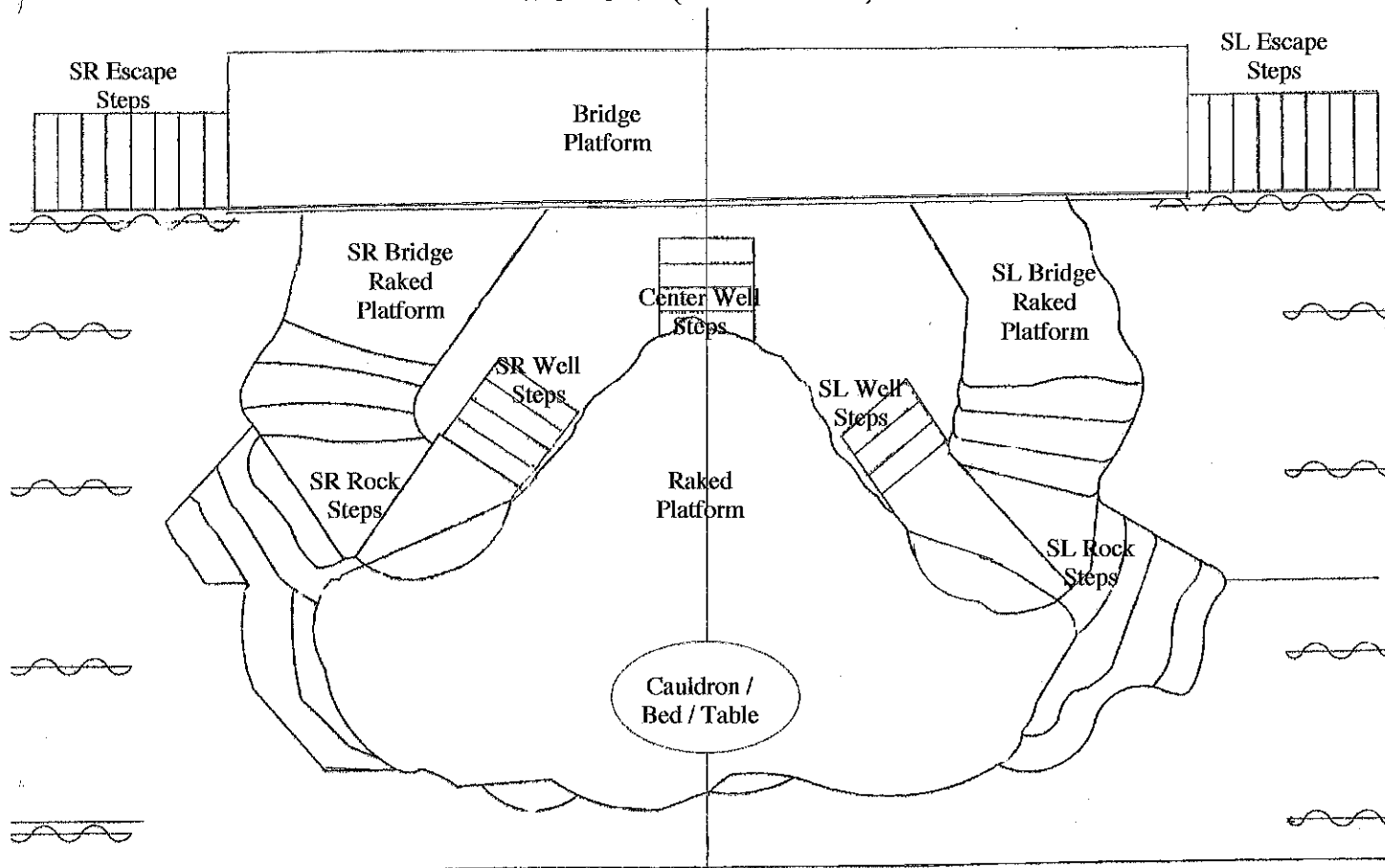


# Macbeth

## DECK RUNNING

### ACT ONE (0:00 - 1:17:20)



SET:	Line	Description	Direction
• Raked Platform			
• SR Well Steps	Pocket	House Curtain	IN
• SR Rock Steps	1	Broder/Black Legs #1	IN
• SR Bridge Raked Platform	2	DS Black Scrim	IN
• USR Escape Steps	3	Black Out Drop	IN
• Cauldron/Bed/Table	15	Black Legs #2	IN
• Center Well Steps	16	Show Portal	IN
• Bridge Platform	30	Black Legs #3	IN
• SL Well Steps	42	Black Legs #4	IN
• SL Rock Steps	51	Panels #1 & #7	IN
• SL Bridge Raked Platform	52	Black Legs #5	IN
• SL Escape Steps	74	Black Legs #6	IN
	87	Plastic	IN

# Macbeth

## DECK RUNNING

### RUNNING:

Time Into Act	WHO	WHAT	NOTES
<b>ACT I</b>			
-0:05	DECK	House Curtain OUT	Deck Cue Light
<b>INTRODUCTION (0:00 - 3:20)</b>			
2:25	RAIL	DS Black Out Curtain OUT	Red Cue Light
<b>ACT I, Scene 1 (3:20 - 16:20)</b>			
3:45	RAIL	DS Black Scrim OUT	Red Cue Light
15:10	RAIL	SR Banner Lines, Center Banner Lines & SL Banner Lines IN	Red Cue Light
15:30	RAIL	SR Banner, Center Banner & SL Banner to Mid-Trim	Blue Cue Light
16:00	RAIL	SR & SL Panels (US) & Center Panel (US) IN	Red Cue Light
<b>ACT I, Scene 2 (16:20 - 43:40)</b>			
16:25	RAIL	SR Banner OUT	Blue Cue Light
16:30	RAIL	SL Banner OUT	Pink Cue Light
16:35	RAIL	Center Banner OUT	Red Cue Light
17:15	RAIL	Panel #3 & #5	Blue Cue Light
17:25	RAIL	Panel #4 IN	Pink Cue Light
25:35	RAIL	Panel #3 & #5, Panel #4 OUT	Red Cue Light
25:40	CARPS	RECEIVE Cauldron/Bed/Table	Allow Props to Strike Bedding then Set Goblets & Pitcher
28:30	RAIL	Panels #3 & #5 IN, Panels #2 & #6 IN to Mid-Trim	Red Cue Light
38:30	RAIL	Panels #3 & #5, Panels #2 & #6 OUT	Red Cue Light
43:40	RAIL	Black Out Drop & DS Black Scrim IN	Red Cue Light
<b>1:30 PAUSE</b>			
PAUSE	---	Props Set Thrown & Crown	When BOC/Scrim Hit & Lights Return
<b>ACT I, Scene 3 (44:50 - 51:30)</b>			
44:50	RAIL	Black Out Drop OUT	Red Cue Light
45:00	RAIL	DS Black Scrim OUT	Blue Cue Light
51:25	RAIL	Panels #2 & #6, Panels #3 & #5 & Panels #4 IN	Red Cue Light
<b>ACT I, Scene 4 (51:30 - 59:15)</b>			
51:30	RAIL	SR & SL Panels, Center Panel Sneak OUT	When Panels #2 - #6 are Complete
	CARPS	Preset Cauldron/Bed/Table Near Up Center Bridge Entrance	
54:35	RAIL	Panels #2 & #6, Panels #3 & #5 & Panels #4 OUT	Red Cue Light
59:10	RAIL	SR & SL Panels, Center Panels IN	Red Cue Light
<b>ACT I, Scene 5 (59:15 - 1:17:20)</b>			
1:17:20	RAIL	Black Out Drop & DS Black Scrim IN	Red Cue Light w/ Blackout
<b>INTERMISSION (20:00)</b>			
INTER-MISSION	CARPS	STRIKE: Cauldron/Bed/Table (props will strike goblets & chairs)	Clear Stage for Fight Call
	RAIL	SR & SL Panels, Center Panels OUT	
	RAIL	Center Banner IN to Strike Banner	
FIGHT CALL COMPLETE	CARPS	SET: Cauldron/Bed/Table to Red Spike & Remove Center Plug & Center Banner Across Bridge	

RAIL RUNNING SHEETS

CUE #	WHO	COLOR	LINES	DESCRIPTION	DIRECTION	WHERE	SPEED	NOTES
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Preset	Preset	Preset	Pocket	House Curtain	Preset	Low	Preset	
#2				DS Black Scrim		Low		
#3				Blackout Drop		Low		
#13				SL Banner		High		
#14				#2 Black Border		High		
#15				#2 Black Legs		Low		
#16				Show Portal		Low		No Moves
#17				Panels #2 & #6		High		
#18				Panels #3 & #5		High		
#19				SR Banner		High		
#25				Panel #4		High		
#29				#4 Black Border		High		
#30				#3 Black Legs		Low		
#41				#5 Black Border		High		
#42				#4 Black Legs		Low		
#47				Snow Bag		High		
#48				Snow Bag		High		
#50				Center Banner		High		
#51				Panels #1 & #7		Low		
#52				#5 Black Legs		Low		
#54				#6 Black Border		High		
#65				#7 Black Border		High		
#74				#6 Black Legs		Low		
#76				Center Burlap Panel		High		
#77				SR & SL Burlap Panel		High		

