GOBO	ETC ColorSource Spot 26deg	160w			 R774 02
(194)	1 LADDER SL	1	Performance	Martin MAC Encore Performance WRM	596w			W2
(195)	1 LADDER SL	2	Performance	Martin MAC Viper Performance	1,225w			W1
(196)	1 LADDER SL	3	Wash	Martin Mac Aura	260w			
(197)	1 LADDER SL	4	Performance	Martin MAC Encore Performance WRM	596w			W2
(198)	1 BOOM SL	1	Head High	ETC Source4 LED2LS 26deg	171w			
(199)	1 BOOM SL	2	Shin GOBO	ETC ColorSource Spot 26deg	160w			 R774 02
(201)	3 LADDER SR	1	Performance	Martin MAC Viper Performance	1,225w			W1
(202)	3 LADDER SL	1	Performance	Martin MAC Viper Performance	1,225w			W1
(203)	4 LADDER SR	1	Performance	Martin MAC Viper Performance	1,225w			W1
(204)	4 LADDER SR	2	Wash	Martin Mac Aura	260w			
(205)	4 LADDER SL	1	Performance	Martin MAC Viper Performance	1,225w			W1
(206)	4 LADDER SL	2	Wash	Martin Mac Aura	260w			
(301)	OSR Leg	1	Pumpkin	Practical	10w			
(302)	OSR Leg	2	Pumpkin	Practical	10w			

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(303)	OSR Leg	3	Pumpkin	Practical	10w			
(304)	OSR Leg	4	Pumpkin	Practical	10w			
(305)	OSR Leg	5	Light Box	Practical				
(306)	OSR Leg	6	Pumpkin	Practical	10w			
(307)	DSR Leg	1	Pumpkin	Practical	10w			
(308)	DSR Leg	2	Pumpkin	Practical	10w			
(309)	DSR Leg	3	Light Box	Practical				
(310)	DSR Leg	4	Pumpkin	Practical	10w			
(311)	DSR Leg	5	Cylinder	Practical	10w			
(312)	DSR Leg	6	Pumpkin	Practical	10w			
(313)	DSR Leg	7	Pumpkin	Practical	10w			
(314)	DSR Leg	8	Pumpkin	Practical	10w			
(315)	USR Leg	1	Teardrop	Practical	10w			
(316)	USR Leg	2	Cylinder	Practical	10w			
(317)	USR Leg	3	Cylinder	Practical	10w			
(318)	USR Leg	4	Cylinder	Practical	10w			
(319)	USR Leg	5	Cylinder	Practical	10w			
(321)	OSL Leg	1	Pumpkin	Practical	10w			
(322)	OSL Leg	2	Light Box	Practical				
(323)	OSL Leg	3	Pumpkin	Practical	10w			
(324)	OSL Leg	4	Pumpkin	Practical	10w			
(325)	DSL Leg	1	Pumpkin	Practical	10w			
(326)	DSL Leg	2	Pumpkin	Practical	10w			
(327)	DSL Leg	3	Pumpkin	Practical	10w			
(328)	DSL Leg	4	Pumpkin	Practical	10w			

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(329)	DSL Leg	5	Pumpkin	Practical	10w			
(330)	DSL Leg	6	Pumpkin	Practical	10w			
(331)	DSL Leg	7	Pumpkin	Practical	10w			
(332)	USL Leg	1	Teardrop	Practical	10w			
(333)	USL Leg	2	Teardrop	Practical	10w			
(334)	USL Leg	3	Cylinder	Practical	10w			
(335)	USL Leg	4	Pumpkin	Practical	10w			
(341)	Angled Header	13	Teardrop	Practical	10w			
(342)	Angled Header	12	Light Box	Practical				
(343)	Angled Header	11	Teardrop	Practical	10w			
(344)	Angled Header	10	Cylinder	Practical	10w			
(345)	Angled Header	9	Teardrop	Practical	10w			
(346)	Angled Header	8	Pumpkin	Practical	10w			
(347)	Angled Header	7	Teardrop	Practical	10w			
(348)	Angled Header	6	Light Box	Practical				
(349)	Angled Header	5	Cylinder	Practical	10w			
(350)	Angled Header	4	Cylinder	Practical	10w			
(351)	Angled Header	3	Teardrop	Practical	10w			
(352)	Angled Header	2	Light Box	Practical				

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(353)	Angled Header	1	Pumpkin	Practical	10w			
(354)	Pelmet	7	Cylinder	Practical	10w			
(355)	Pelmet	5	Teardrop	Practical	10w			
(356)	Pelmet	4	Pumpkin	Practical	10w			
(357)	Pelmet	3	Cylinder	Practical	10w			
(358)	Pelmet	2	Pumpkin	Practical	10w			
(359)	Pelmet	1	Teardrop	Practical	10w			
(361)	DSR Street Truck	3	Teardrop	Practical	10w			
(362)	DSR Street Truck	4	Cylinder	Practical	10w			
(363)	DSR Street Truck	1	Pumpkin	Practical	10w			
(364)	DSR Street Truck	2	Pumpkin	Practical	10w			
(365)	DSL Street Truck	5	Pumpkin	Practical	10w			
(366)	DSL Street Truck	6	Cylinder	Practical	10w			
(367)	DSL Street Truck	7	Cylinder	Practical	10w			
(368)	DSL Street Truck	8	Pumpkin	Practical	10w			
(369)	DSL Street Truck	1	Teardrop	Practical	10w			
(370)	DSL Street Truck	2	Teardrop	Practical	10w			
(371)	DSL Street Truck	3	Cylinder	Practical	10w			
(372)	DSL Street Truck	4	Pumpkin	Practical	10w			

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(373)	USR Street Truck	4	Cylinder	Practical	10w			
(374)	USR Street Truck	1	Teardrop	Practical	10w			
(375)	USR Street Truck	2	Teardrop	Practical	10w			
(376)	USR Street Truck	3	Cylinder	Practical	10w			
(377)	USL Street Truck	4	Teardrop	Practical	10w			
(378)	USL Street Truck	3	Pumpkin	Practical	10w			
(379)	USL Street Truck	2	Cylinder	Practical	10w			
(380)	USL Street Truck	1	Pumpkin	Practical	10w			
(381)	DSR Street Truck	5	Frame LED	Practical				
(382)	DSL Street Truck	9	Frame LED	Practical				
(385)	DS Bamboo Header	8	Teardrop	Practical	10w			
(386)	DS Bamboo Header	7	Teardrop	Practical	10w			
(387)	DS Bamboo Header	6	Teardrop	Practical	10w			
(388)	DS Bamboo Header	5	Pumpkin	Practical	10w			
(389)	DS Bamboo Header	4	Pumpkin	Practical	10w			
(390)	DS Bamboo Header	3	Teardrop	Practical	10w			
(391)	DS Bamboo Header	2	Pumpkin	Practical	10w			

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(392)	DS Bamboo Header	1	Pumpkin	Practical	10w			
(393)	MS Bamboo Header	9	Cylinder	Practical	10w			
(394)	MS Bamboo Header	8	Cylinder	Practical	10w			
(395)	MS Bamboo Header	7	Pumpkin	Practical	10w			
(396)	MS Bamboo Header	6	Teardrop	Practical				
(397)	MS Bamboo Header	5	Pumpkin	Practical	10w			
(398)	MS Bamboo Header	4	Teardrop	Practical				
(399)	MS Bamboo Header	3	Teardrop	Practical				
(400)	MS Bamboo Header	2	Cylinder	Practical	10w			
(401)	MS Bamboo Header	1	Cylinder	Practical	10w			
(402)	SR Banner 4	2	Banner Toplight	Color Force 12	120w			
(403)	SR Banner 4	1	Banner Toplight	Color Force 12	120w			
(404)	SR Banner 3	2	Banner Toplight	Color Force 12	120w			
(405)	SR Banner 3	1	Banner Toplight	Color Force 12	120w			
(406)	SR Banner 2	3	Banner Toplight	Color Force 12	120w			
(407)	SR Banner 2	2	Banner Toplight	Color Force 12	120w			
(408)	SR Banner 2	1	Banner Toplight	Color Force 12	120w			

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(409)	SR Banner 1	3	Banner Toplight	Color Force 12	120w			
(410)	SR Banner 1	2	Banner Toplight	Color Force 12	120w			
(411)	SR Banner 1	1	Banner Toplight	Color Force 12	120w			
(412)	SL Banner 4	3	Banner Toplight	Color Force 12	120w			
(413)	SL Banner 4	2	Banner Toplight	Color Force 12	120w			
(414)	SL Banner 4	1	Banner Toplight	Color Force 12	120w			
(415)	SL Banner 3	3	Banner Toplight	Color Force 12	120w			
(416)	SL Banner 3	2	Banner Toplight	Color Force 12	120w			
(417)	SL Banner 3	1	Banner Toplight	Color Force 12	120w			
(418)	SL Banner 2	2	Banner Toplight	Color Force 12	120w			
(419)	SL Banner 2	1	Banner Toplight	Color Force 12	120w			
(420)	SL Banner 1	2	Banner Toplight	Color Force 12	120w			
(421)	SL Banner 1	1	Banner Toplight	Color Force 12	120w			
(422)	DS Light Box A	1	Background	Practical				
(423)	DS Light Box A	2	Pink Swish	Practical				
(424)	DS Light Box B	1	Top - GO	Practical				
(425)	DS Light Box B	2	Bottom - GO	Practical				

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(426)	DS Light Box B	3	BAR	Practical				
(427)	DS Light Box B	4	Dots	Practical				
(428)	DS Light Box C	1	VIP	Practical				
(429)	DS Light Box C	2	Background	Practical				
(430)	DS Light Box D	1	SUPER	Practical				
(431)	DS Light Box D	2	PUSSYS'	Practical				
(432)	DS Light Box E	3	CRAZY	Practical				
(433)	DS Light Box E	2	HORSE	Practical				
(434)	DS Light Box E	1	ARROW	Practical				
(435)	DS Light Box F	4	String Lights	Practical				
(436)	DS Light Box F	3	String Lights	Practical				
(437)	DS Light Box F	2	String Lights	Practical				
(438)	DS Light Box F	1	String Lights	Practical				
(439)	DS Light Box G	4	BAR	Practical				
(440)	DS Light Box G	3	A	Practical				
(441)	DS Light Box G	2	GO	Practical				
(442)	DS Light Box G	1	GO	Practical				

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(443)	DS Light Box H	2	Background	Practical				
(444)	DS Light Box H	1	Trim	Practical				
(445)	DS Light Box I	1	OK	Practical				
(446)	DS Light Box I	2	BAR	Practical				
(447)	DS Light Box I	3	Background	Practical				
(448)	DS Light Box J	3	B	Practical				
(449)	DS Light Box J	2	A	Practical				
(450)	DS Light Box J	1	R	Practical				
(451)	DS Light Box J	4	Background	Practical				
(452)	DS Light Box K	2	HIGHBALL	Practical				
(453)	DS Light Box K	1	Background	Practical				
(454)	DS Light Box L	4	SCREW	Practical				
(455)	DS Light Box L	3	DRIVER	Practical				
(456)	DS Light Box L	2	BAR	Practical				
(457)	DS Light Box L	1	Bottle	Practical				
(458)	DS Festoon	1	Festoon	Practical				
(461)	MS Light Box M	2	Background	Practical				

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(462)	MS Light Box M	1	Words	Practical				
(463)	MS Light Box N	2	Background	Practical				
(464)	MS Light Box N	1	Words	Practical				
(465)	MS Light Box O	3	Lettering	Practical				
(466)	MS Light Box O	2	Image	Practical				
(467)	MS Light Box O	1	Trim	Practical				
(468)	MS Light Box P	2	Trim	Practical				
(469)	MS Light Box P	1	Words	Practical				
(470)	MS Light Box Q	2	Trim	Practical				
(471)	MS Light Box Q	1	Words	Practical				
(472)	MS Light Box R	3	OPEN	Practical				
(473)	MS Light Box R	2	Trim	Practical				
(474)	MS Light Box R	1	COME ON IN	Practical				
(475)	MS Light Box S	2	MOULIN	Practical				
(476)	MS Light Box S	3	ROUGE	Practical				
(477)	MS Light Box S	1	Background	Practical				
(478)	MS Festoon	1	Festoon	Practical				

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(481)	Dreamland Wagon	1	Neon Sign	Practical				
(482)	Dreamland Wagon	2	Dreamland Bar	Practical				
(485)	Refugee / Dressing Room	4	Lantern	Practical				
(486)	Refugee / Dressing Room	3	Lantern	Practical				
(487)	Refugee / Dressing Room	2	Lantern	Practical				
(488)	Refugee / Dressing Room	1	Lantern	Practical				
(489)	Refugee / Dressing Room	7	Fan	Practical				
(490)	Refugee / Dressing Room	5	Fan	Practical				
(491)	Refugee / Dressing Room	6	Storm Lamp	Practical	60w			
(492)	Embassy Gate SR	4	Egg Strobe	Practical				
(493)	Embassy Gate SR	2	Egg Strobe	Practical				
(494)	Embassy Gate SR	1	Egg Strobe	Practical				
(495)	Embassy Gates	3	Lamp	Practical	60w			
(496)	Embassy Gates SL	4	Egg Strobes	Practical				
(497)	Embassy Gates SL	3	Egg Strobes	Practical				
(498)	Embassy Gates SL	1	Egg Strobe	Practical				
(499)	Embassy Gates SL	2	Lamp	Practical	60w			

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(501)	Helicopter	4	FOG	Look Solutions Viper NT Fog Machine	715w			
(502)	Helicopter	3	Birdie	Practical				
(505)	Liberty Head	7	Birdie	Practical				
(506)	Liberty Head	6	Birdie	Practical				
(507)	Liberty Head	5	Birdie	Practical				
(508)	Liberty Head	4	Birdie	Practical				
(509)	Liberty Head	3	Birdie	Practical				
(510)	Liberty Head	2	Birdie	Practical				
(511)	Liberty Head	1	Birdie	Practical				
(512)	Liberty Head	11	Uplight	Color Force 12	120w			
(513)	Liberty Head	10	Uplight	Color Force 12	120w			
(514)	Liberty Head	9	Uplight	Color Force 12	120w			
(515)	Liberty Head	8	Uplight	Color Force 12	120w			
(516)	Cadillac	1	Birdie	Practical				
(517)	Cadillac	2	Birdie	Practical				
(518)	Cadillac	3	Par Can Headlights	Practical				
(519)	Cadillac	4	Par Can Indicators	Practical				
(520)	Cadillac	5	Liscence Plate	Practical				
(521)	Bangkok Bed	2	Lamp	Practical	60w			
(522)	Bangkok Bed	1	Lamp	Practical	60w			
(525)	Moulin Rouge Stage	1	Red Pole Interior	Practical				

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(526)	Moulin Rouge Stage	2	Red Coils	Practical				
(527)	Moulin Rouge Stage	3	Orange Coils	Practical				
(528)	Moulin Rouge Stage	13	Birdie	Practical				
(529)	Moulin Rouge Stage	11	Birdie	Practical				
(530)	Moulin Rouge Stage	9	Birdie	Practical				
(531)	Moulin Rouge Stage	7	Birdie	Practical				
(532)	Moulin Rouge Stage	5	Birdie	Practical				
(533)	Moulin Rouge Stage	12	Birdie	Practical				
(534)	Moulin Rouge Stage	10	Birdie	Practical				
(535)	Moulin Rouge Stage	8	Birdie	Practical				
(536)	Moulin Rouge Stage	6	Birdie	Practical				
(537)	Moulin Rouge Stage	4	Birdie	Practical				
(538)	Jukebox	1	Top Light Box	Practical				
(539)	Jukebox	2	Bottom Light Box	Practical				
(540)	Jukebox	3	Fluorescent	Practical	60w			
(541)	Fan	1	Fan Motor	Practical				
(600)	SPOT PERCH HL	1	Followspot	Lycian M2 Followspot	2.5kW			

Channel	Position	U#	Purpose	Inst Type	Load	Accessory	Color	Gobo
(601)	SPOT PERCH HR	1	Followspot	Lycian M2 Followspot	2.5kW			
(700)	SR MID-Rail	1	HAZE	MDG ATMe	715w			
(701)	SL MID-Rail	1	HAZE	MDG ATMe	715w			
(702)	DSR Street Truck	1	FOG	Look Solutions Viper NT Fog Machine	715w			
(703)	DSL Street Truck	1	FOG	Look Solutions Viper NT Fog Machine	715w			
(704)	USR Street Truck	1	FOG	Look Solutions Viper NT Fog Machine	715w			
(705)	USL Street Truck	1	FOG	Look Solutions Viper NT Fog Machine	715w			

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(631) 605-9525**BALCONY RAIL**

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(173)	Explosion	PAR 64 NSP 1kW		Light Acc 10in Top Hat	
2	(122)	Arch	ETC Source4 LED2LS 36deg 171w		Light Acc 6.25in Top Hat	
2	(172)	Explosion	PAR 64 NSP 1kW		Light Acc 10in Top Hat	
5	(171)	Explosion	PAR 64 NSP 1kW		Light Acc 10in Top Hat	
6	(121)	Arch	ETC Source4 LED2LS 36deg 171w		Light Acc 6.25in Top Hat	
6	(170)	Explosion	PAR 64 NSP 1kW		Light Acc 10in Top Hat	

SPOT PERCH HL

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(600)	Followspot	Lycian M2 Followspot 2.5kW			

SPOT PERCH HR

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(601)	Followspot	Lycian M2 Followspot 2.5kW			


SPOT PIPE HL

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(8)	Performance	Martin MAC Viper Performance 1,225w			W1


SPOT PIPE HR

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(9)	Performance	Martin MAC Viper Performance 1,225w			W1

BOX RAIL HL

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(6)	Performance	Martin MAC Viper Performance 1,225w			W1
2	(41)	Performance	Martin MAC Encore Performance WRM 596w			W2
3	(123)	Head High	ETC Source4 LED2LS 26deg 171w		6.25" Top Hat	
4	(135)	Shin GOBO	ETC ColorSource Spot 26deg 160w		6.25" Top Hat	 R774 02

BOX RAIL HR

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(7)	Performance	Martin MAC Viper Performance 1,225w			W1
2	(42)	Performance	Martin MAC Encore Performance WRM 596w			W2
3	(124)	Head High	ETC Source4 LED2LS 26deg 171w		6.25" Top Hat	
4	(136)	Shin GOBO	ETC ColorSource Spot 26deg 160w		6.25" Top Hat	 R774 02

PROSC. BOOM SR

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(174)	Arch	ETC Source4 LED2LS 26deg 171w			
2	(175)	Wash	Martin Mac Aura 260w			
3	(176)	Wash	Martin Mac Aura 260w			
4	(177)	Wash	Martin Mac Aura 260w			
5	(178)	Arch	ETC Source4 LED2LS 26deg 171w			
6	(179)	Performance	Martin MAC Viper Performance 1,225w			W1
7	(180)	Arch	ETC Source4 LED2LS 26deg 171w			

PROSC. BOOM SL

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(181)	Arch	ETC Source4 LED2LS 26deg 171w			
2	(182)	Wash	Martin Mac Aura 260w			
3	(183)	Wash	Martin Mac Aura 260w			
4	(184)	Wash	Martin Mac Aura 260w			
5	(185)	Arch	ETC Source4 LED2LS 26deg 171w			
6	(186)	Performance	Martin MAC Viper Performance 1,225w			W1
7	(187)	Arch	ETC Source4 LED2LS 26deg 171w			

1 FOH

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(5)	Performance	Martin MAC Viper Performance 1,225w			W1
2	(59)	Wash	Martin Mac Aura 260w			
2	(104)	Wash	Martin Rush MH6 Wash CT 150w			
3	(58)	Wash	Martin Mac Aura 260w			
3	(103)	Wash	Martin Rush MH6 Wash CT 150w			
4	(4)	Performance	Martin MAC Viper Performance 1,225w			W1
5	(57)	Wash	Martin Mac Aura 260w			
7	(56)	Wash	Martin Mac Aura 260w			
8	(55)	Wash	Martin Mac Aura 260w			

2 FOH

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(3)	Performance	Martin MAC Viper Performance 1,225w			W1
4	(2)	Performance	Martin MAC Viper Performance 1,225w			W1
5	(101)	Wash	Martin Rush MH6 Wash CT 150w			
7	(1)	Performance	Martin MAC Viper Performance 1,225w			W1

1 ELECTRIC

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(14)	Performance	Martin MAC Viper Performance 1,225w			W1
2	(48)	Performance	Martin MAC Encore Performance WRM 596w			W2
3	(66)	Wash	Martin Mac Aura 260w			
4	(65)	Wash	Martin Mac Aura 260w			
5	(64)	Wash	Martin Mac Aura 260w			
6	(13)	Performance	Martin MAC Viper Performance 1,225w			W1
7	(47)	Performance	Martin MAC Encore Performance WRM 596w			W2
8	(106)	Wash	Martin Rush MH6 Wash CT 150w			
9	(12)	Performance	Martin MAC Viper Performance 1,225w			W1
10	(105)	Wash	Martin Rush MH6 Wash CT 150w			
11	(46)	Performance	Martin MAC Encore Performance WRM 596w			W2
12	(11)	Performance	Martin MAC Viper Performance 1,225w			W1
13	(63)	Wash	Martin Mac Aura 260w			
14	(62)	Wash	Martin Mac Aura 260w			
15	(61)	Wash	Martin Mac Aura 260w			
16	(45)	Performance	Martin MAC Encore Performance WRM 596w			W2
17	(10)	Performance	Martin MAC Viper Performance 1,225w			W1

2 ELECTRIC

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(17)	Performance	Martin MAC Viper Performance 1,225w			W1
2	(76)	Wash	Martin Mac Aura 260w			
3	(75)	Wash	Martin Mac Aura 260w			
4	(74)	Wash	Martin Mac Aura 260w			
5	(73)	Wash	Martin Mac Aura 260w			
6	(72)	Wash	Martin Mac Aura 260w			
7	(16)	Performance	Martin MAC Viper Performance 1,225w			W3
8	(71)	Wash	Martin Mac Aura 260w			
9	(70)	Wash	Martin Mac Aura 260w			
10	(69)	Wash	Martin Mac Aura 260w			
11	(68)	Wash	Martin Mac Aura 260w			
12	(67)	Wash	Martin Mac Aura 260w			
13	(15)	Performance	Martin MAC Viper Performance 1,225w			W1

3 ELECTRIC

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(21)	Performance	Martin MAC Viper Performance 1,225w			W1
2	(90)	Wash	Martin Mac Aura 260w			
3	(89)	Wash	Martin Mac Aura 260w			
4	(88)	Wash	Martin Mac Aura 260w			
5	(20)	Performance	Martin MAC Viper Performance 1,225w			W1
6	(52)	Wash	Martin MAC Viper Wash DX 1,225w			W1
7	(87)	Wash	Martin Mac Aura 260w			
8	(86)	Wash	Martin Mac Aura 260w			
9	(85)	Wash	Martin Mac Aura 260w			
10	(84)	Wash	Martin Mac Aura 260w			
11	(51)	Wash	Martin MAC Viper Wash DX 1,225w			W1
12	(83)	Wash	Martin Mac Aura 260w			
13	(82)	Wash	Martin Mac Aura 260w			
14	(81)	Wash	Martin Mac Aura 260w			
15	(80)	Wash	Martin Mac Aura 260w			
16	(50)	Wash	Martin MAC Viper Wash DX 1,225w			W1
17	(19)	Performance	Martin MAC Viper Performance 1,225w			W1
18	(79)	Wash	Martin Mac Aura 260w			
19	(78)	Wash	Martin Mac Aura 260w			
20	(77)	Wash	Martin Mac Aura 260w			
21	(18)	Performance	Martin MAC Viper Performance 1,225w			W1

4 ELECTRIC

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(120)	X-4	GLP Impression X4 Bar 10 200w			
2	(119)	X-4	GLP Impression X4 Bar 10 200w			
3	(118)	X-4	GLP Impression X4 Bar 10 200w			
4	(117)	X-4	GLP Impression X4 Bar 10 200w			
5	(116)	X-4	GLP Impression X4 Bar 10 200w			
6	(115)	X-4	GLP Impression X4 Bar 10 200w			
7	(114)	X-4	GLP Impression X4 Bar 10 200w			
8	(113)	X-4	GLP Impression X4 Bar 10 200w			
9	(112)	X-4	GLP Impression X4 Bar 10 200w			
10	(111)	X-4	GLP Impression X4 Bar 10 200w			
11	(110)	X-4	GLP Impression X4 Bar 10 200w			

5 ELECTRIC

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(23)	Performance	Martin MAC Viper Performance 1,225w			W1
2	(97)	Wash	Martin Mac Aura 260w			
3	(96)	Wash	Martin Mac Aura 260w			
4	(95)	Wash	Martin Mac Aura 260w			
5	(94)	Wash	Martin Mac Aura 260w			
6	(93)	Wash	Martin Mac Aura 260w			
7	(92)	Wash	Martin Mac Aura 260w			
8	(91)	Wash	Martin Mac Aura 260w			
9	(22)	Performance	Martin MAC Viper Performance 1,225w			W1

6 ELECTRIC

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(26)	Performance	Martin MAC Viper Performance 1,225w			W1
2	(54)	Wash	Martin MAC Viper Wash DX 1,225w			W1
3	(25)	Performance	Martin MAC Viper Performance 1,225w			W1
4	(53)	Wash	Martin MAC Viper Wash DX 1,225w			W1
5	(24)	Performance	Martin MAC Viper Performance 1,225w			W1

1 BOOM SR

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(192)	Head High	ETC Source4 LED2LS 26deg 171w			
2	(193)	Shin GOBO	ETC ColorSource Spot 26deg 160w			R774 02

1 LADDER SR

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(188)	Performance	Martin MAC Encore Performance WRM 596w			W2
2	(189)	Performance	Martin MAC Viper Performance 1,225w			W1
3	(190)	Wash	Martin Mac Aura 260w			
4	(191)	Performance	Martin MAC Encore Performance WRM 596w			W2

2 LADDER SR

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(28)	Performance	Martin MAC Viper Performance 1,225w			W1
2	(29)	Performance	Martin MAC Viper Performance 1,225w			W1


3 LADDER SR

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(201)	Performance	Martin MAC Viper Performance 1,225w			W1

4 LADDER SR

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(203)	Performance	Martin MAC Viper Performance 1,225w			W1
2	(204)	Wash	Martin Mac Aura 260w			

1 BOOM SL

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(198)	Head High	ETC Source4 LED2LS 26deg 171w			
2	(199)	Shin GOBO	ETC ColorSource Spot 26deg 160w			 R774 02

1 LADDER SL

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(194)	Performance	Martin MAC Encore Performance WRM 596w			W2
2	(195)	Performance	Martin MAC Viper Performance 1,225w			W1
3	(196)	Wash	Martin Mac Aura 260w			
4	(197)	Performance	Martin MAC Encore Performance WRM 596w			W2

2 LADDER SL

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(33)	Performance	Martin MAC Viper Performance 1,225w			W1
2	(34)	Performance	Martin MAC Viper Performance 1,225w			W1


3 LADDER SL

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(202)	Performance	Martin MAC Viper Performance 1,225w			W1


4 LADDER SL

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(205)	Performance	Martin MAC Viper Performance 1,225w			W1
2	(206)	Wash	Martin Mac Aura 260w			

LX SR Street Truck

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(131)	Head High	ETC Source4 LED2LS 26deg 171w		6.25" Top Hat	
2	(141)	Wash	Martin Mac Aura 260w			
3	(143)	Wash	Martin Mac Aura 260w			
4	(133)	Head High	ETC Source4 LED2LS 26deg 171w		6.25" Top Hat	
5	(139)	Shin GOBO	ETC ColorSource Spot 26deg 160w		6.25" Top Hat	 R774 02

LX SL Street Truck

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(132)	Head High	ETC Source4 LED2LS 26deg 171w		6.25" Top Hat	
2	(142)	Wash	Martin Mac Aura 260w			
3	(144)	Wash	Martin Mac Aura 260w			
4	(134)	Head High	ETC Source4 LED2LS 26deg 171w		6.25" Top Hat	
5	(140)	Shin GOBO	ETC ColorSource Spot 26deg 160w		6.25" Top Hat	 R774 02

US GROUND

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
3	(169)	Thuy Death	Leader Light 100w			
4	(168)	Thuy Death	Leader Light 100w			
5	(167)	Thuy Death	Leader Light 100w			
6	(166)	Thuy Death	Leader Light 100w			
7	(165)	Thuy Death	Leader Light 100w			
8	(164)	Thuy Death	Leader Light 100w			
9	(163)	Thuy Death	Leader Light 100w			
10	(162)	Thuy Death	Leader Light 100w			
11	(161)	Thuy Death	Leader Light 100w			
12	(160)	Thuy Death	Leader Light 100w			
13	(159)	Thuy Death	Leader Light 100w			
14	(158)	Thuy Death	Leader Light 100w			
15	(157)	Thuy Death	Leader Light 100w			
16	(156)	Thuy Death	Leader Light 100w			
17	(155)	Thuy Death	Leader Light 100w			
18	(154)	Thuy Death	Leader Light 100w			
19	(153)	Thuy Death	Leader Light 100w			
20	(152)	Thuy Death	Leader Light 100w			
21	(151)	Thuy Death	Leader Light 100w			
22	(150)	Thuy Death	Leader Light 100w			
23	(149)	Thuy Death	Leader Light 100w			

DS Light Box A

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(422)	Background	Practical			
2	(423)	Pink Swish	Practical			

DS Light Box B

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(424)	Top - GO	Practical			
2	(425)	Bottom - GO	Practical			
3	(426)	BAR	Practical			
4	(427)	Dots	Practical			

DS Light Box C

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(428)	VIP	Practical			
2	(429)	Background	Practical			

DS Light Box D

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(430)	SUPER	Practical			
2	(431)	PUSSYS'	Practical			

DS Light Box E

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(434)	ARROW	Practical			
2	(433)	HORSE	Practical			
3	(432)	CRAZY	Practical			

DS Light Box F

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(438)	String Lights	Practical			
2	(437)	String Lights	Practical			
3	(436)	String Lights	Practical			
4	(435)	String Lights	Practical			

DS Light Box G

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(442)	GO	Practical			
2	(441)	GO	Practical			
3	(440)	A	Practical			
4	(439)	BAR	Practical			

DS Light Box H

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(444)	Trim	Practical			
2	(443)	Background	Practical			

DS Light Box I

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(445)	OK	Practical			
2	(446)	BAR	Practical			
3	(447)	Background	Practical			

DS Light Box J

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(450)	R	Practical			
2	(449)	A	Practical			
3	(448)	B	Practical			
4	(451)	Background	Practical			

DS Light Box K

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(453)	Background	Practical			
2	(452)	HIGHBALL	Practical			

DS Light Box L

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(457)	Bottle	Practical			
2	(456)	BAR	Practical			
3	(455)	DRIVER	Practical			
4	(454)	SCREW	Practical			

MS Light Box M

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(462)	Words	Practical			
2	(461)	Background	Practical			

MS Light Box N

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(464)	Words	Practical			
2	(463)	Background	Practical			

MS Light Box O

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(467)	Trim	Practical			
2	(466)	Image	Practical			
3	(465)	Lettering	Practical			

MS Light Box P

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(469)	Words	Practical			
2	(468)	Trim	Practical			

MS Light Box Q

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(471)	Words	Practical			
2	(470)	Trim	Practical			

MS Light Box R

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(474)	COME ON IN	Practical			
2	(473)	Trim	Practical			
3	(472)	OPEN	Practical			

MS Light Box S

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(477)	Background	Practical			
2	(475)	MOULIN	Practical			
3	(476)	ROUGE	Practical			

DS Festoon

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(458)	Festoon	Practical			

MS Festoon

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(478)	Festoon	Practical			

DSR Leg

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(307)	Pumpkin	Practical 10w			
2	(308)	Pumpkin	Practical 10w			
3	(309)	Light Box	Practical			
4	(310)	Pumpkin	Practical 10w			
5	(311)	Cylinder	Practical 10w			
6	(312)	Pumpkin	Practical 10w			
7	(313)	Pumpkin	Practical 10w			
8	(314)	Pumpkin	Practical 10w			

DSL Leg

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(325)	Pumpkin	Practical 10w			
2	(326)	Pumpkin	Practical 10w			
3	(327)	Pumpkin	Practical 10w			
4	(328)	Pumpkin	Practical 10w			
5	(329)	Pumpkin	Practical 10w			
6	(330)	Pumpkin	Practical 10w			
7	(331)	Pumpkin	Practical 10w			

OSL Leg

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(321)	Pumpkin	Practical 10w			
2	(322)	Light Box	Practical			
3	(323)	Pumpkin	Practical 10w			
4	(324)	Pumpkin	Practical 10w			

OSR Leg

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(301)	Pumpkin	Practical 10w			
2	(302)	Pumpkin	Practical 10w			
3	(303)	Pumpkin	Practical 10w			
4	(304)	Pumpkin	Practical 10w			
5	(305)	Light Box	Practical			
6	(306)	Pumpkin	Practical 10w			

USL Leg

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(332)	Teardrop	Practical 10w			
2	(333)	Teardrop	Practical 10w			
3	(334)	Cylinder	Practical 10w			
4	(335)	Pumpkin	Practical 10w			

USR Leg

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(315)	Teardrop	Practical 10w			
2	(316)	Cylinder	Practical 10w			
3	(317)	Cylinder	Practical 10w			
4	(318)	Cylinder	Practical 10w			
5	(319)	Cylinder	Practical 10w			

DS Bamboo Header

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(392)	Pumpkin	Practical 10w			
2	(391)	Pumpkin	Practical 10w			
3	(390)	Teardrop	Practical 10w			
4	(389)	Pumpkin	Practical 10w			
5	(388)	Pumpkin	Practical 10w			
6	(387)	Teardrop	Practical 10w			
7	(386)	Teardrop	Practical 10w			
8	(385)	Teardrop	Practical 10w			

MS Bamboo Header

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(401)	Cylinder	Practical 10w			
2	(400)	Cylinder	Practical 10w			
3	(399)	Teardrop	Practical			
4	(398)	Teardrop	Practical			
5	(397)	Pumpkin	Practical 10w			
6	(396)	Teardrop	Practical			
7	(395)	Pumpkin	Practical 10w			
8	(394)	Cylinder	Practical 10w			
9	(393)	Cylinder	Practical 10w			

Angled Header

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(353)	Pumpkin	Practical 10w			
2	(352)	Light Box	Practical			
3	(351)	Teardrop	Practical 10w			
4	(350)	Cylinder	Practical 10w			
5	(349)	Cylinder	Practical 10w			
6	(348)	Light Box	Practical			
7	(347)	Teardrop	Practical 10w			
8	(346)	Pumpkin	Practical 10w			
9	(345)	Teardrop	Practical 10w			
10	(344)	Cylinder	Practical 10w			
11	(343)	Teardrop	Practical 10w			
12	(342)	Light Box	Practical			
13	(341)	Teardrop	Practical 10w			

Pelmet

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(359)	Teardrop	Practical 10w			
2	(358)	Pumpkin	Practical 10w			
3	(357)	Cylinder	Practical 10w			
4	(356)	Pumpkin	Practical 10w			
5	(355)	Teardrop	Practical 10w			
7	(354)	Cylinder	Practical 10w			

DSR Street Truck

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(363)	Pumpkin	Practical 10w			
1	(702)	FOG	Look Solutions Viper NT Fog Machine 715w			
2	(364)	Pumpkin	Practical 10w			
3	(361)	Teardrop	Practical 10w			
4	(362)	Cylinder	Practical 10w			
5	(381)	Frame LED	Practical			

DSL Street Truck

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(369)	Teardrop	Practical 10w			
1	(703)	FOG	Look Solutions Viper NT Fog Machine 715w			
2	(370)	Teardrop	Practical 10w			
3	(371)	Cylinder	Practical 10w			
4	(372)	Pumpkin	Practical 10w			
5	(365)	Pumpkin	Practical 10w			
6	(366)	Cylinder	Practical 10w			
7	(367)	Cylinder	Practical 10w			
8	(368)	Pumpkin	Practical 10w			
9	(382)	Frame LED	Practical			

USR Street Truck

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(374)	Teardrop	Practical 10w			
1	(704)	FOG	Look Solutions Viper NT Fog Machine 715w			
2	(375)	Teardrop	Practical 10w			
3	(376)	Cylinder	Practical 10w			
4	(373)	Cylinder	Practical 10w			

USL Street Truck

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(380)	Pumpkin	Practical 10w			
1	(705)	FOG	Look Solutions Viper NT Fog Machine 715w			
2	(379)	Cylinder	Practical 10w			
3	(378)	Pumpkin	Practical 10w			
4	(377)	Teardrop	Practical 10w			

SR Banner 1

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(411)	Banner Toplight	Color Force 12 120w			
2	(410)	Banner Toplight	Color Force 12 120w			
3	(409)	Banner Toplight	Color Force 12 120w			

SR Banner 2

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(408)	Banner Toplight	Color Force 12 120w			
2	(407)	Banner Toplight	Color Force 12 120w			
3	(406)	Banner Toplight	Color Force 12 120w			

SR Banner 3

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(405)	Banner Toplight	Color Force 12 120w			
2	(404)	Banner Toplight	Color Force 12 120w			

SR Banner 4

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(403)	Banner Toplight	Color Force 12 120w			
2	(402)	Banner Toplight	Color Force 12 120w			

SL Banner 1

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(421)	Banner Toplight	Color Force 12 120w			
2	(420)	Banner Toplight	Color Force 12 120w			

SL Banner 2

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(419)	Banner Toplight	Color Force 12 120w			
2	(418)	Banner Toplight	Color Force 12 120w			

SL Banner 3

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(417)	Banner Toplight	Color Force 12 120w			
2	(416)	Banner Toplight	Color Force 12 120w			
3	(415)	Banner Toplight	Color Force 12 120w			

SL Banner 4

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(414)	Banner Toplight	Color Force 12 120w			
2	(413)	Banner Toplight	Color Force 12 120w			
3	(412)	Banner Toplight	Color Force 12 120w			

Dreamland Wagon

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(481)	Neon Sign	Practical			
2	(482)	Dreamland Bar	Practical			

Jukebox

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(538)	Top Light Box	Practical			
2	(539)	Bottom Light Box	Practical			
3	(540)	Fluorescent	Practical 60w			

Refugee / Dressing Room

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(488)	Lantern	Practical			
2	(487)	Lantern	Practical			
3	(486)	Lantern	Practical			
4	(485)	Lantern	Practical			
5	(490)	Fan	Practical			
6	(491)	Storm Lamp	Practical 60w			
7	(489)	Fan	Practical			

Moulin Rouge Stage

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(525)	Red Pole Interior	Practical			
2	(526)	Red Coils	Practical			
3	(527)	Orange Coils	Practical			
4	(537)	Birdie	Practical			
5	(532)	Birdie	Practical			
6	(536)	Birdie	Practical			
7	(531)	Birdie	Practical			
8	(535)	Birdie	Practical			
9	(530)	Birdie	Practical			
10	(534)	Birdie	Practical			
11	(529)	Birdie	Practical			
12	(533)	Birdie	Practical			
13	(528)	Birdie	Practical			

Bangkok Bed

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(522)	Lamp	Practical 60w			
2	(521)	Lamp	Practical 60w			

Cadillac

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(516)	Birdie	Practical			
2	(517)	Birdie	Practical			
3	(518)	Par Can Headlights	Practical			
4	(519)	Par Can Indicators	Practical			
5	(520)	Liscence Plate	Practical			

Liberty Head

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(511)	Birdie	Practical			
2	(510)	Birdie	Practical			
3	(509)	Birdie	Practical			
4	(508)	Birdie	Practical			
5	(507)	Birdie	Practical			
6	(506)	Birdie	Practical			
7	(505)	Birdie	Practical			
8	(515)	Uplight	Color Force 12 120w			
9	(514)	Uplight	Color Force 12 120w			
10	(513)	Uplight	Color Force 12 120w			
11	(512)	Uplight	Color Force 12 120w			

Helicopter

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(108)	Headlights	Martin Rush MH6 Wash CT 150w			
2	(107)	Headlights	Martin Rush MH6 Wash CT 150w			
3	(502)	Birdie	Practical			
4	(501)	FOG	Look Solutions Viper NT Fog Machine 715w			

Embassy Gate SR

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(494)	Egg Strobe	Practical			
2	(493)	Egg Strobe	Practical			
4	(492)	Egg Strobe	Practical			

Embassy Gates SL

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(498)	Egg Strobe	Practical			
2	(499)	Lamp	Practical 60w			
3	(497)	Egg Strobes	Practical			
4	(496)	Egg Strobes	Practical			


Embassy Gates

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
3	(495)	Lamp	Practical 60w			


Fan

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(541)	Fan Motor	Practical			

SR Rover

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(145)	D/Land Backlight	S4 36° 575w	 R09	Light Acc 6.25in Top Hat	

SL Rover

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(146)	D/Land Backlight	S4 36° 575w	 R09	Light Acc 6.25in Top Hat	

SL MID-Rail

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(701)	HAZE	MDG ATMe 715w			

SR MID-Rail

U#	Chan	Purpose	Instrument Type & Load	Color	Accessory	Gobo
1	(700)	HAZE	MDG ATMe 715w			



Focus Chart Key

T/ = CUT OFF

O/ = CUT OFF

HOH = HAND OVER HEAD

L/A = LAND AT

L/O = LAND OFF

R/O = RACK OFF

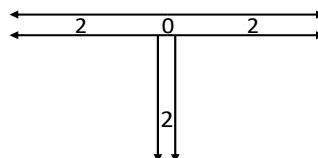
Focus Tape Layout

Please lay SL + SR tape down across the **FRONT EDGE** of stage, with the **0 MARKER** at **CL**

Please lay US + DS tape down with **0 MARKER** at **FRONT EDGE**, running along the **CL**

NOTE: Please tape down focus tape every 2' to reduce movement

EXAMPLE:



LD: Bruno POET
 Email
 Phone #

MO LW Miss Saigon.lw6
 Associate LD: Max Okst
 maxokst@gmail.com
 (631) 605-9525

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(121)	BALCONY RAIL	6	ETC Source4 LED2LS 36deg+ Light Acc 6.25in Top Hat 171w	Arch	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(122)	BALCONY RAIL	2	ETC Source4 LED2LS 36deg+ Light Acc 6.25in Top Hat 171w	Arch	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(123)	BOX RAIL HL	3	ETC Source4 LED2LS 26deg+ 6.25" Top Hat 171w	Head High	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(124)	BOX RAIL HR	3	ETC Source4 LED2LS 26deg+ 6.25" Top Hat 171w	Head High	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(131)	LX SR Street Truck	1	ETC Source4 LED2LS 26deg+ 6.25" Top Hat 171w	Head High	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(132)	LX SL Street Truck	1	ETC Source4 LED2LS 26deg+ 6.25" Top Hat 171w	Head High	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(133)	LX SR Street Truck	4	ETC Source4 LED2LS 26deg+ 6.25" Top Hat 171w	Head High	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(134)	LX SL Street Truck	4	ETC Source4 LED2LS 26deg+ 6.25" Top Hat 171w	Head High	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(135)	BOX RAIL HL	4	ETC ColorSource Spot 26deg+6.25" Top Hat 160w	Shin GOBO	● T: R77402
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(136)	BOX RAIL HR	4	ETC ColorSource Spot 26deg+6.25" Top Hat 160w	Shin GOBO	● T: R77402
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(139)	LX SR Street Truck	5	ETC ColorSource Spot 26deg+6.25" Top Hat 160w	Shin GOBO	T: R77402
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(140)	LX SL Street Truck	5	ETC ColorSource Spot 26deg+6.25" Top Hat 160w	Shin GOBO	T: R77402
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(145)	SR Rover	1	S4 36°+Light Acc 6.25in Top Hat 575w	D/Land Backlight	R09
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(146)	SL Rover	1	S4 36°+Light Acc 6.25in Top Hat 575w	D/Land Backlight	R09
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(149)	US GROUND	23	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	


Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(150)	US GROUND	22	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(151)	US GROUND	21	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(152)	US GROUND	20	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(153)	US GROUND	19	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(154)	US GROUND	18	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(155)	US GROUND	17	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	


Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(156)	US GROUND	16	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(157)	US GROUND	15	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(158)	US GROUND	14	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(159)	US GROUND	13	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(160)	US GROUND	12	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(161)	US GROUND	11	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(162)	US GROUND	10	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(163)	US GROUND	9	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(164)	US GROUND	8	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(165)	US GROUND	7	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(166)	US GROUND	6	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(167)	US GROUND	5	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(168)	US GROUND	4	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(169)	US GROUND	3	Leader Light 100w	Thuy Death	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(170)	BALCONY RAIL	6	PAR 64 NSP+Light Acc 10in Top Hat 1kW	Explosion	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(171)	BALCONY RAIL	5	PAR 64 NSP+Light Acc 10in Top Hat 1kW	Explosion	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(172)	BALCONY RAIL	2	PAR 64 NSP+Light Acc 10in Top Hat 1kW	Explosion	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(173)	BALCONY RAIL	1	PAR 64 NSP+Light Acc 10in Top Hat 1kW	Explosion	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(174)	PROSC. BOOM SR	1	ETC Source4 LED2LS 26deg 171w	Arch	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(178)	PROSC. BOOM SR	5	ETC Source4 LED2LS 26deg 171w	Arch	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(180)	PROSC. BOOM SR	7	ETC Source4 LED2LS 26deg 171w	Arch	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(181)	PROSC. BOOM SL	1	ETC Source4 LED2LS 26deg 171w	Arch	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(185)	PROSC. BOOM SL	5	ETC Source4 LED2LS 26deg 171w	Arch	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(187)	PROSC. BOOM SL	7	ETC Source4 LED2LS 26deg 171w	Arch	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(192)	1 BOOM SR	1	ETC Source4 LED2LS 26deg 171w	Head High	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(193)	1 BOOM SR	2	ETC ColorSource Spot 26deg 160w	Shin GOBO	 T: R77402
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(198)	1 BOOM SL	1	ETC Source4 LED2LS 26deg 171w	Head High	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	






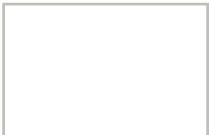
Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(199)	1 BOOM SL	2	ETC ColorSource Spot 26deg 160w	Shin GOBO	 T: R77402
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(301)	OSR Leg	1	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(302)	OSR Leg	2	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(303)	OSR Leg	3	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(304)	OSR Leg	4	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(305)	OSR Leg	5	Practical	Light Box	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(306)	OSR Leg	6	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(307)	DSR Leg	1	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(308)	DSR Leg	2	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(309)	DSR Leg	3	Practical	Light Box	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(310)	DSR Leg	4	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(311)	DSR Leg	5	Practical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(312)	DSR Leg	6	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	L/R US/DS		Top:	Bot:	
(313)	DSR Leg	7	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	L/R US/DS		Top:	Bot:	
(314)	DSR Leg	8	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	L/R US/DS		Top:	Bot:	
(315)	USR Leg	1	Practical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	L/R US/DS		Top:	Bot:	
(316)	USR Leg	2	Practical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	L/R US/DS		Top:	Bot:	
(317)	USR Leg	3	Practical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(318)	USR Leg	4	Practical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(319)	USR Leg	5	Practical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(321)	OSL Leg	1	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(322)	OSL Leg	2	Practical	Light Box	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(323)	OSL Leg	3	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(324)	OSL Leg	4	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(325)	DSL Leg	1	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(326)	DSL Leg	2	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(327)	DSL Leg	3	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(328)	DSL Leg	4	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(329)	DSL Leg	5	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(330)	DSL Leg	6	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(331)	DSL Leg @	7	Practical 10w Nt:	Pumpkin	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(332)	USL Leg @	1	Practical 10w Nt:	Teardrop	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(333)	USL Leg @	2	Practical 10w Nt:	Teardrop	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(334)	USL Leg @	3	Practical 10w Nt:	Cylinder	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(335)	USL Leg @	4	Practical 10w Nt:	Pumpkin	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(341)	Angled Header @	13	Practical 10w Nt:	Teardrop	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(342)	Angled Header	12	Practical	Light Box	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(343)	Angled Header	11	Practical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(344)	Angled Header	10	Practical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(345)	Angled Header	9	Practical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(346)	Angled Header	8	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(347)	Angled Header	7	Practical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(348)	Angled Header @	6	Practical Nt:	Light Box	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(349)	Angled Header @	5	Practical 10w Nt:	Cylinder	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(350)	Angled Header @	4	Practical 10w Nt:	Cylinder	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(351)	Angled Header @	3	Practical 10w Nt:	Teardrop	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(352)	Angled Header @	2	Practical Nt:	Light Box	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(353)	Angled Header @	1	Practical 10w Nt:	Pumpkin	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(354)	Pelmet	7	Practical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(355)	Pelmet	5	Practical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(356)	Pelmet	4	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(357)	Pelmet	3	Practical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(358)	Pelmet	2	Practical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(359)	Pelmet	1	Practical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(361)	DSR Street Truck	3	Pratical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(362)	DSR Street Truck	4	Pratical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(363)	DSR Street Truck	1	Pratical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(364)	DSR Street Truck	2	Pratical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(365)	DSL Street Truck	5	Pratical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(366)	DSL Street Truck	6	Pratical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(367)	DSL Street Truck	7	Pratical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(368)	DSL Street Truck	8	Pratical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(369)	DSL Street Truck	1	Pratical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(370)	DSL Street Truck	2	Pratical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(371)	DSL Street Truck	3	Pratical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(372)	DSL Street Truck	4	Pratical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(373)	USR Street Truck	4	Pratical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(374)	USR Street Truck	1	Pratical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(375)	USR Street Truck	2	Pratical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(376)	USR Street Truck	3	Pratical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(377)	USL Street Truck	4	Pratical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(378)	USL Street Truck	3	Pratical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(379)	USL Street Truck	2	Pratical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(380)	USL Street Truck	1	Pratical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(381)	DSR Street Truck	5	Pratical	Frame LED	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(382)	DSL Street Truck	9	Pratical	Frame LED	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(385)	DS Bamboo Header	8	Pratical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(386)	DS Bamboo Header	7	Pratical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(387)	DS Bamboo Header	6	Pratical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(388)	DS Bamboo Header	5	Pratical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(389)	DS Bamboo Header	4	Pratical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(390)	DS Bamboo Header	3	Pratical 10w	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(391)	DS Bamboo Header	2	Pratical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(392)	DS Bamboo Header	1	Pratical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(393)	MS Bamboo Header	9	Pratical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(394)	MS Bamboo Header	8	Pratical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(395)	MS Bamboo Header	7	Pratical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(396)	MS Bamboo Header	6	Pratical	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(397)	MS Bamboo Header	5	Pratical 10w	Pumpkin	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(398)	MS Bamboo Header	4	Pratical	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(399)	MS Bamboo Header	3	Pratical	Teardrop	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(400)	MS Bamboo Header	2	Pratical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(401)	MS Bamboo Header	1	Pratical 10w	Cylinder	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(402)	SR Banner 4	2	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(403)	SR Banner 4	1	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(404)	SR Banner 3	2	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(405)	SR Banner 3	1	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(406)	SR Banner 2	3	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(407)	SR Banner 2	2	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(408)	SR Banner 2	1	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(409)	SR Banner 1	3	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(410)	SR Banner 1	2	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(411)	SR Banner 1	1	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(412)	SL Banner 4	3	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(413)	SL Banner 4	2	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(414)	SL Banner 4	1	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(415)	SL Banner 3	3	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(416)	SL Banner 3	2	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(417)	SL Banner 3	1	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(418)	SL Banner 2	2	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(419)	SL Banner 2	1	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(420)	SL Banner 1	2	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(421)	SL Banner 1	1	Color Force 12 120w	Banner Toplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(422)	DS Light Box A	1	Practical	Background	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(423)	DS Light Box A	2	Practical	Pink Swish	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(424)	DS Light Box B	1	Practical	Top - GO	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(425)	DS Light Box B	2	Practical	Bottom - GO	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(426)	DS Light Box B	3	Practical	BAR	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(427)	DS Light Box B	4	Practical	Dots	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(428)	DS Light Box C	1	Practical	VIP	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(429)	DS Light Box C	2	Practical	Background	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(430)	DS Light Box D	1	Practical	SUPER	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(431)	DS Light Box D	2	Practical	PUSSYS'	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(432)	DS Light Box E	3	Practical	CRAZY	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(433)	DS Light Box E	2	Practical	HORSE	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(434)	DS Light Box E	1	Practical	ARROW	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(435)	DS Light Box F	4	Practical	String Lights	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(436)	DS Light Box F	3	Practical	String Lights	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(437)	DS Light Box F	2	Practical	String Lights	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(438)	DS Light Box F	1	Practical	String Lights	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(439)	DS Light Box G	4	Practical	BAR	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(440)	DS Light Box G	3	Practical	A	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(441)	DS Light Box G	2	Practical	GO	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(442)	DS Light Box G	1	Practical	GO	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(443)	DS Light Box H	2	Practical	Background	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(444)	DS Light Box H	1	Practical	Trim	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(445)	DS Light Box I	1	Practical	OK	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(446)	DS Light Box I	2	Practical	BAR	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(447)	DS Light Box I	3	Practical	Background	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(448)	DS Light Box J	3	Practical	B	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(449)	DS Light Box J	2	Practical	A	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(450)	DS Light Box J	1	Practical	R	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(451)	DS Light Box J	4	Practical	Background	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(452)	DS Light Box K	2	Practical	HIGHBALL	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(453)	DS Light Box K	1	Practical	Background	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(454)	DS Light Box L	4	Practical	SCREW	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(455)	DS Light Box L	3	Practical	DRIVER	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(456)	DS Light Box L @	2	Practical Nt:	BAR	
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(457)	DS Light Box L @	1	Practical Nt:	Bottle	
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(458)	DS Festoon @	1	Practical Nt:	Festoon	
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(461)	MS Light Box M @	2	Practical Nt:	Background	
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(462)	MS Light Box M @	1	Practical Nt:	Words	
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(463)	MS Light Box N @	2	Practical Nt:	Background	
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(464)	MS Light Box N @	1	Practical Nt:	Words	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(465)	MS Light Box O @	3	Practical Nt:	Lettering	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(466)	MS Light Box O @	2	Practical Nt:	Image	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(467)	MS Light Box O @	1	Practical Nt:	Trim	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(468)	MS Light Box P @	2	Practical Nt:	Trim	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(469)	MS Light Box P @	1	Practical Nt:	Words	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(470)	MS Light Box Q	2	Practical	Trim	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(471)	MS Light Box Q	1	Practical	Words	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(472)	MS Light Box R	3	Practical	OPEN	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(473)	MS Light Box R	2	Practical	Trim	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(474)	MS Light Box R	1	Practical	COME ON IN	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(475)	MS Light Box S	2	Practical	MOULIN	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(476)	MS Light Box S @	3	Practical Nt:	ROUGE	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(477)	MS Light Box S @	1	Practical Nt:	Background	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(478)	MS Festoon @	1	Practical Nt:	Festoon	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(481)	Dreamland Wagon @	1	Practical Nt:	Neon Sign	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(482)	Dreamland Wagon @	2	Practical Nt:	Dreamland Bar	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(485)	Refugee / Dressing Room @	4	Practical Nt:	Lantern	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(486)	Refugee / Dressing Room	3	Practical	Lantern	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(487)	Refugee / Dressing Room	2	Practical	Lantern	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(488)	Refugee / Dressing Room	1	Practical	Lantern	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(489)	Refugee / Dressing Room	7	Practical	Fan	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(490)	Refugee / Dressing Room	5	Practical	Fan	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(491)	Refugee / Dressing Room	6	Practical 60w	Storm Lamp	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(492)	Embassy Gate SR	4	Practical	Egg Strobe	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(493)	Embassy Gate SR	2	Practical	Egg Strobe	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(494)	Embassy Gate SR	1	Practical	Egg Strobe	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(495)	Embassy Gates	3	Practical 60w	Lamp	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(496)	Embassy Gates SL	4	Practical	Egg Strobes	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(497)	Embassy Gates SL @	3	Practical Nt:	Egg Strobes	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(498)	Embassy Gates SL @	1	Practical Nt:	Egg Strobe	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(499)	Embassy Gates SL @	2	Practical 60w Nt:	Lamp	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(501)	Helicopter @	4	Look Solutions Viper NT Fog Machine 715w Nt:	FOG	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(502)	Helicopter @	3	Practical Nt:	Birdie	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(505)	Liberty Head @	7	Practical Nt:	Birdie	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(506)	Liberty Head	6	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(507)	Liberty Head	5	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(508)	Liberty Head	4	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(509)	Liberty Head	3	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(510)	Liberty Head	2	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(511)	Liberty Head	1	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(512)	Liberty Head	11	Color Force 12 120w	Uplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(513)	Liberty Head	10	Color Force 12 120w	Uplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(514)	Liberty Head	9	Color Force 12 120w	Uplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(515)	Liberty Head	8	Color Force 12 120w	Uplight	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(516)	Cadillac	1	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(517)	Cadillac	2	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(518)	Cadillac	3	Practical	Par Can Headlights	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(519)	Cadillac	4	Practical	Par Can Indicators	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(520)	Cadillac	5	Practical	Liscence Plate	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(521)	Bangkok Bed	2	Practical 60w	Lamp	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(522)	Bangkok Bed	1	Practical 60w	Lamp	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(525)	Moulin Rouge Stage	1	Pratical	Red Pole Interior	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(526)	Moulin Rouge Stage	2	Pratical	Red Coils	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(527)	Moulin Rouge Stage	3	Pratical	Orange Coils	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(528)	Moulin Rouge Stage	13	Pratical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(529)	Moulin Rouge Stage	11	Pratical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(530)	Moulin Rouge Stage	9	Pratical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(531)	Moulin Rouge Stage	7	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(532)	Moulin Rouge Stage	5	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(533)	Moulin Rouge Stage	12	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(534)	Moulin Rouge Stage	10	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(535)	Moulin Rouge Stage	8	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(536)	Moulin Rouge Stage	6	Practical	Birdie	
	@		Nt:		
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(537)	Moulin Rouge Stage @	4	Practical Nt:	Birdie	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(538)	Jukebox @	1	Practical Nt:	Top Light Box	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(539)	Jukebox @	2	Practical Nt:	Bottom Light Box	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(540)	Jukebox @	3	Practical 60w Nt:	Fluorescent	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(541)	Fan @	1	Practical Nt:	Fan Motor	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	
(702)	DSR Street Truck @	1	Look Solutions Viper NT Fog Machine 715w Nt:	FOG	
	Scy:		US:	DS:	
	Beam: In/ - - + - - Out/		SR:	SL:	
	Axis: — / \ L/R US/DS		Top:	Bot:	

Chan	Position	U#	Inst Type & Access & Load	Purpose	Clr & Gbo
(703)	DSL Street Truck	1	Look Solutions Viper NT Fog Machine 715w	FOG	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(704)	USR Street Truck	1	Look Solutions Viper NT Fog Machine 715w	FOG	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	
(705)	USL Street Truck	1	Look Solutions Viper NT Fog Machine 715w	FOG	
	@		Nt:		
	Scy:		US:	DS:	<input type="text"/>
Beam:	In/ - - + - - Out/		SR:	SL:	
Axis:	— / \ L/R US/DS		Top:	Bot:	

CUE LIST

MISS SAIGON

PRODUCER: Cameron Mackintosh Productions

CAMERON MACKINTOSH PRODUCTIONS

Lighting: Max Okst

4/19/2020

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
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I | 1. OPENING ACT I

5	1.1.1	3			MEASURE 4, BEAT 4		
6	1.1.1	3			MEASURE 10, BEAT 5		
7	1.1.1	3			MEASURE 13, BEAT 1		
8	1.1.1	3			MEASURE 15, BEAT 1		
10	1.1.2	3			MEASURE 18, BEAT 4		
11	1.1.2	3			MEASURE 23, BEAT 4		
12	1.1.2	3			MEASURE 28, BEAT 4		
13	1.1.2	3			W/ DREAMLAND+		
14	1.1.3	3			MEASURE 32, BEAT 4		
15	1.1.4	3			MEASURE 40, BEAT 4		
16	1.1.6	3			MEASURE 57, BEAT 4		
17	1.1.7	3			VIZ - ENG. LIGHTS CIG		
18	1.1.8	3			MEASURE 65, BEAT 4		
19	1.1.9	3			MEASURE 77, BEAT 3		

I | 2. THE HEAT IS ON IN SAIGON

20	1.2.10	3			MD		
21	1.2.1	3			MEASURE 7, BEAT 4		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
22	1.2.1	3			MEASURE 9, BEAT 4		
23	1.2.2	3			MEASURE 23, BEAT 4		
24	1.2.3	3			MEASURE 36, BEAT 4		
25	1.2.3	3			MEASURE 37, BEAT 4		
26	1.2.4	3			MEASURE 42, BEAT 4		
27	1.2.4	3			MEASURE 46, BEAT 3		
28	1.2.4	3			MEASURE 48, BEAT 3		
29	1.2.4	3			MEASURE 50, BEAT 3		
30	1.2.4	3			MEASURE 52, BEAT 3		
31	1.2.4	3			MEASURE 54, BEAT 3		
32	1.2.5	3			MEASURE 56, BEAT 4		
32.5	1.2.5	3			MEASURE 57, BEAT 4		
33	1.2.5	3			MEASURE 63, BEAT 4		
34	1.2.5	3			MEASURE 68, BEAT 3		
35	1.2.6	3			MEASURE 75, BEAT 6		
36	1.2.6	3			MEASURE 77, BEAT 4		
37	1.2.7	3			MEASURE 83, BEAT - HALF AFTER 4		
38	1.2.7	3			MEASURE 88, BEAT 4		
39	1.2.8	3			MEASURE 98, BEAT 4		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
40	1.2.8	3			MEASURE 99, BEAT 4		
41	1.2.9	3			MEASURE 106, BEAT - HALF AFTER 4		
42	1.2.9	3			MEASURE 112, BEAT 1		
43	1.2.9	3			MEASURE 112, BEAT 3		
45.5	1.2.10	3			VIZ - ENG. POINTS		
46	1.2.10	3			VIZ		
47	1.2.10	3			VIZ		
48	1.2.10	3			VIZ		
49	1.2.10	3			VIZ		
50	1.2.10	3			VIZ		
50.5	1.2.10	3		F	FOLLOW		
51	1.2.10	3			MEASURE 123, BEAT 4		
52	1.2.10	3			MEASURE 125, BEAT 4		
53	1.2.11	3			MEASURE 133, BEAT 4		
54	1.2.11	3			VIZ - JOHN P/UP WITH GIGI		
55	1.2.12	3			VIZ - ENG. SLAPS GIGI		
56	1.2.12	3			VIZ - MD		
I 3. THE MOVIE IN MY MIND							
57	1.3.1	3			MEASURE 3, BEAT 4		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
58	1.3.2	3			MEASURE 25, BEAT 3		
59	1.3.2	3			MEASURE 27, BEAT 1		
60	1.3.3	3			MEASURE 40, BEAT 1		
61	1.3.4	3			MEASURE 45, BEAT 4		
62	1.3.4	3			MEASURE 53, BEAT 4		
63	1.3.5	3			MEASURE 62, BEAT 4		
64	1.3.6	3			MEASURE 69, BEAT - HALF AFTER 2		
64.5	1.3.6	3			MEASURE 73, BEAT 4		
65	1.3.7	3			MEASURE 79, BEAT 4		
66	1.3.7	3			MD CUT OFF		

I | 4. BARTERING FOR KIM

67	1.4.2	3			MEASURE 12, BEAT 4		
68	1.4.2	3			MEASURE 15, BEAT 4		
69	1.4.4	3			MEASURE 31, BEAT 2		
70	1.4.4	3			MEASURE 35, BEAT 4		
71	1.4.5	3			MEASURE 41, BEAT 4		
71.5	1.4.6	3			MEASURE 57, BEAT 2		
72	1.4.6	3			MEASURE 59, LYRIC "SHIT"		
74	1.4.8	3			MICHAEL HITS J/BOX		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
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I | 5. KIM & CHRIS DANCE

75	1.5.1	3			MEASURE 4, BEAT 4		
76	1.5.1	3			MEASURE 10, BEAT 4		
77	1.5.2	3			MEASURE 19, BEAT 4		
78	1.5.2	3			MEASURE 24, BEAT 4		
79	1.5.3	3			MEASURE 28, BEAT 1		
80	1.5.3	3			MEASURE 40, BEAT 2		
80.5	1.5.3	3			MEASURE 48, BEAT 1		
81	1.5.3	3			MEASURE 48, BEAT 2		
82	1.5.3	3			VIZ - BLACKOUT + BEAT		

I | 6. WHY GOD, WHY?

84.5	1.6.2	3			MEASURE 55, BEAT 4		
86	1.6.5	3			MEASURE 78, BEAT 3		
89	1.6.7	3			MEASURE 100, BEAT - HALF AFTER 4		

I | 7. THIS MONEY'S YOURS

91	1.7.3	3			MEASURE 21, BEAT 4		
92	1.7.3	3			MEASURE 34, BEAT 4		
92.5	1.7.5	3			MEASURE 61, BEAT 4		
93	1.7.7	3			MEASURE 86, BEAT 3		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
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I | 8. SUN AND MOON

94	1.8.2	3			MEASURE 24, BEAT 4		
95	1.8.3	3			MEASURE 35, BEAT 4		
96	1.8.4	3			MEASURE 42, BEAT 4		
97	1.8.5	3			MEASURE 59, BEAT 4		

I | 8A. DRAGONS

97.3	1.8A.1	3			MEASURE 8, BEAT 1		
97.5	1.8A.1	3			MEASURE 10, AFTER REST		

I | 9. TELEPHONE SEQUENCE

98	1.9.0	3			MEASURE 8, BEAT 3		
99	1.9.2	3			MEASURE 24, BEAT 4		
102	1.9.7	3			MEASURE 74, BEAT 1		
103	1.9.7	3			MEASURE 78, BEAT 4		

I | 9A. THE DEAL

104	1.9A.2	3			MEASURE 10, BEAT 1		
105	1.9A.4	3			MEASURE 23, BEAT 1		
106	1.9A.4	3			MEASURE 26, LYRIC "T'LL"		
107.5	1.9A.4	3			VIZ - DREAMLAND 1/2 TURN		

I | 10. WEDDING

113	1.10.4	3			VIZ - MD		
114	1.10.5	3			GIRL W/ BOWL MOVES DS		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
115	1.10.5	3			MEASURE 42, BEAT 4		
115.5	1.10.6	3			VIZ - CHRIS MOVES TO SR		
116	1.10.8	3			MEASURE 58, BEAT 4		
117	1.10.8	3			VIZ - PRE-EMPT TINY ENT		

I | 11. THUY'S INTERVENTION

117.5	1.10.8	3			VIZ - PRE-EMP THUY ENTER DS		
118	1.11.1	3			MEASURE 6, LYRIC "STOP!"		
119	1.11.4	3			MEASURE 29, BEAT 4		
120	1.11.5	3			MEASURE 49, BEAT 4		
121	1.11.6	3			MEASURE 53, MD		
122	1.11.6	3			MEASURE 58, BEAT 4		
123	1.11.6	3			MEASURE 62, LYRIC "WITH"		

I | 12. LAST NIGHT OF THE WORLD

125	1.12.5	3			VIZ - KIM RUNS TO CHRIS		
126	1.12.8	3			VIZ - KIM OFF BAR		
139	1.12.9	3			MEASURE 82, BEAT 4		
139.7	1.12.11	3			MEASURE 97, BEAT 4		
140	1.12.11	3			VIZ - PRE-EMPT D/LAND MOVE		
140.5	1.12.11	3			VIZ - MD CUT OFF		
141	1.12.11	3			VIZ - MD		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
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I | 13. THE MORNING OF THE DRAGON

142	1.13.1	3			MEASURE 3, BEAT 1		
143	1.13.1	3			MEASURE 4, BEAT 3		
144	1.13.1	3			MEASURE 6, BEAT 4		
145	1.13.1	3			MEASURE 9, BEAT 2		
146	1.13.1	3			MEASURE 15, BEAT 4		
146.5	1.13.2	3			MEASURE 17, BEAT 3		
147	1.13.2	3			MEASURE 17, BEAT 4		
148	1.13.2	3			MEASURE 19, BEAT 3		
149	1.13.2	3			MEASURE 19, BEAT 2		
150	1.13.2	3			MEASURE 22, BEAT 2		
150.5	1.13.2	3			MEASURE 26, BEAT 1		
151	1.13.2	3			MEASURE 31, BEAT 5		
152	1.13.3	3			MEASURE 32, BEAT 4		
153	1.13.3	3			MEASURE 33, BEAT 4		
154	1.13.3	3			MEASURE 37, BEAT 4		
155	1.13.3	3			MEASURE 48, BEAT 2		
156	1.13.4	3			MEASURE 55, BEAT 4		
157	1.13.4	3			MEASURE 58, BEAT 5		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
158	1.13.4	3			MEASURE 60, BEAT 4		
159	1.13.5	3			MEASURE 63, BEAT 5		
160	1.13.5	3			MEASURE 65, BEAT 4		
161	1.13.5	3			MEASURE 66, BEAT 4		
162	1.13.5	3			MEASURE 69, BEAT 2		
163	1.13.7	3			MEASURE 81, BEAT 5		
164	1.13.8	3			MEASURE 83, BEAT 4		
165	1.13.9	3			MEASURE 92, BEAT 2		
166	1.13.9	3			MEASURE 95, BEAT 4		
167	1.13.9	3			MEASURE 103, BEAT 2		
168	1.13.10	3			MEASURE 106, BEAT 2		
169	1.13.10	3			MEASURE 114, BEAT 4		
170	1.13.11	3			MEASURE 123, BEAT 2		
171	1.13.11	3			MEASURE 126, BEAT 4		
172	1.13.13	3			MEASURE 134, BEAT 4		
173	1.13.13	3			VIZ - MD		
175	1.13.15	3			MEASURE 166, BEAT 2		
175.5	1.13.16	3			MEASURE 176, BEAT 4		
176	1.13.17	3			MEASURE 178, BEAT 4		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
177	1.13.17	3			MEASURE 182, BEAT 5		
178	1.13.17	3			MEASURE 184, BEAT 4		
180	1.13.18	3			MEASURE 192, BEAT 4		
181	1.13.18	3			MEASURE 193, BEAT 4		
181.5	1.13.18	3			MEASURE 197, BEAT 4		
182	1.13.18	3			MEASURE 201, BEAT 4		
186	1.13.18	3			MEASURE 204, BEAT 4		
187	1.13.19	3			MEASURE 208, BEAT 5		
189	1.13.19	3			MEASURE 216, BEAT 4		

I | 14. I STILL BELIEVE

190	1.13.19	3			MEASURE 220, BEAT 4		
191	1.14.3	3			MEASURE 40, HALF BEAT AFTER 1		
191.5	1.14.5	3			MEASURE 67, BEAT 4		
193	1.14.8	3			MEASURE 84, BEAT 4		
194	1.14.8	3			MEASURE 87, HALF BEAT AFTER 4		

I | 15. COO COO PRINCESS

195	1.15.1	3			VIZ - MD		
196	1.15.1	3			MEASURE 6, BEAT 2		
197	1.15.4	3			MEASURE 40, BEAT 3		
198	1.15.5	3			VIZ - MD		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
200	1.15.9	3			VIZ - MD CUT OFF		
201	1.15.9	3			MEASURE 104, BEAT 4		
202	1.15.10	3			MEASURE 112, BEAT 2		
202.5	1.15.11	3			VIZ - MD		
203	1.15.13	3			MEASURE 141, BEAT 5		
203.5	1.15.14	3			VIZ - PRE-EMPT KIM DRAG TO SL		
204	1.15.15	3			VIZ - MD		
205	1.15.16	3			VIZ - MD		
206	1.15.17	3			MEASURE 182, BEAT 3		
207	1.15.20	3			MEASURE 198, BEAT 4		
208	1.15.20	3			VIZ - MD		
209	1.15.21	3			VIZ - MD		
210	1.15.21	3			MEASURE 228, BEAT 4		

I | 16. THUY'S DEATH

211	1.16.1	3			VIZ - MD		
212	1.16.2	3			MEASURE 18, BEAT 4		
213	1.16.6	3			MEASURE 49, VIZ - MD		
214	1.16.7	3			MEASURE 51, BEAT 4		
215	1.16.7	3			MEASURE 57, BEAT 4		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
216	1.16.8	3			MEASURE 66, BEAT 4		
217	1.16.9	3			MEASURE 68, BEAT 3		
218	1.16.9	3			MEASURE 70, BEAT 3		
219	1.16.9	3			MEASURE 72, BEAT 3		
220	1.16.9	3			MEASURE 71, BEAT 4		
221	1.16.10	3			MEASURE 77, BEAT 4		

I | 17. IF YOU WANT TO DIE IN BED

222	1.17.1	3			VIZ - MD		
222.2	1.17.1	3			VIZ - PRE-EMPT THUY LIFT		
223	1.17.1	3			MEASURE 4, BEAT 4		
224	1.17.1	3			MEASURE 8, BEAT 4		
225	1.17.1	3			MEASURE 14, BEAT 4		
226	1.17.1	3			MEASURE 16, BEAT 4		
227	1.17.2	3			MEASURE 22, BEAT 4		
229	1.17.2	3			MEASURE 26, BEAT 4		
230	1.17.2	3			MEASURE 28, BEAT 4		
230.5	1.17.3	3			MEASURE 32, BEAT 4		
231	1.17.3	3			MEASURE 36, BEAT 4		
232	1.17.3	3			MEASURE 40, BEAT 4		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
233	1.17.4	3			MEASURE 54, BEAT 4		
234	1.17.5	3			MEASURE 70, BEAT 4		
235	1.17.6	3			MEASURE 82, BEAT 4		
236	1.17.7	3			VIZ - MD		
237	1.17.8	3			MEASURE 102, BEAT 4		
238	1.17.8	3			MEASURE 108, 5TH NOTE		
239	1.17.9	3			VIZ - MD CUT-OFF		

I | 18. KIM AND ENGINEER

240	1.17.10	3			MEASURE 130, BEAT 4		
241	1.18.3				VIZ - PRE-EMPT TAM ON BAR		
241.5	1.18.4	3			VIZ - PRE-EMPT ENG. P/UP TAM		
242	1.18.5	3			MEASURE MD		
243	1.18.6	3			VIZ - ENG. EXITS D/LAND		
244	1.18.7	3			MEASURE 78, LYRIC "CALL"		
245	1.18.8	3			MEASURE 84, BEAT 4		

I | 19. ACT I FINALE

246	1.19.1	3			VIZ - MD		
246.5	1.19.2	3			MEASURE 21, 5TH NOTE		
247	1.19.5	3			MEASURE 47, LYRIC "TO"		
248	1.19.6	3			MEASURE 60, LYRIC "FOR"		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
249	1.19.6	3			MEASURE 64, BEAT 4		
250	1.19.9	3			MEASURE 75, MD		
251	1.19.9	3			MEASURE 79, BEAT 4		
252	1.19.9	3			VIZ - MD CUT OFF		
253	1.19.9	3			VIZ - BLINDER IN		

II | 20. OPENING ACT II

260	2.20.1	3			VIZ - MD		
261	2.20.2	3			VIZ - MD		
262	2.20.2	3			MEASURE 24, HALF BEAT AFTER 1		
263	2.20.3	3			VIZ - MD		
263.5	2.20.3	3			MEASURE 38, BEAT 4		
264	2.20.3	3			VIZ - PRE-EMPT SCENE IN		

II | 21. BUI DOI

265	2.20.3	3			MEASURE 50, HALF BEAT AFTER 2		
266	2.21.3	3			MEASURE 44, BEAT 4		
266.5	2.21.7	3			VIZ - MD		
267	2.21.7	3			VIZ - MD CUT-OFF		

II | 22. POST BUI DOI (INTRO)

268	2.22.0	3			MEASURE 8, BEAT 2		
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CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
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II | 22. POST BUI DOI

270	2.22.2	3			MEASURE 16, 6TH NOTE		
270	2.22.4	3			MEASURE 45, LYRIC "A"		
271	2.22.7	3			MEASURE 69, BEAT 4		
272	2.22.8	3			MEASURE 72, BEAT 4		
273	2.22.8	3			MEASURE 79, BEAT 2		

II | 23. BANGKOK

274	2.23.1	3			VIZ - MD		
275	2.23.1	3			MEASURE 4, BEAT 1		
278	2.23.1	3			MEASURE 14, BEAT 1		
280	2.23.1	3			MEASURE 20, BEAT 4		
280.2	2.23.1	3			MEASURE 22, BEAT 4		
280.4	2.23.1	3			MEASURE 24, BEAT 4		
280.6	2.23.2	3			MEASURE 26, BEAT 4		
281	2.23.2	3			MEASURE 28, BEAT 4		
282	2.23.2	3			MEASURE 30, BEAT 4		
283	2.23.2	3			MEASURE 38, BEAT 4		
284	2.23.3	3			MEASURE 42, BEAT 4		
285	2.23.3	3			MEASURE 47, BEAT 4		
286	2.23.3	3			MEASURE 53, BEAT 4		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
287	2.23.3	3			MEASURE 55, BEAT 4		
288	2.23.3	3			MEASURE 57, BEAT 4		
288.5	2.23.4	3			MEASURE 63, BEAT 4		
289	2.23.4	3			MEASURE 65, BEAT 4		
290	2.23.4	3			MEASURE 66, BEAT 3		
291	2.23.4	3			MEASURE 68, BEAT 4		
292	2.23.5	3			MEASURE 77, BEAT 4		
292.5	2.23.5	3			MEASURE 79, BEAT 4		
292.7	2.23.5	3			MEASURE 80, BEAT 4		
293	2.23.6	3			MEASURE 86, BEAT 4		
294	2.23.6	3			MEASURE 91, BEAT 4		
294.5	2.23.7	3			MEASURE 93, BEAT 4		
295	2.23.7	3			MEASURE 97, BEAT 4		
296	2.23.7	3			MEASURE 99, BEAT 4		
297	2.23.7	3			MEASURE 100, BEAT 4		
298	2.23.7	3			MEASURE 102, BEAT 3		
298.5	2.23.8	3			MEASURE 110, BEAT 4		
298.7	2.23.9	3			MEASURE 114, BEAT 4		
299	2.23.9	3			MEASURE 116, BEAT 4		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
300	2.23.9	3			MEASURE 118, BEAT 4		
301	2.23.9	3			MEASURE 120, BEAT 4		
302	2.23.9	3			MEASURE 122, BEAT 4		
303	2.23.9	3			MEASURE 124, BEAT 4		
304	2.23.10	3			MEASURE 128, BEAT 4		
305	2.23.11	3			MEASURE 136, BEAT 2		
306	2.23.12	3			MEASURE 143, BEAT 4		
307	2.23.12	3			MEASURE 146, BEAT 4		
308	2.23.12	3			MEASURE 152, BEAT 4		
309	2.23.14	3			MEASURE 166, BEAT 4		
310	2.23.15	3			MEASURE 191, BEAT 3		
311	2.23.15	3			MEASURE 193, BEAT 4		
312	2.23.15	3			MEASURE 197, BEAT 4		
313	2.23.16	3			MEASURE 203, BEAT 2		
314	2.23.19	3			MEASURE 232, BEAT 3		
315	2.23.19	3			MEASURE 227, BEAT 4		
316	2.23.20	3			MEASURE 234, BEAT 4		
317	2.23.20	3			MEASURE 238, BEAT 4		
317.5	2.23.21	3			MEASURE 242, BEAT 1		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
318	2.23.21	3			VIZ - SLIDERS PAST D/ROOM		
319	2.23.21	3			VIZ - D/ROOM CLEAR OF SLIDERS		
II 24. PLEASE							
320	2.24.1	3			VIZ - MD		
321	2.24.7	3			MEASURE 73, LAST NOTE		
II 25. CHRIS IS HERE							
322	2.25.1	3			VIZ - MD		
323	2.25.2	3			MEASURE 12, BEAT 4		
324	2.25.5	3			MEASURE 53, BEAT 4		
325	2.25.7	3			MEASURE 71, BEAT 4		
326	2.25.7	3			MEASURE 77, BEAT 2		
326.5	2.25.7	3			VIZ - MD		
II 26. KIM'S NIGHTMARE (PART 1)							
327	2.26.1	3			MEASURE 15, BEAT 2		
328	2.26.1	3			MEASURE 20, BEAT 2		
328.5	2.26.1	3			MEASURE 25, BEAT 1		
329	2.26.1	3			MEASURE 32, BEAT 3		
329.5	2.26.2	3			MEASURE 43, BEAT 2		
330	2.26.2	3			VIZ - THUY @ WINDOW		
331	2.26.3	3			VIZ - PRE-EMPT THUY ON DECK		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
332	2.26.4	3			MEASURE 74, BEAT 5		
333	2.26.4	3			MEASURE 91, BEAT 2		

II | 27. KIM'S NIGHTMARE (PART 2)

334	2.27.1	3			VIZ - MD		
335	2.27.1	3			MEASURE 5, BEAT 6		
336	2.27.3	3			MEASURE 26, BEAT 4		
337	2.27.4	3			VIZ - CLEAR US TRUCK		
338	2.27.6	3			MEASURE 52, BEAT 3		
339	2.27.6	3			MEASURE 57, BEAT 6		
340	2.27.7	3			MEASURE 63, BEAT 1		
342	2.27.8	3			MEASURE 80, BEAT 3		
343	2.27.9	3			MEASURE 90, BEAT 2		
344	2.27.10	3			MEASURE 94, BEAT 2		
345	2.27.10	3			MEASURE 96, BEAT 4		
346	2.27.10	3			MEASURE 98, BEAT 3		
347	2.27.10	3			MEASURE 102, BEAT 3		
350	2.27.11	3			MEASURE 108, BEAT 4		

II | 28. KIM'S NIGHTMARE (PART 3)

351	2.27.12	3			MEASURE 112, HALF BEAT AFTER 4		
352	2.28.1	3			MEASURE 8, BEAT 4		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
353	2.28.1	3			MEASURE 10, BEAT 4		
354	2.28.3	3			MEASURE 26, BEAT 4		
355	2.28.3	3			MEASURE 30, LAST NOTE		
357	2.28.4	3			MEASURE 32, BEAT 4		
358	2.28.4	3			MEASURE 36, BEAT 4		
359	2.28.5	3			MEASURE 40, BEAT 4		
360	2.28.6	3			MEASURE 48, BEAT 4		
361	2.28.6	3			MEASURE 53, BEAT 4		
362	2.28.7	3			MEASURE 56, BEAT 2		
363	2.28.7	3			VIZ - MD		
364	2.28.8	3			VIZ - MD		
366	2.28.8	3			MEASURE 76, BEAT 3		
373	2.28.8	3			MEASURE 82, BEAT 2		
374	2.28.8	3			VIZ - MD		

II | 29. SUN AND MOON (REPRISE)

375	2.29.1	3			VIZ - MD, "CLEAR", "SET"		
380.5	2.29.1	3			MEASURE 19, BEAT 4		
381	2.29.1	3			MEASURE 21, BEAT 3		
382	2.29.2	3			VIZ - GATES OFF		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
382.5	2.29.3	3			MEASURE 52, BEAT 3		
382.7	2.29.4	3			MEASURE 65, BEAT 4		
383	2.29.5	3			MEASURE 79, BEAT 1		
383.5	2.29.5	3			VIZ - SLIDERS 1/2 OPEN		

II | 30. KIM AND ELLEN

384	2.30.1	3			VIZ - PRE-EMPT ENSEMBLE EXIT		
385	2.30.3	3			MEASURE 29, BEAT 1		
386	2.30.8	3			MEASURE 75, BEAT 4		
387	2.30.9	3			VIZ - MD CUT-OFF		

II | 32. MAYBE

388	2.31.1	3			VIZ - MD		
389	2.31.4	3			MEASURE 38, LAST LYRIC		
390	2.31.5	3			VIZ - ELLEN CROSSES SL		

II | 32. ELLEN & CHRIS

391	2.32.1	3			VIZ - MD		
391.5	2.32.5	3			MEASURE 38, MD		
391.7	2.32.8	3			MEASURE 74, BEAT 4		
392	2.32.9	3			MEASURE 78, LAST NOTE		
393	2.32.13	3			MEASURE 116, BEAT 1		
393.5	2.32.16	3			MEASURE 127, LAST NOTE		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
394	2.32.16	3			MEASURE 133, BETWEEN "FOR" & "HIM"		
395	2.32A.1	3			MEASURE 4, BEAT 4		
II 33. THE AMERICAN DREAM							
401	2.32A.4	3			MEASURE 48, BEAT 4		
401.5	2.33.1	0			MEASURE 12, AFTER "WRENCH"		
401.7	2.33.4	0			MEASURE 37, AFTER REST		
402	2.33.4	0			MEASURE 49, LAST BEAT		
403	2.33.6	0			MEASURE 75, BEAT 4		
406	2.33.7	0			MEASURE 84, MD		
407	2.33.8	0			MEASURE 92, BEAT 4		
408	2.33.8	0			MEASURE 96, BEAT 4		
409	2.33.8	0			MEASURE 100, BEAT 4		
409.5	2.33.9	0			MEASURE 104, BEAT 4		
410	2.33.9	0			MEASURE 108, BEAT 4		
410.5	2.33.9	0			MEASURE 112, BEAT 4		
411	2.33.9	0			MEASURE 116, BEAT 4		
412	2.33.10	0			MEASURE 120, BEAT 4		
413	2.33.10	0			MEASURE 122, BEAT 4		
414	2.33.10	0			MEASURE 124, BEAT 4		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
415	2.33.10	0			MEASURE 126, BEAT 4		
417	2.33.11	0			MEASURE 128, BEAT 4		
419	2.33.11	0			MEASURE 130, BEAT 4		
421	2.33.11	0			MEASURE 132, BEAT 4		
423	2.33.11	0			MEASURE 134, BEAT 3		
425	2.33.11	0			MEASURE 136, BEAT 4		
427	2.33.11	0			MEASURE 138, BEAT 4		
429	2.33.11	0			MEASURE 140, BEAT 4		
431	2.33.11	0			MEASURE 143, BEAT 2		
433	2.33.12	0			MEASURE 145, BEAT 4		
435	2.33.12	0			MEASURE 147, BEAT 4		
437	2.33.12	0			MEASURE 149, BEAT 4		
439	2.33.12	0			MEASURE 151, BEAT 4		
441	2.33.12	0			MEASURE 153, BEAT 4		
443	2.33.12	0			MEASURE 155, BEAT 4		
447	2.33.12	0			MEASURE 159, BEAT 4		
448	2.33.12	0			MEASURE 160, BEAT 4		
450	2.33.12	0			MEASURE 162, BEAT 4		
453	2.33.12	0			MEASURE 163, BEAT 2		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
455	2.33.13	0			MEASURE 165, BEAT 4		
457	2.33.13	0			MEASURE 167, BEAT BEFORE "DREAM"		
459	2.33.13	0			MEASURE 169, BEAT 4		
461	2.33.13	0			MEASURE 171, BEAT 4		
463	2.33.14	0			MEASURE 173, BEAT 4		
465	2.33.14	0			MEASURE 175, BEAT 4		
467	2.33.14	0			MEASURE 177, BEAT 4		
469	2.33.15	0			MEASURE 179, BEAT 4		
471	2.33.15	0			MEASURE 181, BEAT 4		
473	2.33.15	0			MEASURE 183, BEAT 4		
475	2.33.15	0			MEASURE 185, BEAT 4		
477	2.33.16	0			MEASURE 187, BEAT 4		
479	2.33.16	0			MEASURE 189, BEAT 4		
481	2.33.16	0			MEASURE 191, BEAT 4		
482	2.33.16	0			MEASURE 192, BEAT 4		
484	2.33.16	0			MEASURE 194, BEAT 4		
485	2.33.17	0			MEASURE 196, BEAT 1		
486	2.33.17	0			MEASURE 196, BEAT 2		
487	2.33.17	0			MEASURE 196, BEAT 3		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
488	2.33.17	0			MEASURE 196, BEAT 4		
489	2.33.17	0			MEASURE 197, BEAT 1		
491	2.33.17	0			MEASURE 198, BEAT 4		
493	2.33.17	0			MEASURE 200, BEAT 4		
495	2.33.18	0			MEASURE 202, BEAT 4		
497	2.33.18	0			MEASURE 203, BEAT 2		
499	2.33.18	0			MEASURE 205, BEAT 4		
500	2.33.19	0			MEASURE 213, BUTTON		
500.5	2.33.19	3			AFTER APPLAUSE		

II | 34. FINALE ACT TWO

501	2.33.19	3			MD		
502	2.34.1	3			MEASURE 12, BEAT 4		
503	2.34.4	3			MEASURE 50, MD		
504	2.34.4	3			MEASURE 59, LAST NOTE		
505	2.34.5	5			VIZ - TAM LEAVES ROOM		
505.2	2.34.5	3			VIZ - SL CANDLE BLOWS OUT		
505.4	2.34.5	3			MEASURE 67, LAST NOTE		
506	2.34.5	0			MEASURE 69, ON GUNSHOT		
507	2.34.6	3			MEASURE 75, BEAT 2		

CUE	A.S.P.	TIME	DELAY	F/H	WHEN CALLED	CHANGE	NOTE
508	2.34.8	3			MEASURE 99, LYRIC "SO"		
508.5	2.34.8	3			MEASURE 107, BEAT 4		
509	2.34.8	3			VIZ - PRE-EMPT MD		
510	2.34.8	3			VIX - BLINDER HITS DECK		

II | 35. PLAYOUT

511	2.34.8	3			VIZ - CLOTHS OUT		
512	2.35.2	3			MEASURE 22, BEAT 3		
512.5	2.35.2	3			VIZ - GAUZE AT Y2 IN		
513	2.35.2	3			VIZ - BLINDER HITS DECK		