Trial by Jury

Opera A La Carte

CUES

Pre-show

Preset House UP; Warmers UP; works UP

Pre-show

CUE # 1 **Function**: House to HALF **Count**: 2

Pre-show

CUE # 2 **Function**: House OUT; Works OUT **Count**: 2

Pre-show

CUE # 3 **Function**: Conductor Special UP **Count**: 2

Channel: 1 **Level**: 80 **Function**: Conductor Special

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CUE # 4 **Function**: Warmers OUT **Count**: 3

CUE # 5 **Function**: Opening Wash **Count**: 4

Channel#	Level	(Change)	Function	Color	Position
1	80		Conductor Special	N/C	AP
2	80		Front Pink	34	AP
8	80		Front Pink	34	1E
3	80		Front Lav	55	AP
9	80		Front Lav	55	1E
4	80		Front Blue	67	AP
5	80		Pink Fill	34	Box Booms
6	80		Lav Fill	55	Box Booms
7	80		Blue Fill	67	Box Booms
16	80		Blue Down	67	1E
17	80		Blue Down	67	2E
18	80		Blue Down	67	3E
19	50		Amber Down	18	1E
20	50		Amber Down	18	2E
21	50		Amber Down	18	3E
22	50		Magenta Down	46	1E
23	50		Magenta Down	46	2E
24	50		Magenta Down	46	3E
10	80		High Side Fill	65	1E/SL
11	80		High Side Fill	65	1E/SR
12	80		High Side Fill	65	2E/SL
13	80		High Side Fill	65	2E/SR
14	80		High Side Fill	65	3E/SL
15	80		High Side Fill	65	3E/SR
25			DC	AP(01), AP(51), 2E(55)	
26			Front Jury (Trial)	1E(02), 1E(02)	
27			Back Jury (Trial)	3E (60)	
28			Judge (Trial)	1E(60), 1E(67), 3E(46)	
29			Hang (Zoo)	AP(02), AP(51)	
30			Center (Zoo)	AP(02), AP(51)	
31			Bench (Zoo)	AP(02), AP(51),1E(55)	
32			LC (Zoo)	1E(60), 1E(01),2E(344)	
33			Pit (Zoo)	1E(60), 1E(02), 3E(55)	
34			Trees (Zoo)	2E(62), 3E(62), 3E(62), 3E(62)	
35	50		Styro (Trial)	1E(N/C) (3 instruments)	
36			Leaves (Zoo)	AP(62) (5 instruments)	
37			Clouds (Zoo)	3E(N/C) (2 instruments)	
42,43,44			DAY BLUE	80, 85, 59	4E

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CUE # 6 **Function**: Jury Special UP (add to previous cue) **Count**: 5

Channels: 26, 27 **Level**: 100 **Function**: Jury Special

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CUE # 7 **Function**: Restore Cue 5 (Jury Special DOWN) **Count**: 5

Channels: 26, 27 **Level**: 0 **Function**: Jury Special

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CUE # 8 **Function**: Judge Special UP (add to previous cue) **Count**: 6

Channels: 28 **Level**: 100 **Function**: Judge Special

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CUE # 9 **Function**: Restore Cue 5 (Judge Special DOWN) **Count**: 5

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CUE # 9.1 **Function**: Restore Cue 8 (Cue 5 + Judge UP) **Count**: 4

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CUE # 10 **Function**: Jury UP (add in) **Count**: 4

Channels: 26, 27 **Level**: 100 **Function**: Jury Special

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CUE # 11 **Function**: Restore Cue 8 **Count**: 3

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CUE # 12 **Function**: DC UP (add in) **Count**: 5

Channels: 25 **Level**: 100 **Function**: DC Special

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CUE # 13 **Function**: Restore Cue 8 **Count**: 5

CUE # 14 **Function**: Stage Brighter/Cooler **Count**: 40

Channel#	Level	(Change)	Function	Color	Position
1	80		Conductor Special	N/C	AP
2	**60**	-20	Front Pink	34	AP
8	**60**	-20	Front Pink	34	1E
3	**100**	+20	Front Lav	55	AP
9	**100**	+20	Front Lav	55	1E
4	**100**	+100	Front Blue	67	AP
8			Front Blue	67	1E
5	**60**	-20	Pink Fill	34	Box Booms
6	**100**	+20	Lav Fill	55	Box Booms
7	**100**	+20	Blue Fill	67	Box Booms
16	**100**	+20	Blue Down	67	1E
17	**100**	+20	Blue Down	67	2E
18	**100**	+20	Blue Down	67	3E
19	**0**	-50	Amber Down	18	1E
20	**0**	-50	Amber Down	18	2E
21	**0**	-50	Amber Down	18	3E
22	50		Magenta Down	46	1E
23	50		Magenta Down	46	2E
24	50		Magenta Down	46	3E
10	**100**	+20	High Side Fill	65	1E/SL
11	**100**	+20	High Side Fill	65	1E/SR
12	**100**	+20	High Side Fill	65	2E/SL
13	**100**	+20	High Side Fill	65	2E/SR
14	**100**	+20	High Side Fill	65	3E/SL
15	**100**	+20	High Side Fill	65	3E/SR
25			DC	AP(01), AP(51), 2E(55)	
26			Front Jury (Trial)	1E(02), 1E(02)	
27			Back Jury (Trial)	3E (60)	
28	100		Judge (Trial)	1E(60), 1E(67), 3E(46)	
29			Hang (Zoo)	AP(02), AP(51)	
30			Center (Zoo)	AP(02), AP(51)	
31			Bench (Zoo)	AP(02), AP(51),1E(55)	
32			LC (Zoo)	1E(60), 1E(01),2E(344)	
33			Pit (Zoo)	1E(60), 1E(02), 3E(55)	
34			Trees (Zoo)	2E(62), 3E(62), 3E(62), 3E(62)	
35	50		Styro (Trial)	1E(N/C) (3 instruments)	
36			Leaves (Zoo)	AP(62) (5 instruments)	
37			Clouds (Zoo)	3E(N/C) (2 instruments)	
42,43,44			DAY BLUE	80, 85, 59	4E

CUE # 15 **Function**: Restore Cue 13 **Count**: 3

CUE # 16 **Function**: Judge OUT, Areas warmer **Count**: 3

Channel#	Level	(Change)	Function	Color	Position
1	80		Conductor Special	N/C	AP
2	**80**	+20	Front Pink	34	AP
8	**80**	+20	Front Pink	34	1E
3	100		Front Lav	55	AP
9	100		Front Lav	55	1E
4	100		Front Blue	67	AP
8			Front Blue	67	1E
5	**80**	+20	Pink Fill	34	Box Booms
6	100		Lav Fill	55	Box Booms
7	100		Blue Fill	67	Box Booms
16	100		Blue Down	67	1E
17	100		Blue Down	67	2E
18	100		Blue Down	67	3E
19	**70**	+70	Amber Down	18	1E
20	**70**	+70	Amber Down	18	2E
21	**70**	+70	Amber Down	18	3E
22	**100**	+50	Magenta Down	46	1E
23	**100**	+50	Magenta Down	46	2E
24	**100**	+50	Magenta Down	46	3E
10	100		High Side Fill	65	1E/SL
11	100		High Side Fill	65	1E/SR
12	100		High Side Fill	65	2E/SL
13	100		High Side Fill	65	2E/SR
14	100		High Side Fill	65	3E/SL
15	100		High Side Fill	65	3E/SR
25			DC	AP(01), AP(51), 2E(55)	
26			Front Jury (Trial)	1E(02), 1E(02)	
27			Back Jury (Trial)	3E (60)	
28	**0**	-100	Judge (Trial)	1E(60), 1E(67), 3E(46)	
29			Hang (Zoo)	AP(02), AP(51)	
30			Center (Zoo)	AP(02), AP(51)	
31			Bench (Zoo)	AP(02), AP(51),1E(55)	
32			LC (Zoo)	1E(60), 1E(01),2E(344)	
33			Pit (Zoo)	1E(60), 1E(02), 3E(55)	
34			Trees (Zoo)	2E(62), 3E(62), 3E(62), 3E(62)	
35	50		Styro (Trial)	1E(N/C) (3 instruments)	
36			Leaves (Zoo)	AP(62) (5 instruments)	
37			Clouds (Zoo)	3E(N/C) (2 instruments)	
42,43,44			DAY BLUE	80, 85, 59	4E

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CUE # 17 **Function**: All out except Styro and Conductor Special **Count**: BUMP

Channels: 2 - 24 **Level**: 0 **Function**: Everything except Conductor and Styro
Channel: 1 **Level:** 100 **Function**: Conductor
Channel: 35 **Level:** 50 **Function**: Styro

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CUE # 18 **Function**: Styros OUT **Count**: BUMP

Channels: 2 - 35 **Level**: 0 **Function**: Everything except Conductor
Channel: 1 **Level:** 100 **Function**: Conductor

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CUE # 19 **Function**: Conductor Special OUT **Count**: BUMP

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CUE # 20 **Function**: Curtain Call **Count**: BUMP

Channels: 1 - 24 **Level**: 100 **Function**: Everything except Conductor
Channel: 35 **Level:** 50 **Function**: Styro

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CUE # 21 **Function**: Fade to Black **Count**: 4

Channels: 1 - 35 **Level**: 0 **Function**: Everything out

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CUE # 22 **Function**: House UP; Warmers UP; Works UP **Count**: 3