

## FOCUS

**CHANNEL: 6**

**DIMMER: 19**

**FOCUS**

Tip up more to accomodate Chip on the top of the bleacher SR.

**POSITION: COVE PIPE**

**UNIT: 11**

**CHANNEL: 14**

**DIMMER: 3**

**FOCUS**

Ken: "I don't know what to do with these."

**POSITION: A ELECTRIC**

**UNIT: 11**

**CHANNEL: 103**

**DIMMER: 85**

**FOCUS**

Possibly cross focus these units. We will have to refocus regardless once we move the zip strips.

**POSITION: 5TH ELECTRIC**

**UNIT: 3**

## WORK

**CHANNEL: 64**

**DIMMER: 29**

**WORK**

Find new unit for Rona's microphone DSL.

**POSITION: COVE PIPE**

**UNIT: 3A**

**CHANNEL: 70**

**DIMMER: 27**

**WORK**

I suck as a light fixture. Please kill me. Then add a new reflector or make me a 26°.

**POSITION: COVE PIPE**

**UNIT: 5**

**CHANNEL: 110**

**DIMMER: 86**

**WORK**

These fixtures need to move side by side to better light the back wall.

**POSITION: 5TH ELECTRIC**

**UNIT: 4A**

**CHANNEL: 127**

**DIMMER: 28**

**WORK**

Hang and circuit cove hung hanging lamps.

**POSITION: FOH LAMPS**

**UNIT: 2**

**CHANNEL: 127**

**DIMMER: 28**

**WORK**

Hang remaining two front of house lamps.

**POSITION: FOH LAMPS**

**UNIT: 2**

**CHANNEL: 128**

**DIMMER: 818**

**WORK**

Straighten out onstage lamps. They are hanging crooked.

**POSITION: ONSTAGE LAMPS**

**UNIT: 2**

**CHANNEL:**

**DIMMER:**

**WORK**

Add trophy special to 1 Electric SL of unit 1.

**POSITION:**

**UNIT:**

**CHANNEL:**

**DIMMER:**

**WORK**

Create sights for the spots.

**POSITION:**

**UNIT:**

**CHANNEL:**

**DIMMER:**

**WORK**

Change out the reflectors in both spotlights.

**POSITION:**

**UNIT:**



**CHANNEL:**

**DIMMER:**

**STAGE MANAGEMENT**

Q53 - No color wheel in this cue.

**POSITION:**

**UNIT:**