# Cue Synopsis

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	Block	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	Page
1				PRESET		<u>-PRESHOW</u>	
3 <u>Time</u>	EF			SM		АР	
2				HOUSE TO 1/2		<u>-PRESHOW</u>	
3 Time	EF			SM		АР	
4				TOP PRELUDE		-PRESHOW	
3 Time	EF			SM		АР	
6				TOP OVERTURE		-PRESHOW	
3 Time	EF			SM		АР	
8				DRUMS		<u>-PRESHOW</u>	
3 Time	EF			SM		АР	
10	2			RITARD./HOUSE OUT		-PRESHOW	
5 Time	EF			SM		АР	
16	5			1.2 Finland		#02 MOOSE VILLAGE	
3/5 Time	EF			SM		АР	
16.1				A/F FINLAND		#02 MOOSE VILLAGE	
10 Time	EF			SM		AP	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
20	]			MOOSE VILLAGE/BUMP U	IP	#02 MOOSE VILLAGE	
0	EF			SM		АР	
Time	"						
21	]			FISCH SCHLAPPING DANC	E	#02 MOOSE VILLAGE	
1 Time	EF			SM		AP	
22	]			RESTORE		#02 MOOSE VILLAGE	
0 <u>Time</u>	EF			SM		АР	
23				PULL DS		#02 MOOSE VILLAGE	
2 <u>Time</u>	EF			SM		AP	
24				BUILD	on "camping"	#02 MOOSE VILLAGE	
1 Time	EF			SM		AP	
25	0			STRIKE NORWAY		#02 MOOSE VILLAGE	
0 Time	EF			SM		АР	
25.1				SOLENOID		#02 MOOSE VILLAGE	
0 Time	EF			SM		АР	
25.2				FIRE AGAIN		#02 MOOSE VILLAGE	
0 Time	EF			SM		АР	

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<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
25.3	1			SOLENOID OUT		#02 MOOSE VILLAGE	
0	EF			SM		АР	
Time	"						
28	1			1.2-MONKS		#03 MUD CASTLE	
4 Time	EF			SM		АР	
30	1			ARCH UC		#03 MUD CASTLE	
3 Time	EF			SM		АР	
31	1			ARTHUR THROUGH ARCH		#03 MUD CASTLE	
5 Time	EF			SM		АР	
31	2	3/				#03 MUD CASTLE	
5 Time	EF			SM		АР	
31	3	1/				#03 MUD CASTLE	
4 Time	EF			SM		АР	
32	1			SET MOVES		#03 MUD CASTLE	
8 Time	EF			SM		АР	
34				SR WINDOW		#03 MUD CASTLE	
2 Time	EF			SM		АР	

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<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
35				KING SONG		#03 MUD CASTLE	
	EF			SM		АР	
Time	"						
36				RESTORE		#03 MUD CASTLE	
1 Time	EF			SM		АР	
37	1			SL WINDOW		#03 MUD CASTLE	
1 Time	EF			SM		АР	
38	1			KING EXIT		#03 MUD CASTLE	
5 Time	EF			SM		АР	
40	5			TRANSITION		#03 MUD CASTLE	
0.7 Time	EF			SM		АР	
40.1	1			1.4-PLAGUE VILLAGE		#04 PLAGUE VILLAGE	
17 Time	EF			SM		АР	
40.1	2			1.4-PLAGUE VILLAGE		#04 PLAGUE VILLAGE	
14 Time	EF			SM		АР	
45				I AM NOT DEAD YET		#04 PLAGUE VILLAGE	
3 Time	EF			SM		АР	

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<u>Cue #</u>	<u>Part</u> Fol	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
46				BODIES JOIN		#04 PLAGUE VILLAGE	
0	EF				SM	AP	
Time							
50				LANCE SINGS DS		#04 PLAGUE VILLAGE	
2/5 Time	EF				SM	АР	
54				ALL SING		#04 PLAGUE VILLAGE	
0 <u>Time</u>	EF				SM	АР	
55				BUILD		#04 PLAGUE VILLAGE	
3 Time	EF				SM	АР	
57				RKO		#04 PLAGUE VILLAGE	
6 Time	EF				SM	АР	
58				BUTTON		#04 PLAGUE VILLAGE	
0 Time	EF				SM	АР	
59				PLAYOFF		#04 PLAGUE VILLAGE	
15 Time	EF				SM	АР	
60				EXITS		#04 PLAGUE VILLAGE	
6 Time	EF				SM	АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part Fol</u> <u>Delay Link</u> <u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
61	]	1.5-MUD VILLAGE		#04 PLAGUE VILLAGE	
7	EF POP UPS/LOW FOG ZONE 3	SM		АР	
Time					
63	]	PULL IN		#04 PLAGUE VILLAGE	
22 Time	EF POP UPS ALL	SM		АР	
66	]	SHAFTS		#02 MOOSE VILLAGE	
3 <u>Time</u>	EF	SM		АР	
67	]	RESTORE		#02 MOOSE VILLAGE	
1 Time	EF	SM		АР	
69		PULL IN		#04 PLAGUE VILLAGE	
10 Time	EF	SM		АР	
71	]	LADY OF THE LAKE		#06 LADY OF THE LAKE	
7 Time	EF POP UPS 1, 3	SM		АР	
73	]	BUILD OUT		#06 LADY OF THE LAKE	
5 Time	EF	SM		АР	
75	]	PULL CTR		#06 LADY OF THE LAKE	
3 <u>Time</u>	EF	SM		АР	

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<u>Cue #</u>	<u>Part Fol</u> <u>D</u>	<u>elay Link</u>	<u>Block</u>	<u>Label</u>		<u>Placement</u>	<u>Scene</u>	<u>Page</u>
76	]			LOTL X DS			#06 LADY OF THE LAKE	
4.5	EF POP UPS O	UT			SM		AP	
Time	"							
77	]			MOTHER CTR			#06 LADY OF THE LAKE	
3 Time	EF				SM		АР	
78	]			CHEERLEADERS			#06 LADY OF THE LAKE	
32 Time	EF				SM		АР	
79				GIRLS X DS			#06 LADY OF THE LAKE	
1 Time	EF				SM		АР	
80				CLAPPING			#06 LADY OF THE LAKE	
0 Time	EF				SM		АР	
85				GIRLS X DS			#06 LADY OF THE LAKE	
Z Time	EF				SM		АР	
86				GIRLS ON BACKS			#06 LADY OF THE LAKE	
1 Time	EF				SM		АР	
87				PULL DC/PATSY			#06 LADY OF THE LAKE	
3 Time	EF POP UP	S SL&SR			SM		АР	

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<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>		<u>Placement</u>	<u>Scene</u>	<u>Page</u>
88	]			DC OUT			#06 LADY OF THE LAKE	
2	EF				SM		AP	
Time								
89	7			BOAT			#06 LADY OF THE LAKE	
4/1 Time	EF				SM		АР	
89.1	]			A/F X DS			#06 LADY OF THE LAKE	
10 Time	EF				SM		АР	
91	]			SONG THAT GOES LIF	KE THIS		#06 LADY OF THE LAKE	
5 Time	EF				SM		АР	
92	]			X DS			#06 LADY OF THE LAKE	
7 Time	EF				SM		АР	
93	]			X DC			#06 LADY OF THE LAKE	
5 <u>Time</u>	EF				SM		АР	
95				X L&R			#06 LADY OF THE LAKE	
4 Time	EF				SM		АР	
96				X DC			#06 LADY OF THE LAKE	
3 <u>Time</u>	EF				SM		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> Fol	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
97				BUILD		#06 LADY OF THE LAKE	
5	EF			SM		AP	
Time							
98	1			X DC		#06 LADY OF THE LAKE	
3 Time	EF			SM		АР	
98	2			X DC		#06 LADY OF THE LAKE	
0 <u>Time</u>	EF			SM		АР	
99				RKO		#06 LADY OF THE LAKE	
3 Time	EF			SM		АР	
100	1 3			CHANDELIER BURST		#06 LADY OF THE LAKE	
0 Time	EF			SM		АР	
100	2					#06 LADY OF THE LAKE	
0 Time	<sup>EF</sup> SMOI	KE		SM		АР	
100.1	1			CHANDELIER FULL		#06 LADY OF THE LAKE	
0 Time	EF			SM		АР	
101	10			CHANDELIER & STROBES		#06 LADY OF THE LAKE	
3 <u>Time</u>	<sup>EF</sup> SMOI	KE OUT		SM		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
102				PLAYOFF		#06 LADY OF THE LAKE	
3	EF				SM	АР	
<u>Time</u>							
103				BUMP RESTORE		#06 LADY OF THE LAKE	
0 Time	EF				SM	АР	
105				PORTCULLIS IN		#07 KING ARTHUR AND HIS	
17 Time	EF				SM	АР	
106				HISTORIAN DL		#07 KING ARTHUR AND HIS	
3 Time	EF				SM	АР	
107	1			KNIGHTS ENTER		#07 KING ARTHUR AND HIS	
7 Time	EF				SM	АР	
107	2					#08 THE COURT OF	
15 Time	EF				SM	АР	
108				HISTORIAN OUT		#07 KING ARTHUR AND HIS	
3/1 Time	EF				SM	АР	
109				PULL DL CAMPFIRE		#07 KING ARTHUR AND HIS	
3 <u>Time</u>	EF				SM	АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
110				BUILD		#08 THE COURT OF	
2	EF			SM		АР	
Time							
112				BUILD CTR		#07 KING ARTHUR AND HIS	
3 <u>Time</u>	EF			SM		АР	
113				BUILD DS/LOOSE US WORKS		#07 KING ARTHUR AND HIS	
6 <u>Time</u>	EF			SM		АР	
114	1 1			REVEAL CAMELOT #1		#07 KING ARTHUR AND HIS	
0.5 Time	EF			SM		АР	
114	2			REVEAL CAMELOT #1		#08 THE COURT OF	
4 Time	EF			SM		АР	
115	]			REVEAL CAMELOT #2		#07 KING ARTHUR AND HIS	
.5 <u>Time</u>	EF			SM		АР	
116				REVEAL CAMELOT #3		#07 KING ARTHUR AND HIS	
.5 <u>Time</u>	EF			SM		АР	
117				PORTCULLIS OUT		#08 THE COURT OF	
5 <u>Time</u>	EF			SM		АР	

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<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
118				1.8 CAMELOT		#08 THE COURT OF	
0 Time	EF			SM		АР	
119	]			KNIGHTS OVER TABLE		#08 THE COURT OF	
2 Time	EF			SM		АР	
120				KNIGHTS OF THE ROUND		#08 THE COURT OF	
0 Time	EF			SM		АР	
121	]			PULL CTR SPAM		#08 THE COURT OF	
1 Time	EF			SM		АР	
122	]			KNIGHTS OF THE ROUND		#08 THE COURT OF	
0 <u>Time</u>	EF			SM		АР	
124	1			PLATFORM TAP		#08 THE COURT OF	
0 Time	EF STOP	CHASING		SM		АР	
125				ARTHUR SOLO		#08 THE COURT OF	
0 Time	EF			SM		АР	
126				JUMPING JACKS		#08 THE COURT OF	
0 Time	EF CHAS	SING		SM		АР	

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<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
127				JUMP OFF TABLE		#08 THE COURT OF	
0	EF				SM	AP	
Time	••						
129				PRAM PUSHIN'		#08 THE COURT OF	
1 Time	EF				SM	ДР	
130				BABIES		#08 THE COURT OF	
0.5 <u>Time</u>	EF				SM	АР	
131				BALLS		#08 THE COURT OF	
0 Time	EF				SM	АР	
132				lotl/knight UC		#08 THE COURT OF	
0 Time	EF				SM	АР	
133				X DS		#08 THE COURT OF	
6 Time	EF				SM	АР	
134				DROP THE ARMOR		#08 THE COURT OF	
Time	EF				SM	ДР	
136				LOTL X DS/SINGING	ì	#08 THE COURT OF	
4 Time	EF				SM	ДР	

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<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
137	]			PAS DE DEUX		#08 THE COURT OF	
6 Time	EF			SM		АР	
138				LIFT CTR		#08 THE COURT OF	
4 Time	EF			SM		АР	
139	]			MUSIC BUILD		#08 THE COURT OF	
3 Time	EF			SM		АР	
140	1			PULL CTR/SPINNING		#08 THE COURT OF	
3 Time	EF			SM		АР	
141	1			PULL IN		#08 THE COURT OF	
6 Time	EF			SM		АР	
142				BUILD UPTEMPO		#08 THE COURT OF	
3 Time	EF			SM		АР	
144				ALL DANCING		#08 THE COURT OF	
1 Time	EF			SM		АР	
145	0.1			CAMELOT WHEEL		#08 THE COURT OF	
0 Time	EF			SM		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
145.1				A/F		#08 THE COURT OF	
3	EF				SM	АР	
Time							
146	2					#08 THE COURT OF	
0 Time	EF				SM	АР	
146.1				FREEZE		#08 THE COURT OF	
0 <u>Time</u>	EF				SM	АР	
148						#08 THE COURT OF	
0 Time	EF				SM	АР	
150				FASTER		#08 THE COURT OF	
2 Time	EF				SM	АР	
151				BUTTON		#08 THE COURT OF	
0 Time	EF				SM	АР	
152		k	<b>k</b>	TRANSITION		#08 THE COURT OF	
5 Time	EF				SM	АР	
154	2			LIGHTING STORM		#08 THE COURT OF	
0 <u>Time</u>	EF				SM	АР	

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<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>		<u>Placement</u>	<u>Scene</u>	<u>Page</u>
154.1	]						#08 THE COURT OF	
	EF				SM		АР	
Time								
155	1			GOD FEET			#08 THE COURT OF	
1.5 <u>Time</u>	EF				SM		АР	
159	1			LEGS OUT			#08 THE COURT OF	
0 <u>Time</u>	EF				SM		АР	
159	2						#08 THE COURT OF	
5 Time	EF				SM		АР	
159	3						#08 THE COURT OF	
0 Time	EF				SM		АР	
160	1			BUILD CTR			#08 THE COURT OF	
4 Time	EF				SM		АР	
160	2			BUILD CTR			#08 THE COURT OF	
0 Time	EF				SM		АР	
161				GRAIL US			#08 THE COURT OF	
7 Time	EF				SM		АР	

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<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>		<u>Placement</u>	<u>Scene</u>	<u>Page</u>
162				IRIS OPEN			#08 THE COURT OF	
5	EF				SM		АР	
Time	••							
163							#08 THE COURT OF	
4 Time	EF				SM		АР	
165				LOTL SINGS			#08 THE COURT OF	
8 <u>Time</u>	EF				SM		АР	
167				LOTL X DS			#08 THE COURT OF	
7 Time	EF				SM		АР	
170	5			GROUP X DR			#08 THE COURT OF	
5 Time	EF				SM		АР	
170.1				MT OLYMPUS			#08 THE COURT OF	
5/8 <u>Time</u>	EF				SM		АР	
172				PULL DS			#08 THE COURT OF	
5 Time	EF				SM		АР	
174				SLO MO STROBE			#08 THE COURT OF	
0 Time	EF				SM		АР	

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<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
175				RESTORE/LIFT UP		#08 THE COURT OF	
	EF				SM	АР	
Time							
177				PULL TO LOTL		#08 THE COURT OF	
5 Time	EF				SM	АР	
178				ALL SING BUILD		#08 THE COURT OF	
4 <u>Time</u>	EF				SM	АР	
180				SWEEP OUT		#08 THE COURT OF	
4 Time	EF				SM	АР	
181				BUTTON		#08 THE COURT OF	
0 Time	EF				SM	АР	
182				PLAYOFF/KNIGHTS [	DC .	#08 THE COURT OF	
3 Time	EF				SM	АР	
183				SPRING		#10 THE QUEST FOR THE	
1 Time	EF				SM	АР	
184				SUMMER		#10 THE QUEST FOR THE	
1 Time	EF				SM	АР	

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<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
185				WINTER		#10 THE QUEST FOR THE	
1	EF			SM		АР	
Time							
186		6		CYCLORAMA		#10 THE QUEST FOR THE	
3 <u>Time</u>	EF			SM		АР	
186.4						#10 THE QUEST FOR THE	
4 Time	EF			SM		АР	
191						#11 THE FRENCH CASTLE	
7 Time	EF			SM		АР	
193				1.11 FRENCH CASTLE		#11 THE FRENCH CASTLE	
5 Time	EF			SM		АР	
195				LAPIN DU BOX		#11 THE FRENCH CASTLE	
3 <u>Time</u>	EF			SM		АР	
196				FRENCH IN DOOR		#11 THE FRENCH CASTLE	
3 Time	EF			SM		АР	
198	1			FRENCH THROUGH DOOR		#11 THE FRENCH CASTLE	
3 <u>Time</u>	EF			SM		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part Fol</u>	<u>Delay</u> <u>Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
198	2					#11 THE FRENCH CASTLE	
5	EF			SM		АР	
Time							
199				RABBIT OFF		#11 THE FRENCH CASTLE	
5 <u>Time</u>	EF			SM		АР	
200	]			TAUNTERS REENTER		#11 THE FRENCH CASTLE	
1 Time	EF			SM		АР	
201				COW TOSS		#11 THE FRENCH CASTLE	
3 Time	EF			SM		АР	
202	]			FRENCH SINGING		#11 THE FRENCH CASTLE	
3 Time	EF			SM		АР	
203	]			CAN CAN ENTER		#11 THE FRENCH CASTLE	
3 Time	EF			SM		АР	
204				CAN CAN DANCE		#11 THE FRENCH CASTLE	
0 Time	EF			SM		АР	
206				CROSS OVERS		#11 THE FRENCH CASTLE	
1 Time	EF			SM		АР	

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<u>Cue # Part Fol Delay Link Block Label</u> <u>Placement</u>	<u>Scene</u> <u>Page</u>
<b>208</b> 1 US KICKS	#11 THE FRENCH CASTLE
3 EF SM	АР
<u>Time</u>	
<b>208</b> 2 US KICKS	#11 THE FRENCH CASTLE
Time SM	АР
210 1 VOCAL	#11 THE FRENCH CASTLE
Time SM	АР
A/F PORTCULLIS IN 1/2	#11 THE FRENCH CASTLE
5 Time SM	АР
PULL CTR/FREEZE	#11 THE FRENCH CASTLE
Time EF SM	АР
213 1 RESTORE	#11 THE FRENCH CASTLE
0 Time SM	АР
<b>213</b> 2 3	#01 THE MIGHTY
5 Time SM	АР
214 1 PORTCULLIS IN	#11 THE FRENCH CASTLE
5 Time SM	АР

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
214	2	3				-INTERMISSION	
7	EF			SM		АР	
Time							
216				INTERMISSION/ PRESET		-INTERMISSION	
.5 <u>Time</u>	EF			SM		АР	
217				US WORKS		-INTERMISSION	
3 <u>Time</u>	EF			SM		АР	
218	1			HOUSE 1/2		-INTERMISSION	
3 Time	EF			SM		АР	
219				TOP ENTR'ACTE		-INTERMISSION	
3 <u>Time</u>	EF			SM		АР	
220				HOUSE OUT		-INTERMISSION	
3 <u>Time</u>	EF			SM		АР	
221				HISTORIAN SR/ HISTORIA	N	-INTERMISSION	
3 Time	EF			SM		АР	
224	4			2.2 EXPENSIVE FOREST		#02 A VERY EXPENSIVE	
5/2 Time	EF			SM		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
224.1	1					#02 A VERY EXPENSIVE	
5	EF			SM		АР	
Time							
224.1	2	4				-INTERMISSION	
Z <u>Time</u>	EF			SM		АР	
225	2			Ka-CHING!!!		#05 ANOTHER PART OF	
0 <u>Time</u>	EF			SM		АР	
225.1	]			A/F RESTORE		#05 ANOTHER PART OF	
1 Time	EF			SM		АР	
227	1					#05 ANOTHER PART OF	
3 Time	EF			SM		АР	
228	1			KNIGHTS OF NI EXIT		#05 ANOTHER PART OF	
3 Time	EF			SM		АР	
232				LOOK ON THE BRIGHT SIDE		#02 A VERY EXPENSIVE	
6 Time	EF			SM		АР	
233						#02 A VERY EXPENSIVE	
5/7 <u>Time</u>	EF			SM		АР	

**Lighting Design:** TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
235				ENSEMBLE ENTERS		#02 A VERY EXPENSIVE	
5	EF			SM		АР	
<u>Time</u>							
236				PATSY X DC		#02 A VERY EXPENSIVE	
1 Time	EF			SM		AP	
237	2			LIGHTNING		#02 A VERY EXPENSIVE	
0 Time	EF			SM		АР	
237.1				A/F		#02 A VERY EXPENSIVE	
4 Time	EF			SM		АР	
243				GUYS UPSTAGE		#02 A VERY EXPENSIVE	
3 Time	EF			SM		АР	
244				BUILD		#02 A VERY EXPENSIVE	
5 <u>Time</u>	EF			SM		АР	
245				TAP NUMBER		#02 A VERY EXPENSIVE	
3 Time	EF			SM		АР	
249				VOCAL		#02 A VERY EXPENSIVE	
4 <u>Time</u>	EF			SM		АР	

#### Lighting Design: TOM STURGE

<u>Cue #</u>	Part Fol	Delay Link	Block	<u>Label</u>	Placement	<u>Scene</u>	Page
250				SUN OUT		#02 A VERY EXPENSIVE	
15 Time	EF				SM	АР	
253	]			ENSEMBLE EXIT		#02 A VERY EXPENSIVE	
4 <u>Time</u>	EF				SM	АР	
254				SHUBBERY!		#02 A VERY EXPENSIVE	
5 <u>Time</u>	EF				SM	АР	
255				RESTORE		#02 A VERY EXPENSIVE	
3 Time	EF				SM	АР	
256				DANCE		#02 A VERY EXPENSIVE	
.5 <u>Time</u>	EF				SM	АР	
257				PULL CENTER		#02 A VERY EXPENSIVE	
3 <u>Time</u>	EF				SM	АР	
258				BUTTON		#02 A VERY EXPENSIVE	
0 Time	EF				SM	АР	
259	6			THUNDER		#02 A VERY EXPENSIVE	
0 Time	EF				SM	АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
259.1	]					#02 A VERY EXPENSIVE	
4	EF			SN	Л	АР	
Time							
261	]			MINSTREL SING		#03 SIR ROBIN AND HIS	
3 Time	EF			SN	Л	АР	
264	1.5			LIGHTNING		#03 SIR ROBIN AND HIS	
0 <u>Time</u>	EF			SN	Л	АР	
264.1	]			A/F		#03 SIR ROBIN AND HIS	
2 <u>Time</u>	EF			SN	1	АР	
265				BUILD		#04 THE BLACK KNIGHT	
3 <u>Time</u>	EF			SN	Л	АР	
268	]			FIGHT		#04 THE BLACK KNIGHT	
3 Time	EF			SN	Л	АР	
272	2			LIGHTNING		#04 THE BLACK KNIGHT	
0 Time	EF			SN	1	АР	
272.1						#04 THE BLACK KNIGHT	
3 Time	EF			SN	Л	АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
274				US AT DOOR/ LEGS		#04 THE BLACK KNIGHT	
3/5	EF			SM		АР	
Time							
275						#04 THE BLACK KNIGHT	
3 Time	EF			SM		АР	
278	40			TRANSITION TO DS		#05 ANOTHER PART OF	
4/2 <u>Time</u>	EF			SM		АР	
278.1	1					#05 ANOTHER PART OF	
6 Time	EF			SM		АР	
282	]			FOLLOWSPOT ROBIN		#05 ANOTHER PART OF	
0.5 Time	EF			SM		АР	
283	1			RESTORE		#05 ANOTHER PART OF	
0.5 Time	EF			SM		АР	
284				KNIGHTS EXIT		#05 ANOTHER PART OF	
5 Time	EF			SM		АР	
285				PULL IN		#05 ANOTHER PART OF	
9 <u>Time</u>	EF			SM		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>		<u>Placement</u>	<u>Scene</u>	<u>Page</u>
287							#05 ANOTHER PART OF	
4	EF				SM		АР	
Time								
288				MUSIC FASTER			#05 ANOTHER PART OF	
4 Time	EF				SM		АР	
289				X DS			#05 ANOTHER PART OF	
2 <u>Time</u>	EF				SM		АР	
290				OPEN UP			#05 ANOTHER PART OF	
1 Time	EF				SM		АР	
291	1			IN LINE			#05 ANOTHER PART OF	
2 Time	EF				SM		АР	
291	2	1		IN LINE			#05 ANOTHER PART OF	
4 Time	EF				SM		АР	
293				BUILD			#05 ANOTHER PART OF	
2 Time	EF				SM		АР	
295							#05 ANOTHER PART OF	
0 Time	EF				SM		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
296				TAP NUMBER		#05 ANOTHER PART OF	
0	EF			9	SM	AP	
<u>Time</u>							
297				VOCAL		#05 ANOTHER PART OF	
4 Time	EF			5	5M	АР	
298						#05 ANOTHER PART OF	
0 <u>Time</u>	EF			9	SM	АР	
298.1						#05 ANOTHER PART OF	
2 Time	EF			9	SM	АР	
301				JEWISH VIOLIN		#06 YET ANOTHER PART	
0 Time	EF			Ş	SM	АР	
302				VIOLIN TO CTR		#06 YET ANOTHER PART	
1.5 <u>Time</u>	EF			Ś	SM	АР	
303				VIOLIN X SL OF CABIN	ı	#06 YET ANOTHER PART	
1 Time	EF			9	SM	АР	
304				JEWISH DANCE		#06 YET ANOTHER PART	
0.5/1 <u>Time</u>	EF				SM	АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
305				KNEES		#06 YET ANOTHER PART	
7	EF				SM	АР	
Time	••						
308				WOMEN ON		#06 YET ANOTHER PART	
Z <u>Time</u>	EF				SM	АР	
310						#06 YET ANOTHER PART	
1 Time	EF				SM	АР	
312						#06 YET ANOTHER PART	
3 Time	EF				SM	АР	
313				ALL SING		#06 YET ANOTHER PART	
Z Time	EF				SM	АР	
314				PORTAL IN		#06 YET ANOTHER PART	
3 <u>Time</u>	EF				SM	АР	
315				ADD FOOTS		#06 YET ANOTHER PART	
0 Time	EF				SM	АР	
316				STAR OF DAVID		#06 YET ANOTHER PART	
3 <u>Time</u>	EF				SM	АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>		<u>Placement</u>	<u>Scene</u>	<u>Page</u>
318	]						#06 YET ANOTHER PART	
0	EF				SM		АР	
Time	<u>"                                    </u>							
320	]			BUTTON			#06 YET ANOTHER PART	
0 <u>Time</u>	EF				SM		АР	
321	1			PLAYOFF			#06 YET ANOTHER PART	
1 Time	EF				SM		АР	
321	2			PLAYOFF			#06 YET ANOTHER PART	
3 Time	EF				SM		АР	
322	]			BUTTON TO SCEN	E		#07 ON STAGE AT	
0 Time	EF				SM		АР	
323	1			PORTAL UP/ LANC	E ENTERS		#07 ON STAGE AT	
3 Time	EF				SM		АР	
323	2	3					#07 ON STAGE AT	
3 Time	EF				SM		АР	
325	]			PULL CTR			#07 ON STAGE AT	
10 Time	EF				SM		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
328				CONCORD EXIT		#07 ON STAGE AT	
2	EF				SM	АР	
Time							
329				LOTL ENTRANCE		#07 ON STAGE AT	
3 Time	EF				SM	АР	
329.5				SNAP!		#07 ON STAGE AT	
0 <u>Time</u>	EF				SM	АР	
330				W/ MUSIC		#07 ON STAGE AT	
6 Time	EF				SM	АР	
331				X DR		#07 ON STAGE AT	
2.5 Time	EF				SM	АР	
333				X SL		#07 ON STAGE AT	
3.5 Time	EF				SM	АР	
334				TO 10 SL		#07 ON STAGE AT	
4 Time	EF				SM	АР	
335				X CTR		#07 ON STAGE AT	
2.5 <u>Time</u>	EF				SM	АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
336				HIGH NOTE		#07 ON STAGE AT	
1.7	EF				SM	АР	
Time							
337				RKO		#07 ON STAGE AT	
7 Time	EF				SM	АР	
338				BUTTON		#07 ON STAGE AT	
0 <u>Time</u>	EF				SM	АР	
340				TRANSITION		#08 PRINCE HERBERT'S	
3 Time	EF				SM	АР	
342				STOP MUSIC		#08 PRINCE HERBERT'S	
3 Time	EF				SM	АР	
343				SINGS		#08 PRINCE HERBERT'S	
Z Time	EF				SM	АР	
344				STOP MUSIC		#08 PRINCE HERBERT'S	
1 Time	EF				SM	АР	
345				SINGS		#08 PRINCE HERBERT'S	
4 <u>Time</u>	EF				SM	АР	

#### Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	_	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
346				STOP MUSIC			#08 PRINCE HERBERT'S	
1.5	EF				SM		AP	
Time	"							
347	]			GUARDS ENTER			#08 PRINCE HERBERT'S	
3/5 Time	EF				SM		АР	
348	]			HERBERT SPEAKS			#08 PRINCE HERBERT'S	
2 <u>Time</u>	EF				SM		АР	
349				LANCE TO HERBERT			#08 PRINCE HERBERT'S	
3 Time	EF				SM		AP	
350	1			SINGS			#08 PRINCE HERBERT'S	
5 Time	EF				SM		АР	
350	2	3					#08 PRINCE HERBERT'S	
5 <u>Time</u>	EF				SM		АР	
351				STOP MUSIC			#08 PRINCE HERBERT'S	
3 Time	EF				SM		АР	
352				KING US			#08 PRINCE HERBERT'S	
5 <u>Time</u>	EF				SM		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
353				XING DS		#08 PRINCE HERBERT'S	
5	EF			SM		АР	
Time							
355	1			MUSIC STARTS		#08 PRINCE HERBERT'S	
6 Time	EF			SM		АР	
357	]			STOP MUSIC		#08 PRINCE HERBERT'S	
1 Time	EF			SM		АР	
359	]			MUSIC STARTS/PULL IN		#08 PRINCE HERBERT'S	
9 Time	EF			SM		АР	
360	]			PULLS OFF CLOTHES		#08 PRINCE HERBERT'S	
1 Time	EF			SM		АР	
361	0.5			A/F CLOSE SOLENOID		#08 PRINCE HERBERT'S	
0 Time	EF			SM		АР	
361.1	1					#08 PRINCE HERBERT'S	
5 Time	EF			SM		АР	
361.1	2					#08 PRINCE HERBERT'S	
0 Time	EF			SM		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay</u> <u>Link</u>	<u>Block</u>	<u>Label</u>		<u>Placement</u>	<u>Scene</u>	<u>Page</u>
363	]			SHIFT			#08 PRINCE HERBERT'S	
2	EF			S	SM		АР	
Time								
364	1.5			SHIMMY			#08 PRINCE HERBERT'S	
0 <u>Time</u>	EF			S	δM		АР	
364.1	1			A/F RESTORE			#08 PRINCE HERBERT'S	
1 Time	EF			S	iΜ		АР	
366				PULL DS			#08 PRINCE HERBERT'S	
2 Time	EF			S	iΜ		АР	
367	]						#08 PRINCE HERBERT'S	
0 Time	EF			S	iΜ		АР	
368	]			FULL DISCO			#08 PRINCE HERBERT'S	
3 Time	EF			S	iΜ		АР	
369	1			FINGERSNAP			#08 PRINCE HERBERT'S	
0 Time	EF			S	δM		АР	
369.1				FULL DISCO			#08 PRINCE HERBERT'S	
0 Time	EF			S	iΜ		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay</u> <u>Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
371				BUTTON		#08 PRINCE HERBERT'S	
0	EF				SM	АР	
Time							
372				PLAYOFF		#08 PRINCE HERBERT'S	
1 Time	EF				SM	АР	
373	0.5			RIO DROP DROPS		#08 PRINCE HERBERT'S	
0 <u>Time</u>	EF				SM	АР	
373.1				AF		#08 PRINCE HERBERT'S	
Time	EF				SM	АР	
374				II.9 BRIDGE		#09 A BRIDGE TOO FAR	
0.5/1 Time	EF				SM	АР	
375	]			WITH MUSIC		#09 A BRIDGE TOO FAR	
8 Time	EF				SM	АР	
376				ART X SL		#09 A BRIDGE TOO FAR	
6/4 Time	EF				SM	АР	
378				ART X CTR		#09 A BRIDGE TOO FAR	
3 <u>Time</u>	EF				SM	АР	

**Lighting Design:** TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
380						#09 A BRIDGE TOO FAR	
4	EF			S	M	АР	
<u>Time</u>							
381				AUTHUR X DS		#09 A BRIDGE TOO FAR	
3 <u>Time</u>	EF			S	SM .	ДР	
382						#09 A BRIDGE TOO FAR	
4 <u>Time</u>	EF			S	SM	АР	
383						#09 A BRIDGE TOO FAR	
6 Time	EF			S	SM	АР	
387	1					#09 A BRIDGE TOO FAR	
5 Time	EF			S	SM	АР	
388				BUTTON		#09 A BRIDGE TOO FAR	
0 Time	EF			S	SM	АР	
390				LOTL BRIDGE		#09 A BRIDGE TOO FAR	
6 Time	EF			S	M	АР	
391						#09 A BRIDGE TOO FAR	
6 Time	EF			S	SM	АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part Fol</u> <u>De</u>	lay Link Block	<u>Label</u>	Placement	<u>Scene</u>	<u>Page</u>
393	]		SPARKLING EFFECT		#09 A BRIDGE TOO FAR	
Z Time	EF			SM	AP	
394	11		RESTORE		#09 A BRIDGE TOO FAR	]
	EF		RESTORE	SM	AP	l
Time	II				· "	
398			KISS		#09 A BRIDGE TOO FAR	
1 Time	EF			SM	АР	
399	1		RESTORE		#09 A BRIDGE TOO FAR	
4 Time	EF			SM	АР	
400			TRANSITION/BRIDG	GE MOVE	#09 A BRIDGE TOO FAR	
1 Time	EF			SM	AP	
401	]		COCONUT DANCE		#09 A BRIDGE TOO FAR	
5 Time	EF			SM	АР	
402	]		MUSIC		#09 A BRIDGE TOO FAR	
1 Time	EF			SM	АР	
403	8		FOSSE		#09 A BRIDGE TOO FAR	
1.5 Time	EF			SM	АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>		<u>Placement</u>	<u>Scene</u>	<u>Page</u>
403.1				A/F FOSSE			#09 A BRIDGE TOO FAR	
1.5	EF				SM		АР	
Time								
405				AMURRIKER			#09 A BRIDGE TOO FAR	
1 Time	EF				SM		АР	
406	3			LIGHTNING			#10 THE KILLER RABBIT	
1 Time	EF				SM		АР	
406.1							#10 THE KILLER RABBIT	]
Time	EF				SM		АР	
407				TIM			#10 THE KILLER RABBIT	]
3 Time	EF				SM		АР	
408	2			LIGHTNING			#10 THE KILLER RABBIT	
3 <u>Time</u>	EF				SM		АР	
408.1							#10 THE KILLER RABBIT	
3 Time	EF				SM		АР	
410				BUILD CAVE			#10 THE KILLER RABBIT	
4 Time	EF				SM		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
411	2			LIGHTNING		#10 THE KILLER RABBIT	
0	EF			SIV		АР	
<u>Time</u>							
411.1						#10 THE KILLER RABBIT	
3 Time	EF			SM		АР	
412				RABBIT HILL		#10 THE KILLER RABBIT	
5 Time	EF			SM	I	АР	
413				BORS X SL		#10 THE KILLER RABBIT	
3 Time	EF			SM		АР	
416				TIM EXITS		#10 THE KILLER RABBIT	
6/2 Time	EF			SM		АР	
418				HOLY HAND GRENADE		#10 THE KILLER RABBIT	
8 Time	EF			SM		АР	
420				WITH MUSIC		#10 THE KILLER RABBIT	
3 Time	EF			SM		АР	
421				RESTORE		#10 THE KILLER RABBIT	
3 Time	EF			SM		АР	

#### Lighting Design: TOM STURGE

<u>Cue #</u>	Part Fol	<u>Delay Link</u>	Block	<u>Label</u>	Placement	<u>Scene</u>	Page
422	1.7			EXPLOSION		#10 THE KILLER RABBIT	
0 Time	EF			SM		АР	
422.1	1			A/F			
0 Time	EF			SM		AP	
422.1	2			A/F			
0 <u>Time</u>	EF			SM		АР	
425				ALL IN X LINE		#10 THE KILLER RABBIT	
5 <u>Time</u>	EF			SM		АР	
427				FINGER OF GOD		#10 THE KILLER RABBIT	
3 Time	EF			SM		AP	
428				GIVIN' THE FINGER		#10 THE KILLER RABBIT	
3 Time	EF			SM		АР	
429				PATRON IN AUDIENCE		#10 THE KILLER RABBIT	
Z Time	EF			SM		АР	
430		/11		AUDIENCE ONSTAGE		#10 THE KILLER RABBIT	
14/11) Time	EF			SM		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	Part Fol	Delay Link Bloc	<u>c Label</u>	Placement	<u>Scene</u>	<u>Page</u>
431	]		CELEBRATION		#10 THE KILLER RABBIT	]
1 Time	EF		SM		АР	
432	 1		RESTORE		#10 THE KILLER RABBIT	1
3	EF		SM		AP	J
Time						
433			PULL CTR		#10 THE KILLER RABBIT	]
3 Time	EF		SM		АР	
434	]		VICTIM BACK TO AUDIE	NCE	#10 THE KILLER RABBIT	]
3 Time	EF		SM		АР	
435			RESTORE		#10 THE KILLER RABBIT	]
3 Time	EF		SM		АР	
436	]		LADY OF THE LAKE		#10 THE KILLER RABBIT	]
3 Time	EF		SM		АР	
437	1		PULL CTR		#10 THE KILLER RABBIT	
6 Time	EF		SM		АР	
438	]		LOTL WEDDING DRESS		#10 THE KILLER RABBIT	
0.5 Time	EF		SM		АР	
111110						

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
439	3			PORCULLIS UP		#11 THE HOLY GRAIL	
3	EF				SM	АР	
Time							
439.1	1	2.5				#11 THE HOLY GRAIL	
1 Time	EF				SM	AP	
439.1	2	3				#11 THE HOLY GRAIL	
1 Time	EF				SM	АР	
440						#11 THE HOLY GRAIL	
3 Time	EF				SM	АР	
441						#11 THE HOLY GRAIL	
0 Time	EF				SM	АР	
443				WEDDING MUSIC		#11 THE HOLY GRAIL	
2 Time	EF				SM	АР	
444				HERBERT ENTRANC	E	#11 THE HOLY GRAIL	
2 Time	EF				SM	АР	
445				WITH VOCALS		#11 THE HOLY GRAIL	
3 <u>Time</u>	EF				SM	АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>		<u>Placement</u>	<u>Scene</u>	<u>Page</u>
446							#11 THE HOLY GRAIL	
3	EF				SM		АР	
Time								
448				ROBIN ENTRANCE			#11 THE HOLY GRAIL	
1 Time	EF				SM		АР	
449				CHANGE			#11 THE HOLY GRAIL	
3 <u>Time</u>	EF				SM		АР	
451				WEDDING MUSIC			#11 THE HOLY GRAIL	
1 Time	EF				SM		АР	
453				BUMP UP			#10 THE KILLER RABBIT#11	
1 Time	EF				SM		АР	
456				ART & GUIN			#11 THE HOLY GRAIL	
3 Time	EF				SM		АР	
457				RESTORE			#11 THE HOLY GRAIL	
3 Time	EF				SM		АР	
458				PULL TO BLUE			#11 THE HOLY GRAIL	
2 Time	EF				SM		АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
460				RESTORE		#11 THE HOLY GRAIL	
	EF				SM	АР	
<u>Time</u>							
462				RKO		#11 THE HOLY GRAIL	
3 Time	EF				SM	AP	
463				BUTTON		#11 THE HOLY GRAIL	
0 <u>Time</u>	EF				SM	АР	
464	1			BLACKOUT		#11 THE HOLY GRAIL	
0.5 Time	EF				SM	АР	
464	2			BLACKOUT		#11 THE HOLY GRAIL	
0 Time	EF				SM	АР	
466				BOWS		-POSTSHOW	
1 Time	EF				SM	АР	
468				ART ENTRANCE		-POSTSHOW	
3 Time	EF				SM	АР	
469				BOW BUTTON		-POSTSHOW	
0 <u>Time</u>	EF				SM	АР	

Lighting Design: TOM STURGE

<u>Cue #</u>	<u>Part</u> <u>Fol</u>	<u>Delay Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
471				COMPANY REPRISE		-POSTSHOW	
5 Time	EF			9	SM	АР	
472				SIGNS		<u>-POSTSHOW</u>	
1 Time	EF			9	SM	АР	
473				RESTORE		-POSTSHOW	
1 Time	EF			(	SM	АР	
480				BUTTON		-POSTSHOW	
0 Time	EF			9	SM	АР	
481				PRESET		-POSTSHOW	
5 Time	EF			9	SM	АР	
482	1					-POSTSHOW	
3 Time	EF			(	SM	АР	
482	2	2				-POSTSHOW	
3 Time	EF				SM	АР	