



WARDROBE RUN SHEET

Written by: Aphra Behn

Directed by: Carl Forsman

PAGE/ TIME	CHARACTER/ ARTIST	XT LOC.	CHANGE/ACTION	CHANGE LOC.	NT LOC.	CHANGE TIME
Scene 1 The Street 7 min. 40 sec.						
6/5:12	Belville Seth A.	-	Banished Cavalier > Carnival Gear ADD: Cape, Mask	ONSTAGE	-	~47 sec.
	Wilmore Jack Z.E.		Sea Captain > Carnival Gear ADD: Cape, Mask			
	Blunt Aidan R.		Country Squire > Carnival Gear ADD: Cape, Mask			
	Fredrick Justin J.		Banished Cavalier > Carnival Gear ADD: Cape, Mask			
	Philippo Matias K.		Servant > Servant w/ Carnival Mask ADD: Mask			
Scene 2 A Fine Chamber 12 min. 39 sec.						
10/10:00	CREW	-	HANDOFF: Pedro's Carnival Gear > Stephano (Alex E.)	SL 2	SL 2	-
11/10:55	Stephano Alex E.	-	HANDOFF: Pedro's Carnival Gear > Pedro (Miles B.)	ONSTAGE	-	-
11/10:55	Pedro Miles B.	-	Spanish Lord > Carnival Gear ADD: Cape, Mask, Baldric, Doublet, Sash	ONSTAGE	-	~15 sec.
16/18:00	Florinda Nina-Grace Q.	-	Spanish Aristocrat > Romani ADD: Blouse, Bodice, Skirt, Sash, Headscarf, Mask	ONSTAGE	-	~45 sec.
	Valeria Dara K.					
	Hellena Ferin B.					
	Callis Sarah P.		Spanish Servant > Romani ADD: Blouse, Bodice, Skirt, Sash, Headscarf			
Scene 3 The Street 9 min. 52 sec.						
18/23:00	Lucetta Elise M.	SR2	Alluring Masquer > Noblewoman	Dressing Room	Door 3	46 min.
Scene 4 The Street 5 min. 42 sec.						
24-27	NO WARDROBE ACTION					
Scene 5 The Street 2 min. 5 sec.						
27/33:30	CREW	-	ASSIST: Moretta (Grace S.) & Angellica (Abby G.) UP stairs	Backstage staircase	-	-
Scene 6 The Street 6 min. 15 sec.						
35/43:00	CREW	-	ASSIST: Moretta (Grace S.) & Angellica (Abby G.) DOWN stairs	Backstage staircase	-	-
	CREW	-	ASSIST: Biskey (Sam V.) UP stairs	Backstage staircase	-	-



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Scene 7 Angellica's Chamber 9 min. 40 sec.						
42/51:00	Wilmore Jack Z.E.	-	REMOVE: Carnival Gear Shoes	ONSTAGE	-	-
44/54:00	Wilmore Jack Z.E.	-	ADD: Carnival Gear Shoes	Backstage	-	-
44/54:10	Moretta Grace S.	Backstage Staircase	Attendant > Carnival Gear ADD: Cape, Mask, Hat	Upstage Ring	Door 4	~7 min.
	Sebastian Sam V.	Backstage Staircase	Bravo > Carnival Gear ADD: Cape, Mask, Hat	Upstage Ring	Door 4	~7 min.
	Angelica Abby G.	Backstage Staircase	Wealthy Courtesan > Carnival Gear ADD: Mask	Upstage Ring	Door 4	7 min. 30 sec.
Scene 8 The Street 2 min. 50 sec.						
44-46	NO WARDROBE ACTION					
Scene 9 The Street 11 min. 28 sec.						
46/57:00	CREW	-	ASSIST: Moretta (Grace S.) & Biskey (Sam V.) UP stairs	Backstage staircase	-	-
47/57:45	CREW	-	ASSIST: Moretta (Grace S.) & Biskey (Sam V.) DOWN stairs	Backstage staircase	-	-
51/1:04:00	Florinda Nina-Grace Q.	-	HANDOFF: Necklace > Belville (Seth A.)	ONSTAGE	-	-
55/1:08:05	CREW	-	CATCH: Necklace from Belville (Seth A.)	SR 2	-	-
Scene 10 Lucetta's Chamber 11 min. 17 sec.						
55/1:08:28	CREW	Door 3	HANDOFF: Bloomers, Necklace, Earrings > Lucetta (Elise M.)	-	Door 3	-
55/1:09:00	Lucetta Elise M.	-	ADD: Bloomers	ONSTAGE	-	-
57/1:12:00	Blunt Aidan R.	-	Carnival Gear > Undress REMOVE: Shirt, Stockings, Drawers, Breeches, Doublet, Sash, Shoes, Baldric, Cape, Mask, Hat	ONSTAGE	-	~42 sec.
	Lucetta Elise M.	Door 1	Noblewoman > Undress REMOVE: Dress, Earrings, Necklace	Door 1	Door 1	
59/1:15:30	Blunt Aidan R.	Door 1	Undress > Post-Sewer	Door 1	Door 4	~2 min 15 sec.
59/1:16:30	WAM CREW	-	ADD: Sewer dirt and wig > Blunt (Aidan R.)	Door 4	Door 4	~1 min.
59/1:15:30	CREW	Door 1	HANDOFF: Drawers (dupe) > Sancho (Julian R.)	Door 1	Door 1	-



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PAGE/ TIME	CHARACTER/ ARTIST	XT LOC.	CHANGE/ACTION	CHANGE LOC.	NT LOC.	CHANGE TIME
59/1:15:38	Sancho Julian R.	SR 1	ADD: Blunt's brown hat	SR 1	SR 1	-
	CREW	SR 1	CATCH: Blunt's items (shared with props)	SR 1	-	-
59/1:17:00	CREW	Door 1	CATCH: Lucetta's Bloomers	-	-	-
			HANDOFF: Slippers	-	-	-
Scene 10 cont. Farce Chase						
60/1:17:00	CREW	-	ASSIST: Angellica (Abby G.) UP stairs	Backstage staircase	-	-
60/1:19:45	CREW	-	HANDOFF: Robe & Slippers > Blunt (A. Roche)	SL 2	-	-
			CATCH: Blunt's brown hat from Sancho (Julian R.)	SL 2	-	-
INTERMISSION 10 minutes						
-	Florinda Nina-Grace Q.	SR 2	Romani > Undress REMOVE: Stockings, Shoes, Corset, Petticoat, Blouse, Bodice, Skirt, Headscarf, Mask	Dressing Room	Door 5	10 min.
-	Hellena Ferin B.	-	Romani > Male Servant REMOVE: Shift, Petticoat, Skirt, Bodice, Headscarf	Dressing Room	SL 2	31 min.
	WAM CREW	-	ADD: Capelet, Hat, Breeches	Green Room		
-	Valeria Dara K.	-	Romani > Second Carnival Look REMOVE: Dull Sash, Headscarf, Dull Mask ADD: Bright Sash, Shawl, Colorful Mask	Dressing Room	SR 2	39 min.
-	Drama Run Crew Brandon W.	-	Party Goer > Soldier REMOVE: Off White Shirt, White Tights, Colored Breeches, Colored Doublet, Brown Boots, Cape, Mask, Hat ADD: White Shirt, Black Tights, Black Breeches, Black Doublet, Black Boots, Armor, Black Baldric, Helmet	Dressing Room	SR 2	22 min.
-	Drama Run Crew Wyatt R.	-	Party Goer > Priest REMOVE: Off White Shirt, White Tights, Colored Breeches, Colored Doublet, Brown Boots, Cape, Mask, Hat ADD: ??	Dressing Room	Door 4	60 min.
-	WAM CREW	-	Clean Blunt (A. Roche)	Green Room	Door 4	44 min.



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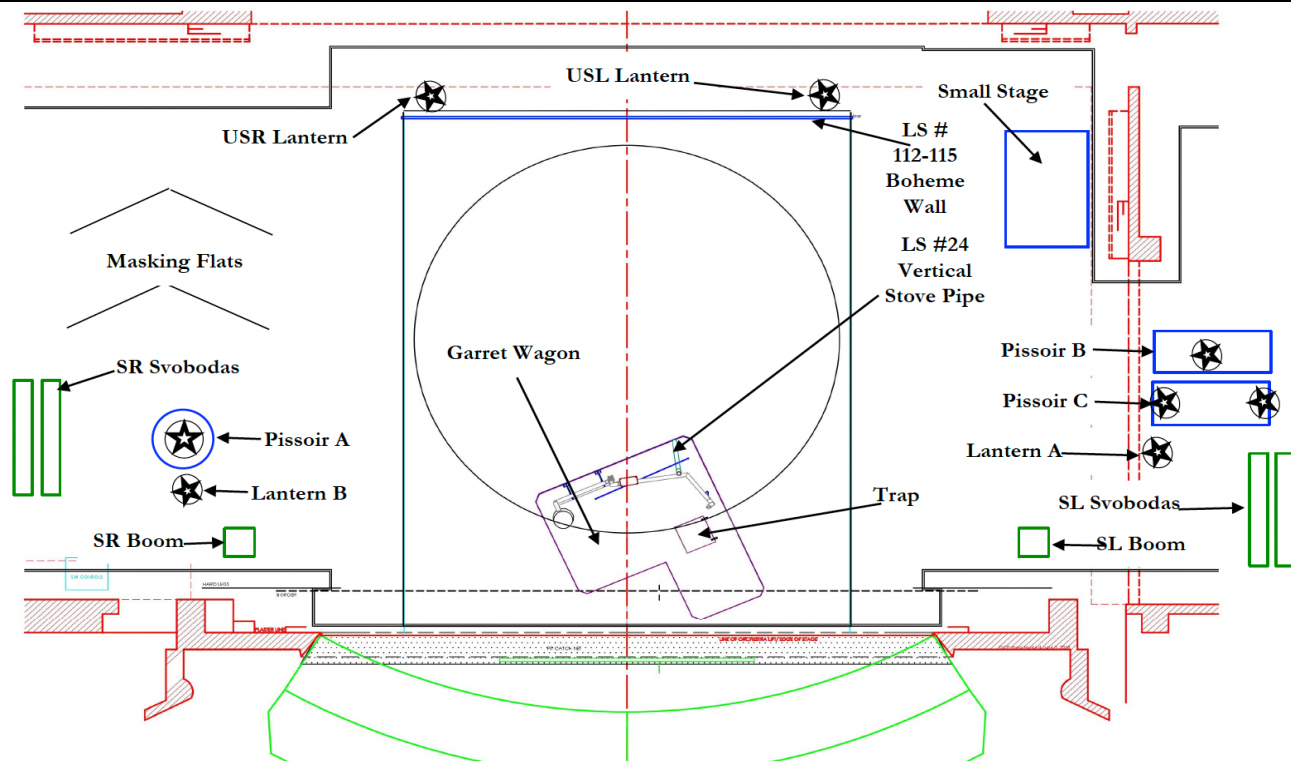
PAGE/ TIME	CHARACTER/ ARTIST	XT LOC.	CHANGE/ACTION	CHANGE LOC.	NT LOC.	CHANGE TIME
Scene 11 The Garden 6 min. 5 sec.						
62/4:55	Florinda Nina-Grace Q.	Door 5	Undress > Inconspicuous	Upstage Ring	SL 2	~8 min.
Scene 12 The Street 4 min. 35 sec.						
66/9:30	Wilmore Jack Z.E.	SR 2	Carnival Gear > New Suit	Slop Room	SR 2	~7 min. 15 sec.
	PROPS	SL 2	CATCH: Belvile's Sword	SL 2	-	~1 min.
	PROPS	-	HANDOFF: Belvile's Sword > Antonio	Upstage Ring	Door 3	
66/9:47	Don Antonio Seth W.	SL 2	Carnival Gear > Undress w/ sling	Upstage ring	Door 3	~30 sec.
	CREW		CATCH: Antonio's Sword	Upstage Ring	-	
	CREW		HANDOFF: Antonio's Sword > Props	Upstage Ring	-	
	CREW		HANDOFF: Don Antonio Carnival Gear (a few pieces) > Diego (Evan B.)	Upstage Ring	Door 3	
Scene 13 A Fine Room 2 min. 35 sec.						
69/13:00	Belvile Seth A.	-	Carnival Gear > Don Antonio Carnival Gear (partially)	ONSTAGE	-	~60 sec.
69/13:05	CREW	-	CATCH: Belvile's removed Carnival pieces	Door 3	-	
69/13:10	Don Antonio Seth W.	Door 3	REMOVE: Carnival Gear	Quickchange booth	-	
	CREW	-	HANDOFF: Robe > Don Antonio (Seth W.)	Quickchange booth	-	
	CREW	-	HANDOFF: Don Antonio Carnival Gear > Belvile (Seth A.)	SR 2	-	
	Belvile Seth A.	-	Carnival Gear > Don Antonio Carnival Gear (remainder of look, final pieces from Antonio)	SR 2	SR2	
Scene 14 The Street 5 min. 5 sec.						
69/13:00	Angellica Abby G.	SR 2	Wealthy Courtesan > Carnival Gear ADD: Mask, Cape	Upstage Ring	SR 2	17 min.
74/17:50	Florinda Nina-Grace Q.	-	Inconspicuous > Second Carnival Look	Quickchange booth	SR 2	11 min.
Scene 15 The Street 10 min. 50 sec.						
83/28:00	Hellena Ferin B.	SR 1	Male Servant > Second Carnival Look REMOVE: Breeches, Doublet, Red Sash, Capelet, Hat, Dull Mask	SR Hallway	SR 2	~1 min. 10 sec.
	WAM CREW		ADD: Bright Sash, Shawl, Bright Mask, Skirt, Bodice, Petticoat			
Scene 16 The Street 5 min.						
88/34:00	Hellena Ferin B.	SR 1	Second Carnival Look > Spanish Aristocrat	Dressing Room	Door 4	27 min.

NOTES ON DOCUMENT STRUCTURE/KEY:

-Only the characters' 1st NT include the artist name & piece list

- ** in the WHO cell reflects a character's 1st NT

DECK REFERENCE / Part 1 (Act I & II)

Los Angeles Opera
2019 / 2020 SeasonLA BOHÈME - Act
Revised: 8.8.19
3/32"=1'-0"

DEPARTMENT PRESET

WHO

PRESET TASK

ELECTRICS

See Tech Master

DECK

See Tech Master

RAIL

See Tech Master

PROPS

SL: See Props Running

SR: See Props Running

ONSTAGE:

-Garrett Wagon (See Running for detail)

-Trapdoor Items (See Running for detail)

AUDIO

See Sound Running Paperwork

ACT I (29:59)

PLACE	TIME	WHO	WHAT	WHERE	COSTUME	PROP
1/1/1	0:27	DECK	Assist Rodolfo w/ NT thru trap	Beneath trapdoor		

PLACE	TIME	WHO	WHAT	WHERE	COSTUME	PROP
1/1/1	0:27	**Rodolfo <i>Saimir Pirgu</i>	NT	Trapdoor	Look #1 Purple suit, shirt vest, shoes	Paper stack
1/3/3	0:38	**Marcello <i>Kihun Yoon</i>	NT	Trapdoor	Look #1 Tan suit, black shirt & shoes	Camera item
2/4/2	0:54	FYI	Rodolpho raises wagon drop	Garret Wagon		
2/6/5	0:60	FYI	Marcelo closes trap	Trapdoor		
13/1/4	3:55	PROPS	FIREWATCH Struck Match	USR of Wagon		Matches, paper
13/2/4	4:00	DECK	Assist Colline w/ NT thru trap	Beneath trapdoor		
		**Colline <i>Nicholas Brownlee</i>	NT	Trapdoor	Look #1 Velvet coat, turtleneck, grey pants, tophat	
16/1/3	4:40	PROPS	FIREWATCH Struck Match	USR of Wagon		Matches
20/1/1	6:10	DECK	Assist Schaunard w/ NT thru trap	Beneath trapdoor		
		**Schaunard <i>Michael hawk</i>	NT	Trapdoor	Look #1 plaid suit, black sweater	
23/1/3	6:42	PROPS	SET: 2 candles & hat beneath lid <i>*Once lid is shut*</i>	Beneath trapdoor		2 candles Hat
23/3/2	6:58	PROPS	FIREWATCH Struck Match, candles lit	DSR of Wagon		Matches, candles
32/2/1	8:05	AUDIO	O/S SINGING Colline	Beneath trapdoor		
32/2/3	8:25	Colline	XT	Trapdoor	Look #1	
32/3/3	9:38	PROPS	FIREWATCH COMPLETE Candles extinguished	DSC of Wagon		

PLACE	TIME	WHO	WHAT	WHERE	COSTUME	PROP
32/4/1	9:42	PROPS	CATCH: Newspaper, cake, baguette, candles	Trapdoor		Newspaper, cake, baguette, candles
33/2/1	9:48	FYI	Rodolpho lowers wagon drop	US of Wagon		
47/2/3	14:00	PROPS	CATCH: Hat	Beneath trapdoor		Hat
49/3/4	14:35	Rodolfo	XT	Trapdoor	Look #1	
51/1/3	15:04	Rodolfo	NT	Trapdoor	Look #1	
52/1/2	15:12	Colline	XT	Trapdoor	Look #1	
53/3/2	15:20	Marcello	XT	Trapdoor	Look #1	
53/3/4	15:21	Schaunard	XT	Trapdoor	Look #1	
		AUDIO	O/S SINGING Colline, Schaunard, Marcello	Trapdoor		
54/2/2	15:36	AUDIO	SQ 1: Dog bark			
54/3/5	15:42	AUDIO	SQ 2: Cat screech			
54/4/3	15:55	AUDIO	O/S SINGING Mimi			
55/1/3	16:41	**Mimi Marina Costa-Jackson	NT	Trapdoor	Look #1 Grey plaid dress	
58/2/4	18:25	PROPS	FIREWATCH Struck Match Candle lit	SR of Wagon		Match, candle
59/3/5	18:52	PROPS	FIREWATCH COMPLETE Candle extinguished onstage	Trapdoor		Candle
60/1/1	18:54	PROPS	CATCH: Candle	Trapdoor		
60/3/1	19:35	AUDIO	O/S SINGING Rodolfo			
67/1/3	22:40	FYI	Rodolfo raises wagon drop	US of Wagon		
75/1/1	27:35	AUDIO	O/S SINGING Colline, Schaunard, Marcello			

TIME	CUE	PG.	WHO	WHERE	ACTION	NOTES
-1:30:00	BEGIN PRESET					
			SMGT	Backstage	Props Preset	See preset pprwrk.
			W&M	Green room	Begin preshow calls	See preshow calls
			WARD.	Dressing Rooms	Begin preshow calls	See preshow calls
			AUTO	Onstage	Check automation	See Auto. List
-1:15:00	AQ 0 QL: RED		AUTO	Onstage	TRACK: ON -> DS Bedroom unit	
-1:00:00	ONE HOUR TIL CURTAIN					
			SMGT	Onstage	Host & monitor fight call	ARTISTS: D. Bellusci, G. Adams
			PROPS	Onstage	Sweep & mop	
-30:00	HALF HOUR TIL CURTAIN					
			SMGT	Lobby	Notify House to OPEN	
	SMGT- SR		D. Bellusci	SR- W3	Places	
			G. Adams	SR- W2		
	SMGT- SL		E. Yetter	SL- W3		
			C. Pink	SL- W2		
00:00	TOP OF SHOW					
	SCENE 1 (Bedrooms)					
00:02	LX 1	1	D. Bellusci	SR- W3	ENT.	
			E. Yetter	SL- W3		
00:05	VISUAL	1	G. Adams	SR- W2		
			C. Pink	SL- W2		
00:08	ONCE SET	1	WARD.	Onstage- Daniel's room	CHANGE: D. Bellusci Daytime 1 -> Nighttime 1	DRESSER: G. Adams
				Onstage- Mittie's room	CHANGE: E. Yetter Daytime 1 -> Nighttime 1	DRESSER: C. Pink
01:00	AFTER DAN. & MIT. DRESSED			Onstage- Daniel's room	CHANGE: G. Adams Daytime 1 -> Nighttime 1	DRESSER: Self
				Onstage- Mittie's room	CHANGE: C. Pink Daytime 1 -> Nighttime 1	DRESSER: Self
01:15	TAB 1	1	PROJ.	Proscenium & borders	PROJECT: Field slave shadows	
05:25	LX 4	7	WARD.	Onstage- Daniel's room	CHANGE: G. Adams Nighttime 1 -> Daytime 1	DRESSER: Self
				Onstage- Mittie's room	CHANGE: C. Pink Nighttime 1 -> Daytime 1	DRESSER: Self
	ONCE COL			Onstage- Daniel's room	CHANGE: D. Bellusci Nighttime 1 -> Daytime 2	DRESSER: G. Adams

TIME	CUE	PG.	WHO	WHERE	ACTION	NOTES
06:30	& TOY DRESSED	7	WARD.	Onstage- Mittie's room	CHANGE: E. Yetter Daytime 1 -> Nighttime 1	DRESSER: C. Pink
08:15	VISUAL	8	E. Mirto	SR- W3	ENT.	
09:20	"fetch your sister"	9	E. Mirto	SR- W3	EXT.	
09:35	WINDOW CLOSE		D. Bellusci	SR- W3		
			G. Adams	SR- W2		
09:50	"Coming!"	10	E. Yetter	SL- L3		
			C. Pink	SL- L3		
	TRANSITION SCENE 1 (Bedrooms) -> SCENE 2 (Family Room)					
09:53	AQ 1 QL: RED	10	AUTO	Onstage	TRACK: OFF -> US Bedroom unit	
	AQ 2 QL: RED		AUTO	SR- W2	TRACK: ON -> SR Staircase unit	
	AQ 3 QL: RED		AUTO	SL -W5	TRACK: ON -> OS Dining table (CS)	Dressed w/ food & table settings
	FQ 1 QL: BLUE		RAIL	LS #15 House interior	Flat IN	
	SCENE 2 (Family Room)					
10:10	AFTER RAIL IS SET	10	PROPS	Upstage	OPEN: SR Room window	
10:15	LX 6	10	E. Mirto	SL- W3	ENT.	
			M. Doerr	SR- W3		
10:20	VISUAL		D. Bellusci	SR- W3		
			G. Adams	SR- W2		
10:23	VISUAL		E. Yetter	SL- W3		
			C. Pink	SL- W2		
18:30	"Something in your bellies"	17	D. Bellusci	SR- W3	EXT.	
			G. Adams	SR- W2		EXT. w/ Potato bowl & egg bowl
			E. Yetter	SL- W3		
			C. Pink	SL- W2		EXT. w/ Fruit bowl
	TRANSITION SCENE 2 (Family room) -> SCENE 3 (Daniel's bedroom)					
20:50	FQ 2 QL: BLUE	18A	RAIL	LS #15 House interior	Flat OUT	

TIME	CUE	PG.	WHO	WHERE	ACTION	NOTES
20:50	AQ 4 QL: RED	18A	AUTO	SL -W5	TRACK: OFF -> SL Dining table wagon	
20:45	AQ 5 QL: RED	18A	AUTO	SR- W4	TRACK: OFF -> SR Staircase unit	
20:50	AQ 6 QL: RED		AUTO	Onstage	TRACK: ON -> DS Bedroom unit	
21:00	SMGT- SR	18A	D. Bellusci	SR- W3	ENT.	
			G. Adams	SR- W2		NT w/ Potato bowl & Egg bowl
			E. Yetter	SR- W3		
			C. Pink	SR- W2		NT w/ Fruit bowl
23:00	SCENE 3 (Daniel's bedroom) NO ACTION					
30:45	TRANSITION SCENE 3 (Daniel's bedroom) -> SCENE 4 (Bedrooms)					
	TAB 2	25	PROJ.	Bedrooms & proscenium	PROJECT: Fireflies	
30:58	TAB 3	26	PROJ.	Proscenium & borders	PROJECT: Field slave shadows	
31:00	SCENE FOUR (Bedrooms)					
31:05	LX 10	26	WARD.	Onstage- Daniel's room	CHANGE: D. Bellusci Daytime 1 -> Nighttime 1	DRESSER: G. Adams
					CHANGE: G. Adams Daytime 1 -> Nighttime 1	DRESSER: Self
				Onstage- Mittie's room	CHANGE: E. Yetter Daytime 1 -> Nighttime 1	DRESSER: C. Pink
					CHANGE: C. Pink Daytime 1 -> Nighttime 1	DRESSER: Self
40:55	LX 11	35	D. Bellusci	SR- W3	EXT.	
41:00	AFTER XT.		WARD.	SR- W3	QC: D. Bellusci Nighttime 1 -> Daytime 2	DRESSER: Wardrobe TIME: 55 sec.
41:05	TAB 4		PROJ.	Bedrooms & proscenium	PROJECT: Fireflies	
	TRANSITION SCENE 4 (Bedrooms) -> SCENE 4 (Porch)					
41:25	LX 12	35	G. Adams	SL- W2	EXT.	
			E. Yetter	SL- W3		
			C. Pink	SL- W2		
41:28	AFTER XT.		WARD.	SL- W2	QC: G. Adams Nighttime 1 -> Daytime 1	DRESSER: Wardrobe TIME: 35 sec.
41:30	VISUAL			Onstage- Bedroom unit	CHANGE: E. Yetter Nighttime 1 -> Daytime 2	DRESSER: C. Pink
	VISUAL		WARD.	Onstage- Bedroom unit	CHANGE: C. Pink Nighttime 1 -> Daytime 1	DRESSER: Self

TIME	CUE	PG.	WHO	WHERE	ACTION	NOTES
41:32	AQ 7 QL: RED	35	AUTO	Onstage	TRACK: OFF -> US Bedroom unit	
			AUTO	SR- W5	TRACK: ON -> SL Porch unit	
41:40	FQ 3 QL: BLUE		RAIL	LS #14 Exterior drop	Drop IN	
41:45	TAB 5		PROJ.	Wasp nest	PROJECT: Wasps	
	QC DONE		M. Doerr	SL- W3	ENT.	
	SCENE 4 (Porch)					
41:55	LX 13	35	D. Bellusci	SR- W5	ENT.	
42:00		35	G. Adams	SR- W5		
42:06	FQ 4 QL: BLUE	36	RAIL	LS #15 House interior	Flat IN	
	QL 1: GREEN		PROPS	SL -W5	SET: Dining table (CS)	
47:00	MATCH STRIKE	40	SMGT	SR- W5	FIREWATCH	
			PROPS			
47:10	QL 2: GREEN		PROPS	Upstage of LS #15	STRIKE: Painting 1	
					SET: Painting 2	
47:30	LX 14	41	M. Doerr	SR- W5	EXT.	
			D. Bellusci			
			G. Adams			
	TRANSITION SCENE 4 (Porch) -> SCENE 4 (Family Room)					
47:34	AQ 8 QL: RED		AUTO	SR- W5	TRACK: OFF -> SR Porch unit	
	FQ 5 QL: BLUE		RAIL	LS #14 Exterior drop	Drop OUT	
47:45	LX 15		E. Mirto	SL- W3	ENT.	ENT. w/ Hairbrush
			C. Pink			
			E. Yetter			

TIME	CUE	PG.	WHO	WHERE	ACTION	NOTES
	SCENE 4 (Family Room)					
53:40	"finish it later"	46	E. Mirto	SL- W3	EXT.	
	TRANSITION SCENE 4 (Family Room) -> SCENE 5 (Bedrooms)					
54:30	FQ 6 QL: BLUE	47	RAIL	LS #15 House interior	Flat OUT	
	AQ 9 QL: RED		AUTO	SL -W5	TRACK: OFF -> SLW5 (Dining table wagon)	
54:35	AQ 10 QL: RED		AUTO	Onstage	TRACK: ON -> DS Bedroom unit	
54:43	TAB 6	47	PROJ.	Bedrooms & proscenium	PROJECT: Field slave shadows	
			G. Adams	SR- W2	ENT.	
			C. Pink	SL- W2		
	SCENE 5 (Bedrooms)					
54:50	LX 17	47	WARD.	Onstage- Daniel's room	CHANGE: G. Adams Daytime 1 -> Nighttime 1	DRESSER: Self
				Onstage- Mittie's room	CHANGE: C. Pink Daytime 1 -> Nighttime 1	DRESSER: Self
1:00:10	TAB 7	53	PROJ.	Bedrooms & proscenium	PROJECT: Shadow puppets	puppets stop & resume as story is being told/stopped
1:00:35	TAB 8	54				
1:00:55	TAB 9	55				
1:02:15	TAB 10	57				
	TRANSITION SCENE 5 (Bedrooms) -> SCENE 6 (Bedrooms)					
1:06:25	"Who cares"	60	C. Pink	SL- W2	EXT.	
			WARD.	Onstage- Daniel's room	CHANGE: G. Adams Nighttime 1 -> Daytime 1	DRESSER: Self
1:06:30	LX 20	60	E. Mirto	SR- W3	ENT.	ENT. w/ Coca butter
			D. Bellusci			
	SCENE 6 (Bedrooms)					
1:11:00	"family right now"	64	M. Doerr	SR- W3	ENT.	
1:19:15	"survive in this world"	70			EXT.	

TIME	CUE	PG.	WHO	WHERE	ACTION	NOTES
	TRANSITION SCENE 6 (Bedrooms) -> SCENE 7 (Playroom)					
1:19:40	AQ 11 QL: RED	70	AUTO	Onstage	TRACK: OFF -> US Bedroom unit	
1:19:48	FQ 7 QL: BLUE		RAIL	LS #15 House interior	Drop IN	
1:19:55	QL 2: GREEN		PROPS	Upstage of LS #15	STRIKE: Painting 1 SET: Painting 2	
1:19:55	AQ 12 QL: RED	70	AUTO	SL -W4	TRACK: ON -> O/S Toy chests	
1:20:10	LX 21		E. Yetter	SL- W3	ENT.	
			C. Pink	SL- W2		
	SCENE 7 (Playroom)					
1:28:00	"not your nursemaid"	76	E. Yetter	SL- W3	EXT.	
			C. Pink	SL- W2		
1:35:15	combat begins	81	SMGT	SR wings	MONITOR: stage combat	
1:36:30	"I need help"	82	D. Bellusci	SR- W3	EXT.	
	TRANSITION SCENE 7 (Playroom)-> SCENE 8 (Bedrooms)					
1:36:33	LX 22	82	G. Adams	SR- W2	EXT.	
	FQ 8 QL: BLUE		RAIL	LS #15 House interior	Flat OUT	
1:36:35	AQ 13 QL: RED		AUTO	Onstage	TRACK: ON -> DS Bedroom unit	
	QL 4: GREEN		PROPS	SL -W4	STRIKE: Toy chest #1	
				SL -W5	STRIKE: Toy chest #2	
1:36:50	LX 23		C. Pink	SL- W2	ENT.	
	SCENE 8 (Bedrooms)					
1:38:10	LX 23	83	E. Mirto	SR- W3	ENT.	
			M. Doerr			
			D. Bellusci			
1:41:08	TAB 11	85	PROJ.	Onstage	PROJECT: Field slave shadows w/ Momma	
	G. Adams		SR- W2	ENT.		
	SMGT	85	RAIL	SR	RELEASE: Kabuki Drop	
1:47:30	END OF PLAY.					



PROPS RUNNING | All Tracks

Directed by: Quin Gordon
UNCSA DRAMA | Patrons Theater

NOTES ON DOCUMENT STRUCTURE:

-Actions appear in chronological order of the show.
-Multiple actions appearing on the same page indicates they are executed in immediate succession.
CUE: *Actor Arrival* | Indicates action is executed upon the actor's arrival to their NT/XT location. Expect for them to arrive on a page or two earlier than indicated. If actor is not at prop table on designated page, ensure they're ready at their entrance location.

ACTION ORDER DURING QUICKCHANCES:

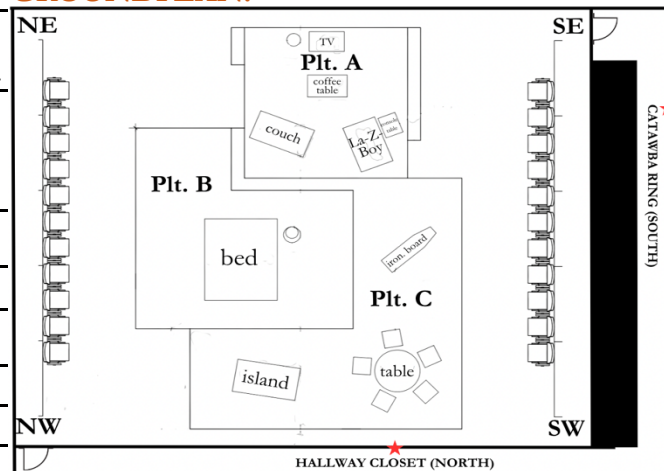
CATCH: FIRST | **HANDOFF:** LAST

ACTION KEY:

HANDOFF: Give actor prop **MONITOR:** Ensure actor successfully receives prop

CATCH: Receive prop from actor **SET:** Place prop in specified location

GROUNDPLAN:



PG./TIME	CUE	WHO	ACTION	WHERE	NOTES/PRESET LOC.
PRESET					
-1:30:00	SMGT.	ONE	Sweep & Mop	Onstage	
		TWO	Sweep & Mop	Onstage	
		ALL	Check grout treatment on deck	Onstage	If distressed, replace with touch-up tape
-1:00:00	SMGT.	ONE	SET: Onstage Props	Onstage	Refer to preset list
		TWO			
		ONE	SET: Closet Props	Hallway closet	Refer to preset list
		TWO	SET: South Table Props	Catawba ring	Refer to preset list
-11:00	SMGT.	-	SET: Oatmeal bowl & spoon	Island shelf	MUST be set prior to house open
ACT ONE					
6	Actor Arrival	ONE	MONITOR: Rosa grab Laundry bin	Hallway closet	
7	Actor Arrival	TWO	MONITOR: Misha grab school books, legal pad, pen	Catawba ring	



PROPS RUNNING | All Tracks

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PG/ TIME	CUE	WHO	ACTION	WHERE	NOTES/PRESET LOC.
12	Rosa XT NE	TREY	CATCH: Laundry bin	NE Corner	
	CATCH COMPLETE		SET: Laundry bin	Hallway closet	
12	<i>Q/C COMPLETE.</i>	ONE	HANDOFF: F Scott Fitzgerald book -> Misha	NW Corner	PROP PRESET: Hallway closet
17	<i>Actor Arrival</i>	TWO	MONITOR: Claudio grab paper hat, pearl earrings	Catawba ring	Pearl earrings supplied by costumes
17	<i>Actor Arrival</i>	ONE	HANDOFF: Handbag -> Rosa	NE Corner	PROP PRESET: Hallway closet
17	<i>Once Rosa recieves bag</i>	ONE	PREP: Water bowl & towel	Basement	PROP PRESET: Hallway closet Let HOT water run for ~1 min, then fill bowl halfway. Return to deck when complete. ~5 min before prop NT
19	<i>Actor Arrival</i>	TWO	MONITOR: Lydia grab handbag	Catawba ring	
21	<i>Q/C COMPLETE.</i>	ONE	HANDOFF: Rosa's brown jacket	NE Corner	PROP PRESET: Hallway clothing rack
21	Top of Page	TREY	PREP: Molé Plates	Basement	
22	<i>Misha XT NE</i>	ONE	HANDOFF: Towel, Bowl of water -> Misha	NE Corner	
22	<i>Rosa XT SE</i>	ONE	CATCH: Handbag, brown jacket SET: Handbag, brown jacket --> Hallway Closet	SE Corner	
23	<i>Once handbag is set</i>	ONE	PREP: Molé Plates	Basement	~6 min.before prop NT
24	<i>Lydia XT SW</i>	TWO	CATCH: Handbag (Lydia)	SW Corner	<i>Occurs during quickchange</i> Order of Actions: CATCH: First HANDOFF: Q/C Complete SET: Handoff complete
			HANDOFF: Broom (Lydia)		
	HANDOFF COMPLETE		SET: Handbag (Lydia)	Catawba ring	



PROPS RUNNING | All Tracks

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UNCSA DRAMA | Patrons Theater

PG/ TIME	CUE	WHO	ACTION	WHERE	NOTES/PRESET LOC.
24	Once Lydia receives broom	TWO	JOIN PREP: Molé Plates	Basement	~5 min. before prop NT
29	Actor Arrival	TREY	HANDOFF: brown jacket -> Rosa	NE Corner	
29	Actor Arrival	ONE	HANDOFF: Molé Plates (x2) -> Rosa	NE Corner	PROP PRESET: Basement
	Actor Arrival	TWO	HANDOFF: Molé Plates (x2) -> Misha	SW Corner	
	Actor Arrival		HANDOFF: Legal pad & pen -> Misha		PROP PRESET: Catawba ring
29	Lydia XT SW	TWO	CATCH: Broom (Lydia)	SW Corner	
			SET: Broom (Lydia)	Catawba ring	
31	Actor Arrival	TWO	MONITOR: Alvaro grab satchel, tactical belt	Catawba ring	
32	Actor Arrival	TWO	HANDOFF: embroidered curtain -> Lydia	Catawba ring	PROP PRESET: Catawba ring
35	Actor Arrival	ONE	HANDOFF: Photo album (Rosa)	NE Corner	PROP PRESET: Hallway closet
39	Q/C COMPLETE.	ONE	HANDOFF: Handbag, brown jacket -> Rosa	NE Corner	PROPS PRESET: Hallway closet
40	ROSA XT SE	ROSA	FYI: Rosa will place handbag and jacket on Catawba table	Catawba ring	
41	Actor Arrival	TWO	HANDOFF: Ice in dishcloth -> Lydia	SW Corner	PROP PRESET: Catawba ring
42	Actor Arrival	TWO	CATCH: Ice in dishcloth (Lydia)	SW Corner	
	Actor Arrival		HANDOFF: Liniment vial & dishcloth (Lydia)		PROP PRESET: Catawba ring
	HANDOFF COMPLETE		SET: Ice in dishcloth	Catawba ring	
44	Actor Arrival	TWO	MONITOR: Rosa grab handbag, brown jacet	Catawba ring	PROP PRESET: Catawba table (Rosa places handbag and jacket on Catawba table after XT on pg 40.)
44	ROSA XT NE	ONE	CATCH: Rosa's handbag, Jacket. KEEP IN PLACE.	NE Corner	Don't shift Handbag position.



PROPS RUNNING | All Tracks

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PG/ TIME	CUE	WHO	ACTION	WHERE	NOTES/PRESET LOC.
INTERMISSION					
-15:00 ACT 2	Top of Intermission	TREY	SET: Laundry bin, catalogue	NE Corner	PROP PRESET: Hallway Closet
-2:00 ACT 2	Actor Arrival	ONE	MONITOR: Lydia grab laundry basket	NE Corner	
		TWO	CATCH: Handbag (Lydia)	SW Corner	
			CATCH: Molé plates & utensils (x4) (Lydia)		
			CATCH: Oatmeal bowl & spoon		
	Actor Arrival	ONE	CATCH: Bowl of water (Lydia)	NE Corner	
			CATCH: Photo album (Lydia)	NE Corner	
	CATCH COMPLETE	TWO	SET: Handbag (Lydia)	Hallway closet	
			SET: Molé plates & utensils (x4)	Catawba ring	
	CATCH COMPLETE	ONE	SET: Oatmeal bowl & spoon	Hallway closet	
			SET: Bowl of water		
			SET: Photo album		
ACT TWO					
49	Actor Arrival	TWO	MONITOR: Misha grab stuffed animal	Catawba ring	
51	Actor Arrival	ONE	HANDOFF: Handbag, jacket, catalogue -> Rosa	NE Corner	PROP PRESET: NE Corner
53	Actor Arrival	TWO	CATCH: Ironing board, laundry basket	SW Corner	
	CATCH COMPLETE		SET: Ironing board, laundry basket	Catawba ring	
56	Actor Arrival	TWO	MONITOR: Lydia grab bedsheet	Catawba ring	
			MONITOR: Lydia grab scissors		
57	HANDOFF COMPLETE	ONE	SHIFT: Molé plates -> Basement	Catawba ring -> Basement	Wash Molé dishes. Return to deck before next action, leave any remaining work for Post-Show.



PROPS RUNNING | All Tracks

Directed by: Quin Gordon
UNCSA DRAMA | Patrons Theater

PG/ TIME	CUE	WHO	ACTION	WHERE	NOTES/PRESET LOC.
58	<i>Actor Arrival</i>	TWO	CATCH: Handbag, jacket -> Lydia SET: Handbag, jacket -> Hallway closet	SW Corner	
65	<i>Actor Arrival</i>	TWO	MONITOR: Rene, Rosa, Lydia grab shopping bags	Catawba ring	Lydia's bag contains perfume
	<i>Actor Arrival</i>		MONITOR: Rosa grab handbag		
	<i>Actor Arrival</i>		MONITOR: Lydia grab handbag		
68	<i>Lyda XT SW</i>	TWO	CATCH: Shopping bags (x3) (Lydia)	SW Corner	
69	<i>Q/C COMPLETE.</i>	ONE	HANDOFF: Manuscript -> Lydia	NE Corner	PROP PRESET: Hallway closet
71	<i>Actor Arrival</i>	TWO	HANDOFF: Handbag -> Rosa	SE Corner	PROP PRESET: Catawba ring
			CATCH: Manuscript (Lydia)	SW Corner	
72	<i>Actor Arrival</i>	TWO	MONITOR: Rene placed in handcuffs by Alvaro	Catawba ring	
73	<i>MONITOR COMPLETE</i>	TWO	SET: Manuscript in Hallway Closet	Hallway closet	
79	<i>Actor Arrival</i>	ONE	HANDOFF: Take-out bag	SE Corner	COMPLETE PROP CONTAINS: -Paper bag -Styrofoam container -Can of beer
POST SHOW					
-	<i>End of Show.</i>	ALL	Ensure basement kitchen is cleaned	Basement	-Rinse out sink -Clean countertop