

# Followspot Cue Sheet - MASTER

2/10/2014 1:02:57 AM

SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES				
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME	
<b>Scene:</b> -PRESHOW																	
						 PICK UP	PRE SPEECH									2.W/ SM Q OR ENTRANCE	
										75%							
										F3, 6							
<b>Scene:</b> -PRESHOW																	
						 FADE OUT											2.COLOR TO NO COLOR
										OUT							
<b>Scene:</b> #01 PORTCULLIS																	
REF	10	 PICK UP	HISTORIAN	1/4													1.W/ ENTRANCE
			DSR	2	F1, 6												
				50%													
<b>Scene:</b> #01 PORTCULLIS																	
WITH	16	 FADE OUT	HISTORIAN	1/4													1.W/ Q; **COLOR TO NONE
			DSR	2													
				OUT													
<b>Scene:</b> #02 MOOSE VILLAGE																	
REF	16					 PICK UP	FINLAND MAYOR	3/4									2.W/ PORTCULLIS CLEAR
							MSC	2	NO COLOR								
								100%	R								

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #02 MOOSE VILLAGE																
WITH	23					FADE OUT		MSC	1/2							2.W/ Q
									2							
									OUT							
<b>Scene:</b> #02 MOOSE VILLAGE																
WITH	23	PICK UP	MAN	FB	NO COLOR					PICK UP	MAN	FB	NO COLOR			1.W/ Q 3.W/ Q
				2								2				
			DSR	100%							DSL	100%				
<b>Scene:</b> #02 MOOSE VILLAGE																
REF	24					PICK UP	HISTORIAN		1/2	NO COLOR						2.W/ ENTRANCE
									1							
							DSR		100%							
<b>Scene:</b> #02 MOOSE VILLAGE																
WITH	25	BUMP OUT	MAN			BUMP OUT				BUMP OUT	MAN					1.W/ Q; COLOR TO F4, 7 2.W/ Q; COLOR TO F4, 7 3.W/ Q; COLOR TO F4, 7
				0					0			0				
			DSR	OUT			DSL		OUT		DSR	OUT				
<b>Scene:</b> #03 MUD CASTLE																
REF	31					PICK UP	KING ARTHUR		1/2			1/2				2.W/ ENTRANCE 3.W/ ENTRANCE
									2	F4, 6	PICK UP	PATSY	2	F4, 6		
							USC		100%		USC	100%				

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #03 MUD CASTLE															
WITH	34		ROBIN	1/4											1.W/ Q
			SR TOWER	1	F4,7										
				100%											
<b>Scene:</b> #03 MUD CASTLE															
WITH	36										PATSY				3.W/ PATSY FINISH SINGING
											DSC	4			
												OUT			
<b>Scene:</b> #03 MUD CASTLE															
WITH	37										LANCE	1/4			3.W/ Q
											SL TOWER	1	F4, 6		
												100%			
<b>Scene:</b> #03 MUD CASTLE															
WITH	38														2.W/ Q
							MSL	1/2							
								2							
								OUT							
<b>Scene:</b> #03 MUD CASTLE															
WITH	40		ROBIN												1.W/ Q
			SR TOWER	0							LANCE	0			3.W/ Q
				OUT							SL TOWER	OUT			

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION
<b>Scene:</b> #04 PLAGUE VILLAGE														
REF	40	PICK UP	ROBIN	1/2	F4,7	PICK UP	NOT DEAD FRED	HEAD	F4, 6	PICK UP	LANCE	1/2	F4,6	1.W/ ENTRANCE 2.W/ ENTRANCE 3.W/ ENTRANCE
			MSR	3			MSL	3			MSL	3		
				75%				75%				100%		
<b>Scene:</b> #04 PLAGUE VILLAGE														
WITH	45	FADE DOWN TO	ROBIN	1/2	OPEN IRIS;	NOT DEAD FRED	FB	NO COLOR		FADE DOWN TO	LANCE	1/2		1.W/ MUSIC 2.IRIS; INT 3.W/ MUSIC
			MSL	3		MSC	3				MSC	3		
				50%			100%					75%		
<b>Scene:</b> #04 PLAGUE VILLAGE														
VIS					BUMP COLOR		FB	NO COLOR						2.W/ JUMP OFF CART
				DSC		0								
<b>Scene:</b> #04 PLAGUE VILLAGE														
VIS					FADE / RESTORE	NOT DEAD FRED	1/2							2.FADE OUT WHEN DEAD/ RESTORE WHEN ALIVE
				DSC		0/3								
						OUT / 100%								
<b>Scene:</b> #04 PLAGUE VILLAGE														
REF	58				ROLL COLOR TO	NOT DEAD FRED		F6						2.W/ SONG END
						DSC								

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #04 PLAGUE VILLAGE																
WITH	50	FADE UP TO	ROBIN	1/2							FADE UP TO	LANCE	1/2			1.W/ Q 3.W/ Q
			DSC	3								MSC	3			
				75%									100%			
<b>Scene:</b> #04 PLAGUE VILLAGE																
REF	60	FADE OUT	ROBIN								FADE OUT	LANCE				1.W/ X TO SR 2.W/ EXIT 3.W/ X TO SR
			MSR	2		FADE OUT	MSR	2				MSR	2			
				OUT				OUT					OUT			
<b>Scene:</b> #04 PLAGUE VILLAGE																
		SPACE														
<b>Scene:</b> #05 MUD VILLAGE																
REF	61	PICK UP	DENNIS GALAHAD	1/2							PICK UP	KING ARTHUR	1/2			1.W/ Q 3.W/ Q
			DSL	3	F4,7							DSL	3	F4, 6		
				75%									75%			
<b>Scene:</b> #05 MUD VILLAGE																
VIS	61					PICK UP	DENNIS'S MOTHER	1/2								2.W/ ENTRANCE
							USL	3	F4,6							
								50%								

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #05 MUD VILLAGE															
WITH	66					FADE OUT	DSL			3					2.W/ Q
<b>Scene:</b> #05 MUD VILLAGE															
WITH	69	FADE OUT	DENNIS GALAHAD							3		FADE OUT	KING ARTHUR		1.W/ Q 3.W/ Q; COLOR TO F4, 6
			DSL							OUT			DSR		
<b>Scene:</b> #06 LADY OF THE LAKE															
REF	75					PICK UP	LADY OF THE LAKE			1/2					2.W/ TURN
							MSC			3	F2,6				
										100%					
<b>Scene:</b> #06 LADY OF THE LAKE															
REF	76	PICK UP	DENNIS GALAHAD							1/2					1.W/ MOTION TO JOIN
			DSL							3	F4,7				
										75%					
<b>Scene:</b> #06 LADY OF THE LAKE															
WITH	77											PICK UP	DENNIS'S MOTHER		3.W/ Q
													DSL		

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #06 LADY OF THE LAKE															
VIS		<b>DENNIS GALAHAD</b>									<b>INCLUDE AND STAY WITH</b>	<b>KING ARTHUR</b>	FB		1.W/ EXIT; COLOR TO NONE 2.W/ EXIT; 3.W/ X;IRIS FB; INT TO 100%
		USC		2	OUT							MSC	100%		
<b>Scene:</b> #06 LADY OF THE LAKE															
WITH	78										<b>DUMP COLOR</b>	<b>KING ARTHUR</b>	FB	NO COLOR	3.W/ Q
												DSC			
<b>Scene:</b> #06 LADY OF THE LAKE															
WITH	80		<b>GREEN MAN</b>	FB											1.W/ Q
				1	NO COLOR										
			DSL	100%											
<b>Scene:</b> #03 MUD CASTLE															
REF	83	<b>STAY WITH</b>	<b>DSR AREA</b>								<b>SWAP TO</b>	<b>PATSY</b>			1.STAY IN AREA UNTIL LETT 3.WHEN POSSIBLE
			DSR									DSR			
<b>Scene:</b> #03 MUD CASTLE															
REF	85										<b>SWAP TO</b>	<b>KING ARTHUR</b>			3.WHEN POSSIBLE
												DSR			

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #06 LADY OF THE LAKE																
VIS	85		BUTT LETTERS													1.W/ X TO SR; SWAP TO LET
			DSR													
<b>Scene:</b> #06 LADY OF THE LAKE																
WITH	87		BUTT LETTERS				PATSY	FB				KING ARTHUR				1.W/ Q 2.W/ Q 3.W/ Q; **COLOR F4, 6
				2			DSC	1	F6				2	F4, 6		
				OUT				OUT					OUT			
<b>Scene:</b> #06 LADY OF THE LAKE																
WITH	88						PATSY									2.W/ LINE END; COLOR TO F
							DSC	1								
								OUT								
<b>Scene:</b> #06 LADY OF THE LAKE																
WITH	89		DENNIS GALAHAD	1/4			LADY OF THE LAKE	1/4								1.W/ Q 2.W/ Q
				1	F4,6			1	F4,6							
			MSC	75%			MSC	75%								
<b>Scene:</b> #06 LADY OF THE LAKE																
VIS																2.W/ EXIT
							USC	2								
								OUT								

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME	
<b>Scene:</b>																	
#06 LADY OF THE LAKE																	
WITH	103	BUMP UP INT/IRIS	DENNIS GALAHAD	1/2	F4, 6	BUMP UP	PATSY	1/2	F4, 6	BUMP UP	KING ARTHUR	1/2	F4, 6	1.IRIS TO 1/2; FADE TO FULL 2.W/ Q 3.W/ Q			
			DSC	0				DSC			0					DSR	0
				100%							100%						100%
<b>Scene:</b>																	
#06 LADY OF THE LAKE																	
REF	105	FADE OUT	SIR DENNIS GALAHAD			FADE OUT				FADE OUT	KING ARTHUR			1.W/ EXIT 2.W/ EXIT 3.W/ EXIT			
				2				2				2					
<b>Scene:</b>																	
#07 KING ARTHUR AND HIS KNIGHTS																	
		SPACE															
		SPACE															

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME			
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS																			
REF	106					PICK UP	KING ARTHUR		1/2							2.W/ ENTRANCE			
									3	F4, 6									
							DSR		75%										
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS																			
VIS		PICK UP	BEDEVERE		1/2					FADE DOWN TO	KING ARTHUR		1/2			1.W/ ENTRANCE 2.W/ KNIGHTS ENTRANCE			
					1	F4, 6							3						
			DSR		100%						DSC		50%						
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS																			
VIS		FADE OUT	BEDEVERE		1/2									PICK UP	DENNIS GALAHAD	1/2		1.W/ NEXT ENTRANCE 3.W/ ENTRANCE	
					3											F4, 6			
			DSC		OUT										DSR	100%			
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS																			
VIS		PICK UP	LANCELOT		1/2										FADE OUT	DENNIS GALAHAD	1/2		1.W/ ENTRANCE 3.W/ NEXT ENTRANCE
					1	F4, 6											3		
			DSR		100%											DSC	OUT		
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS																			
VIS		FADE OUT	LANCELOT		1/2										PICK UP	ROBIN	1/2		1.W/ NEXT ENTRANCE 3.W/ ENTRANCE
					3												1	F4, 6	
			DSC		OUT											DSR	100%		

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS																
WITH		<b>F4, 6</b>		1/2												3.W/ NEXT ENTRANCE
				1	F4, 6						<b>ROBIN</b>		1/2			
		DSR		100%							DSC		3		OUT	
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS																
VIS		<b>SIR NOT APPEARING IN THIS SHOW</b>		1/2												1.W/ EXIT
				1												
		DSC		OUT												
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS																
WITH	<b>108</b>													1/2		2.W/ Q
											DSC			3		
														OUT		
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS																
REF	<b>109</b>		<b>BEDEVERE</b>		1/2											1.W/ FIRE
					3	F2, 6										
			DSR		50%											
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS																
VIS		<b>EACH WHO SINGS</b>														1.MOVE TO EACH WHO SING

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS															
VIS		<b>KNIGHTS</b>													1.W/ END OF FIRE
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS															
WITH	<b>112</b>					<b>RESTORE</b>	<b>KING ARTHUR</b>	1/2							2.W/ Q
							MSC	3	F4, 6						
								50%							
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS															
						<b>SPACE</b>									
						<b>SPACE</b>									
						<b>SPACE</b>									

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
						SPACE									
						SPACE									
<b>Scene:</b> #07 KING ARTHUR AND HIS KNIGHTS															
WITH	113					FADE OUT		DSC		3 OUT	F4, 6				2.W/ Q; **COLOR TO F4
<b>Scene:</b> #08 THE COURT OF CAMELOT															
AFTER	116					BUMP UP	KING ARTHUR			FB					2.W/ LINE
							DSC			100%	F4				
<b>Scene:</b> #08 THE COURT OF CAMELOT															
WITH	117					FADE OUT				FB					2.W/ Q
										2					
										OUT					

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #08 THE COURT OF CAMELOT																
WITH	120					BUMP UP	KING ARTHUR	FB								2.W/ Q
							MSC	1	F4							
								100%								
<b>Scene:</b> #08 THE COURT OF CAMELOT																
REF	121	PICK UP	SPAM CAN	HEAD		STAY WITH	SPAM CAN MAN	1/2		PICK UP	SPAM CAN	HEAD				1.VIS 2.VIS 3.VIS
				1	F4							1	F4			
			DSC				DSC				DSC					
				100%								100%				
<b>Scene:</b> #08 THE COURT OF CAMELOT																
VIS		FADE OUT	SPAM CAN			FADE OUT				FADE OUT	SPAM CAN					2.W/ EXIT US
				2								2				
				OUT			MSC	OUT				OUT				
<b>Scene:</b> #08 THE COURT OF CAMELOT																
						SPACE										
<b>Scene:</b> #08 THE COURT OF CAMELOT																
WITH	125					PICK UP	KING ARTHUR	FB		PICK UP	KING ARTHUR	FB				2.W/ STEP ON PLATFORM 3.W/ ROSS Q
									NO COLO R					NO COLO R		
							MSC	1			MSC	1				
								100%				100%				

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME						
<b>Scene:</b> #08 THE COURT OF CAMELOT																						
WITH	127					FADE OUT		MSC		1				FADE OUT	KING ARTHUR		1					2.W/ STEP OFF, **COLOR F4 3.W/ ROSS Q; **COLOR F5, €
<b>Scene:</b> #08 THE COURT OF CAMELOT																						
WITH	132					PICK UP		LADY OF THE LAKE		FB												2.W/ ENTRANCE
<b>Scene:</b> #08 THE COURT OF CAMELOT																						
WITH	134					PICK UP		KING ARTHUR		FB												1.W/ Q
<b>Scene:</b> #08 THE COURT OF CAMELOT																						
VIS						FADE OUT		KING ARTHUR														1.W/ LINE END; COLOR TO F
<b>Scene:</b> #08 THE COURT OF CAMELOT																						
		SPACE																				

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #08 THE COURT OF CAMELOT															
REF	136	PICK UP	MONK	FB							PICK UP	NUN	FB		
			DSR	2	F5, 6							DSL	2	F5, 6	
				100%									100%		
1.W/ ENTRANCE 3.W/ ENTRANCE															
<b>Scene:</b> #08 THE COURT OF CAMELOT															
VIS		FADE OUT	MONK								FADE OUT	NUN			
				3									3		
				OUT									OUT		
1.W/ EXIT; **COLOR TO F4 3.W/ EXIT; **COLOR TO NON															
<b>Scene:</b> #08 THE COURT OF CAMELOT															
REF	142	PICK UP	KING ARTHUR	FB											
			DSR	1	F4										
				100%											
1.W/ X TO CENTER															
<b>Scene:</b> #08 THE COURT OF CAMELOT															
REF	145	FADE OUT	KING ARTHUR								FADE OUT				
				2									2		
				OUT									OUT		
2.W/ SHIELD LETTERS 3.W/ SHIELD LETTERS															
<b>Scene:</b> #08 THE COURT OF CAMELOT															
WITH	146	RESTORE	KING ARTHUR	FB							RESTORE	LADY OF THE LAKE	FB		
				1	F4								1	F4	
				100%									100%		
1.W/ Q 2.W/ Q															

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	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #08 THE COURT OF CAMELOT																
WITH	152	FADE OUT	KING ARTHUR			FADE OUT										1.W/ Q; **COLOR TO F6 2.W/ Q **COLOR TO F6
			DSC	1			DSC	1								
				OUT				OUT								
<b>Scene:</b> #09 AT THE FEET GOD																
WITH	155	RESTORE	KING ARTHUR	1/2												1.W/ Q
			DSC	3	F6											
				50%												
<b>Scene:</b> #09 AT THE FEET GOD																
WITH	160	FADE OUT	KING ARTHUR													1.W/ Q
			DSC	3												
				OUT												
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL																
WITH	165									PICK UP	LADY OF THE LAKE	FB				3.W/ Q
											USC	3	NO COLOR			
												75%				
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL																
VIS																

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CUE	SPOT 1				SPOT 2				SPOT 3				NOTES			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL																
WITH	170					 PICK UP	KING ARTHUR	1/2								2.W/ X DR 3.W/ LADY X DS
							MSC	1	F6							
								75%								
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL																
REF	170									 FADE OUT	LADY OF THE LAKE					3.W/ X UPSTAGE
											USC		OUT			
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL																
VIS						 STAY WITH	MOVING MOUNTAIN									2.STAY WITH MOUNTAIN
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL																
VIS						 STAY WITH	KING ARTHUR									2.W/ DESCENT FROM MOUN
							MOUNTAIN									
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL																
WITH	177	 PICK UP	GRAIL	1/4						 PICK UP	LADY OF THE LAKE	1/4				1.W/ Q
				3	NO COLO R							3	NO COLO R			3.W/ Q
			GRAIL	100%							GRAIL	100%				

# Followspot Cue Sheet - MASTER

2/10/2014 1:02:57 AM

SPAMALOT

Lighting Design: TOM STURGE

Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL															
WITH	182	FADE OUT	GRAIL								FADE OUT	LADY OF THE LAKE			
			GRAIL	2								GRAIL	2		
				OUT									OUT		
1.W/ Q; **COLOR TO F6 2.W/ DESCENT 3.W/ Q; **COLOR TO F6															
<b>Scene:</b> #10 THE KILLER RABBIT															
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL															
VIS											PICK UP	SPRING	1/2		
													2	F6	
													100%		
2.W/ ENTRANCE															
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL															
VIS		PICK UP	SUMMER	1/2							FADE OUT	SPRING			
				2	F6								2		
				100%									OUT		
1.W/ ENTRANCE 3.W/ EXIT															
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL															
VIS		FADE OUT	SUMMER								PICK UP	WINTER	1/2		
				2									2	F6	
				OUT									100%		
1.W/ EXIT 3.W/ ENTRANCE															

# Followspot Cue Sheet - MASTER

2/10/2014 1:02:57 AM

SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL															
		SPACE													
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL															
VIS		 PICK UP	WATER	1/2	F6					 FADE OUT	WINTER				
				2									2		
				100%									OUT		
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL															
VIS		 FADE OUT	WATER	1/2	F6										
				2											
				100%											
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL															
VIS		 PICK UP	PATSY	1/2	F6										
				2											
			DSC	100%											
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL															
VIS						 FADE OUT					 PICK UP	SIR BEDEVERE	1/2	F6	
							DSL	2				DSC	1		
								OUT					100%		

# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL															
VIS							<b>SIR ROBIN</b>	1/2				<b>SIR BEDEVERE</b>			
							DSC	1	F6			DSC	2		
								100%				DSC	OUT		
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL															
VIS												<b>DENNIS GALAHAD</b>	1/2		
							DSC	2				DSC	1	F6	
								OUT				DSC	100%		
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL															
VIS							<b>PATSY</b>					<b>SIR DENNIS GALAHAD</b>			
							DSC	2				DSC	2		
								OUT				DSC	OUT		
<b>Scene:</b> #10 THE QUEST FOR THE GRAIL															
WITH	<b>191</b>											<b>KING ARTHUR</b>	1/2		
												MSL	1	F6	
													50%		
<b>Scene:</b> #11 THE FRENCH CASTLE															
REF	<b>193</b>						<b>FRENCH TAUNTER</b>	1/4							
							CASTLE	2	F6						
								100%							

# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #11 THE FRENCH CASTLE															
VIS	193										FADE OUT	KING ARTHUR	1/4		3.W/ TAUNTING
												DSC	3		
													OUT		
<b>Scene:</b> #11 THE FRENCH CASTLE															
REF	195					FADE OUT	CASTLE								2.W/ EXIT
								1							
								OUT							
<b>Scene:</b> #11 THE FRENCH CASTLE															
						SPACE									
<b>Scene:</b> #11 THE FRENCH CASTLE															
REF	195	PICK UP	SIR BEDEVERE	1/2											1.W/ ENTRANCE
				2	F4, 6										
			MSR	50%											

# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #11 THE FRENCH CASTLE																
VIS		<b>SIR BEDEVERE</b>														1.W/ EXIT
		 <b>FADE OUT</b>														
		MSR		1												
				OUT												
<b>Scene:</b> #11 THE FRENCH CASTLE																
VIS	<b>196</b>	<b>FR TOP</b>				<b>FR BOTTOM</b>										1.W/ HEAD REVEAL 2.W/ HEAD REVEAL
		 <b>PICK UP</b>				 <b>PICK UP</b>										
		CASTLE DOORS		1	F4, 6	CASTLE DOORS		1	F4, 6							
				75%				75%								
<b>Scene:</b> #11 THE FRENCH CASTLE																
VIS		<b>CASTLE DOORS</b>				<b>FRENCH TAUNTER</b>										1.W/ SOLDIER EXIT 2.W/ EXITING CASTLE
		 <b>FADE OUT</b>				 <b>STAY WITH</b>										
				3				3								
				OUT				75%								
<b>Scene:</b> #11 THE FRENCH CASTLE																
REF	<b>198</b>									 <b>PICK UP</b>	<b>MIME</b>	FB				3.W/ MIMING
												3	F4, 6			
												100%				
<b>Scene:</b> #11 THE FRENCH CASTLE																
VIS						 <b>FADE OUT</b>				 <b>FADE OUT</b>	<b>MIME</b>					2.W/ EXIT 3.W/ EXIT
								2				2				
						MSL		OUT				OUT				





# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE

Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #11 THE FRENCH CASTLE															
VIS											FADE OUT	PATSY			3.W/ EXIT
												DSR	OUT		
<b>Scene:</b> #11 THE FRENCH CASTLE															
WITH	210					PICK UP	KING ARTHUR	FB							2.W/ X DS
							MSC	0				NO COLOR			
								100%							
<b>Scene:</b> #11 THE FRENCH CASTLE															
VIS								1/2							2.W/ EXIT
						FADE OUT		2							
							DSR	100%							
<b>Scene:</b> -INTERMISSION															
		INTERMISSION					INTERMISSION					INTERMISSION			1.INTERMISSION 2.INTERMISSION 3.INTERMISSION
<b>Scene:</b> -INTERMISSION															
		INTERMISSION										INTERMISSION			

# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE

Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b>													-INTERMISSION		
	INTERMISSION									INTERMISSION					
<b>Scene:</b>													-INTERMISSION		
	INTERMISSION									INTERMISSION					
<b>Scene:</b>													-INTERMISSION		
										INTERMISSION					
<b>Scene:</b>													-INTERMISSION		
<b>Scene:</b>													-INTERMISSION		

# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #01 THE MIGHTY PORTCULLIS																
REF	221	PICK UP	HISTORIAN	1/4	F1, 6											1.W/ ENTRANCE PAST DOOR
			DSR	3												
				50%												
<b>Scene:</b> #01 THE MIGHTY PORTCULLIS																
WITH	224	FADE OUT	HISTORIAN	1/4	F1,6											1.W/ Q
			DSR	3												
				50%												
<b>Scene:</b> #02 A VERY EXPENSIVE FOREST																
REF	224	PICK UP			F7	PICK UP	KING ARTHUR	1/2	F7	PICK UP	PATSY	1/2	F7	2.W/ WHOA 3.W/ WHOA		
							USC	1				USC			1	
								50%							50%	
<b>Scene:</b> #02 A VERY EXPENSIVE FOREST																
REF	225	PICK UP	KNIGHT OF NI	1/2	F6											1.W/ ENTRANCE MSC
			USC	3												
				75%												
<b>Scene:</b> #02 A VERY EXPENSIVE FOREST																
VIS		FADE OUT	KNIGHT OF NI													1.W/ EXIT
			USC	3												
				OUT												

# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #02 A VERY EXPENSIVE FOREST															
WITH	232						KING ARTHUR	1/4				PATSY	1/2		
							DSC	5				DSC	3		
								50%					75%		
<b>Scene:</b> #02 A VERY EXPENSIVE FOREST															
WITH	237					IRIS UP & INT	KING ARTHUR	1/2				PATSY	1/2		
							DSC	3				DSC	3		
								25%					50%		
<b>Scene:</b> #02 A VERY EXPENSIVE FOREST															
WITH	245											PATSY	1/2		
								3	F7				3	F7	
								OUT					75%		
<b>Scene:</b> #02 A VERY EXPENSIVE FOREST															
WITH	253					RESTORE	KING ARTHUR	1/2							
								3	F7						
								100%							
<b>Scene:</b> #02 A VERY EXPENSIVE FOREST															
REF	253		DENNIS'S MOTHER	1/2											
				3	F6										
			USC	50%											









# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE

Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST															
REF	287										OPEN IRIS TO	SIR ROBIN	FB		3.W/ GROUP DSC
												DSC	5		
													100%		
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST															
WITH	290										<del>BUMP COLOR</del>	SIR ROBIN	FB	NO COLOR	3.W/ Q; INT TO FULL
												MSC		R	
													100%		
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST															
REF	293					PICK UP	UNDERWEAR GIRL	FB							2.W/ ENTRANCE
								2	F1						
							MSR	100%							
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST															
VIS						FADE OUT									2.W/ EXIT
							MSL								
								OUT							
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST															
VIS											SWAP TO	KING ARTHUR/ PATSY	FB		3.W/ X SL
												DSL			
													100%		



# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST															
REF	300					 PICK UP	UNDERWEAR GIRL	FB							2.W/ ENTRANCE
							MSL	100%		F1					
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST															
VIS						 FADE OUT									2.W/ EXIT
							MSR	OUT							
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST															
WITH	302	 PICK UP	FIDDLER	1/4											1.W/ Q
			MSC	3	F1, 6										
				100%											
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST															
REF	305					 PICK UP	NUN AND HAY	FB+							1.W/ ENTRANCE
							DSL	3		F1					
								100%							
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST															
VIS						 FADE OUT									2.W/ EXIT
							DSR	3							
								100%							

# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST																
VIS		<b>FIDDLER</b>														1.W/ STEP OFF CABIN
		<b>MSL</b>		2												
				OUT												
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST																
		<b>SPACE</b>														
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST																
REF	<b>321</b>					<b>PICK UP</b>	<b>KING ARTHUR</b>	1/2								2.W/ STAND UP
										F6						
							<b>DSL</b>	75%								
<b>Scene:</b> #05 ANOTHER PART OF THE EXPENSIVE FOREST																
WITH	<b>322</b>					<b>FADE OUT</b>						<b>FADE OUT</b>	<b>SIR ROBIN</b>			2.W/ Q ASAP CONCORDE; C 3.W/ Q
								3		F4, 6				3		
								OUT						OUT		
<b>Scene:</b> #06 YET ANOTHER PART OF THE EXPENSIVE FOREST																
REF	<b>323</b>	<b>PICK UP</b>	<b>LANCELOT</b>	1/2		<b>PICK UP</b>	<b>CONCORDE</b>	1/2								1.W/ ENTRANCE 2.W/ ENTRANCE
				2	F4, 6			2		F4, 6						
			<b>MSL</b>	100%			<b>MSL</b>	100%								

# Followspot Cue Sheet - MASTER

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## SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #06 YET ANOTHER PART OF THE EXPENSIVE FOREST																
VIS	FADE OUT	LANCELOT				FADE OUT										1.W/ EXIT 2.W/ EXIT
		MSR	2				MSR	2								
			OUT					OUT								
<b>Scene:</b> #07 ON STAGE AT SPAMALOT																
WITH	329.5	BUMP UP	LADY OF THE LAKE	FB						BUMP UP	LADY OF THE LAKE	FB				1.W/ Q; MARRY SPOTS 3.W/ Q; MARRY SPOTS
			DSL	0	F1						DSL	0	F4			
				100%								100%				
<b>Scene:</b> #07 ON STAGE AT SPAMALOT																
VIS		FADE OUT	LADY OF THE LAKE							FADE OUT	LADY OF THE LAKE					1.W/ EXIT; **COLOR F4, 6 3.W/ EXIT; **COLOR F4, 7
			DSL	2							DSL	2				
				OUT								OUT				
<b>Scene:</b> #07 ON STAGE AT SPAMALOT																
											SPACE					
											SPACE					

# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
VIS	340					PICK UP	PRINCE HERBERT	1/2								2.W/ CURTAIN UP
							USC	2	F6							
								100%								
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
REF	340									PICK UP	FATHER	1/2				3.W/ CURTAIN UP
											MSC		F7			
												100%				
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
REF	347					PICK UP	GUARD SL	1/4								1.W/ ENTRANCE
							DSR	3	F6							
								75%								
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
WITH	347									FADE OUT						2.W/ Q; ASAP GUARD SR
												3				
												OUT				
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
VIS						PICK UP	SR GUARD	1/4								2.ASAP
								3	F6							
								100%								

# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
VIS											FADE OUT	FATHER		2	OUT	3.W/ EXIT
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
REF		FADE OUT	GUARD SL			FADE OUT										1.W/ FATHER EXIT 2.W/ FATHER EXIT
			DSL	3			DSR	3								
			OUT				OUT									
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
VIS		PICK UP	LANCELOT	1/2		PICK UP	PRINCE HERBERT	1/2								1.W/ ENTRANCE 2.W/ LANCE ENTER
			MSC	1	F6			1	F6							
				100%				75%								
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
REF	350									PICK UP	FATHER		1/2		F7	3.W/ ENTRANCE
											MSC		100%			
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
VIS						FADE OUT										2.W/ FALL
							MSC				OUT					

# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE

Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES				
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME	
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																	
REF	353					 PICK UP	PRINCE HERBERT									2.W/ THROUGH DOOR	
							MSC							100%	F6		
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																	
WITH	360										 FADE OUT	FATHER				3 OUT	3.W/ Q
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																	
VIS						 FADE OUT										2 OUT	2.W/ EXIT
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																	
WITH	361	BUMP	SIR LANCELOT	FB													1.IRIS BEFORE; W/ Q, COLC THEN INT 2.W/ Q
				0													
				100%	NO COLOR												
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																	
WITH	364	IRIS AND RESTORE	LANCELOT	1/2													1.W/ Q; RESTORE WITH LIGHT CHANGE

# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
REF	366					PICK UP	PRINCE HERBERT	FB			NO COLOR					2.W/ ENTRANCE
							DSC	100%								
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
WITH	367	BUMP OUT	LANCELOT			BUMP OUT										1.W/ Q 2.W/ Q
			DSC	0			DSC	0								
				OUT				OUT								
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
WITH	368	BUMP UP	LANCELOT			BUMP UP	PRINCE HERBERT									1.W/ Q 2.W/ Q
			DSC	0			DSC	0								
				100%				100%								
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
VIS		FADE OUT	LANCELOT			FADE OUT										1.W/ EXIT; **COLOR F7 2.W/ EXIT; **COLOR F6
				OUT				OUT								
<b>Scene:</b> #08 PRINCE HERBERT'S CHAMBER IN SWAMP CASTLE																
		SPACE														

# Followspot Cue Sheet - MASTER

2/10/2014 1:02:57 AM

SPAMALOT

Lighting Design: TOM STURGE

Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b>																#09 A BRIDGE TOO FAR
WITH	374					PICK UP	KING ARTHUR	1/2		F6	PICK UP	PATSY	1/4		F7	2.W/ Q; OPEN TO 1/2 DS 3.W/ Q; OPEN TO 1/2 DS
							MSC	100%				MSC	100%			
<b>Scene:</b>																#09 A BRIDGE TOO FAR
VIS											FADE AND RESTORE	PATSY				3.FADE DOWN WHEN NOT S
													75% / 100%			
<b>Scene:</b>																#09 A BRIDGE TOO FAR
WITH	380					FADE OUT										2.X/ US
								3								
								OUT								
<b>Scene:</b>																#09 A BRIDGE TOO FAR
WITH	381					RESTORE	KING ARTHUR			F6						2.X/ DS
								3								
								100%								

# Followspot Cue Sheet - MASTER

2/10/2014 1:02:57 AM

SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #09 A BRIDGE TOO FAR																
WITH	390	 PICK UP	LADY OF THE LAKE	1/2												1.W/ Q; IRIS TO FB ON DESC
			USC	3	F7											
				100%												
<b>Scene:</b> #09 A BRIDGE TOO FAR																
REF	390					 FADE DOWN TO	KING ARTHUR					 FADE DOWN TO	PATSY			2.W/ LADY ENTRANCE 3.W/ LADY ENTRANCE
									75%						75%	
<b>Scene:</b> #09 A BRIDGE TOO FAR																
WITH	398		LADY OF THE LAKE	1/4			KING ARTHUR	1/4								1.W/ Q 2.W/ Q
			DSC				DSC									
<b>Scene:</b> #09 A BRIDGE TOO FAR																
REF	400	 FADE OUT	LADY OF THE LAKE			 FADE OUT					 FADE OUT	PATSY				1.W/ TURN TO EXIT 2.W/ EXIT 3.W/ EXIT
			DSL	3			MSL	3				DSR	3			
				OUT				OUT					OUT			
<b>Scene:</b> #09 A BRIDGE TOO FAR																
REF						 PICK UP	KING ARTHUR	1/2								2.W/ ENTRANCE
							MSL	3	F4,7							
								100%								

# Followspot Cue Sheet - MASTER

2/10/2014 1:02:57 AM

SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #09 A BRIDGE TOO FAR															
REF	407										 PICK UP	TIM THE ENCHANTER	3/4		1.W/ ENTRANCE
												AIR SL	3	F4,7	
													100%		
<b>Scene:</b> #09 A BRIDGE TOO FAR															
											 FADE OUT	TIM THE ENCHANTER		NO COLOR	3.W/ CLOUD PASS; **COLOF NONE
													OUT		
<b>Scene:</b> #09 A BRIDGE TOO FAR															
											SPACE				
											SPACE				

# Followspot Cue Sheet - MASTER

2/10/2014 1:02:57 AM

SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #10 THE KILLER RABBIT															
REF	407	PICK UP	TIM THE ENCHANTER	3/4											1.W/ CLOUD PASS
			AIR SL	3	F4,7										
				100%											
<b>Scene:</b> #10 THE KILLER RABBIT															
REF	412					INCLUDE BOTH	ROBIN, ARTHUR			PICK UP	RABBIT DEATH	HEAD	NO COLOR		
											DSL	50%			
<b>Scene:</b> #10 THE KILLER RABBIT															
VIS						SLIDE TO	BORS								2.W/ X TO RABBIT HILL
<b>Scene:</b> #10 THE KILLER RABBIT															
VIS										FOLLOW	RABBIT ATTACK				3.W/ ATTACK
<b>Scene:</b> #10 THE KILLER RABBIT															
WITH	416					DUMP AND SWAP TO	KING ARTHUR	1/2							2.W/ DEATH
							DSR								

# Followspot Cue Sheet - MASTER

2/10/2014 1:02:57 AM

SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #10 THE KILLER RABBIT															
REF	416	FADE OUT	TIM THE ENCHANTER												2.W/ EXIT
			MSL	OUT											
<b>Scene:</b> #10 THE KILLER RABBIT															
REF	418	PICK UP	BROTHER MAYNARD	3/4											1.W/ ENTRANCE
			DSR	2	F4,7										
				100%											
<b>Scene:</b> #10 THE KILLER RABBIT															
VIS		FADE OUT	BROTHER MAYNARD	1/2											2.W/ EXIT
			MSR	3											
				OUT											
<b>Scene:</b> #10 THE KILLER RABBIT															
REF	422									PICK UP	RABBIT/ PUPPETEER	3/4	NO COLOR	3.W/ BLAST	
											MSL				
<b>Scene:</b> #10 THE KILLER RABBIT															
VIS										FADE OUT	RABBIT/ PUPPETEER			3.W/ EXIT	
											MSL	OUT			

# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #09 A BRIDGE TOO FAR																
REF	427		FINGER													1.W/ DESCENT
			SKY	100%	F4,7											
<b>Scene:</b> #09 A BRIDGE TOO FAR																
REF	428		FINGER													1.W/ FINGER STOP
<b>Scene:</b> #10 THE KILLER RABBIT																
WITH	428										PATSY	FB				3.W/ Q; FOLLOW TO AUDIEN
											MSL	3	F4			
												100%				
<b>Scene:</b> #10 THE KILLER RABBIT																
VIS	434										VICTIM					3.W/ RETURN TO SEAT
<b>Scene:</b> #10 THE KILLER RABBIT																
REF	436										LADY OF THE LAKE	1/2				3.W/ ENTRANCE
													F4, 6			
												100%				

# Followspot Cue Sheet - MASTER

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SPAMALOT

Lighting Design: TOM STURGE

Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT
<b>Scene:</b> #10 THE KILLER RABBIT															
VIS						FADE OUT					FADE OUT	LADY OF THE LAKE		NO COLOR	2.W/ EXIT US; **COLOR TO M 3.W/ EXIT US; **COLOR TO M
									OUT					OUT	
<b>Scene:</b> #11 THE HOLY GRAIL WEDDING CHAPEL															
WITH	443	PICK UP	PRINCE HERBERT	FB										NO COLOR	3.W/ ENTRANCE
			USC	2											
				100%											
<b>Scene:</b> #11 THE HOLY GRAIL WEDDING CHAPEL															
REF	448	DUMP & RESTORE	ROBIN												1.ASAP
<b>Scene:</b> #11 THE HOLY GRAIL WEDDING CHAPEL															
REF	451	FADE OUT	ROBIN												1.W/ X SL
				3											
				OUT											
<b>Scene:</b> #11 THE HOLY GRAIL WEDDING CHAPEL															
REF	453					PICK UP	KING ARTHUR	FB			PICK UP	LADY OF THE LAKE	FB	NO COLOR	2.W/ ENTRANCE 3.W/ ENTRANCE
										NO COLOR					
								100%					100%		

# Followspot Cue Sheet - MASTER

2/10/2014 1:02:57 AM

SPAMALOT

Lighting Design: TOM STURGE  
Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b> #11 THE HOLY GRAIL WEDDING CHAPEL																
REF	459		FATHER		FB											1.W/ ENTRANCE
					100%											
<b>Scene:</b> #11 THE HOLY GRAIL WEDDING CHAPEL																
VIS			PRINCE HERBERT'S FATHER													1.W/ DEATH
					OUT											
<b>Scene:</b> #11 THE HOLY GRAIL WEDDING CHAPEL																
WITH	464								1			LADY OF THE LAKE		1		2.W/ Q 3.W/ Q
									OUT					OUT		
<b>Scene:</b> -POSTSHOW																
		CURTAIN				CURTAIN					CURTAIN					
<b>Scene:</b> -POSTSHOW																
VIS			SR SINGLES				DSC, ART AND LADY		F6			SL SINGLES			NO COLOR	1.CURTAIN CALL 2.CURTAIN CALL 3.CURTAIN CALL
					NO COLOR											

# Followspot Cue Sheet - MASTER

2/10/2014 1:02:57 AM

SPAMALOT

Lighting Design: TOM STURGE

Associate LD: CHRISTIAN DEANGELIS

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET		LOCATION	IRIS TIME INT	FRAME
<b>Scene:</b>																
-POSTSHOW																
VIS	FADE OUT	SIGNS				PICK UP	SIGNS				MSR					1.W/ SIGNS 2.W/ SIGNS 3.W/ SIGNS
<b>Scene:</b>																
-POSTSHOW																
	RESTORE	BALLYHOO				DUMP & RESTORE	ARTHUR & LADY				RESTORE	BALLYHOO				