

Dead Man Walking 2023 - Flys 2 & Deck Plot

<u>Cue Number:</u>	<u>Detail:</u>	<u>Bar Number:</u>	<u>Dead:</u>	<u>Notes:</u>
PreSet				
PreSet	Top Shutter	1	1 - In	
	Car Port Sign	5	2 - Out	
	Pylon 6	6	1 - In	
	Jesus	10	2 - Out	Cleat
	Pylon 1	11	1 - In	
	Pylon 4	13	1 - In	
	Pylon 3	18	1 - In	
	Border 3 - Long	19	2 - Out	
	Back Wall	22 -23	2 - Out	
	Pylon 2	25	1 - In	
	Pylon 5	32	1 - In	
	Car Cloth	33	2 - Out	
	Forest Cloth	Cyc Bar	1 - In	Pickle by Auto Desk
	Camera SR	N/A	2 - Out	Cleat
	Camera SL	N/A	2 - Out	Cleat
Flag SR	17	2 - Out		
Flag SL	12	2 - Out		
Start of Prelude				
0.5	Breaks off	22 - 24	N/A	Tell Auto breaks are off
End of Prelude				
On SM Call	Pylon 4	13	2 - Out	Ideally Fin flys so Nick can move to deck
	SR Flag	17	1 - In	
	Pylon 3	18	1 - In	
Once Complete move down to stage and plug in Comms				
Start of Act 1 Scene 1				
Car Preset	Gauze out - give Clear to fin			
	Dallas And Brook should move car down into position			
	Attach car to the rope from pull bar			
	5 pin hinges for pulley and 2 for bump bar - pins are on the auto desk			
	give clear for fin to bring car cloth in			
End of Act 1 Scene 1				
Auto 4	Garage Door		Out	Once fin is complete give auto clear to fly
Once Complete move up to flys with Dallas and Brook and plug in Comms				
Start of Act 1 Scene 2				
6	Pylon 1	11	1 - In	14 seconds - live fly - all together
	SL Flag	12	1 - In	
End of Act 1 Scene 2				
Start of Act 1 Scene 3				
8	Pylon 1	11	2 - Out	Fast
	SI Flag	12	2 - Out	once out move to next bar quickly

9	Border 3 - Long	19	1 - In	Slower than Fin I lead Dallas who is flying LX 4
Once complete go down to stage and plug in Comms				
Car Moved US	Call Car Cloth out to Fin			
	Call Car Pull bar in			
	Remove pins from floor - put on auto desk			
	Tie rope and pulley to car pull and lose the bar			
	Move Car Up Stage			
Once complete go to flys and plug in Comms				
End of Act 1 Scene 3				
10	Pylon 4	13	1 - In	Fin will fly SL Flag
11	Pylon 1	11	2 - Out	Fin will fly/move the SL Flag
Start of Act 1 Scene 4				
12	Camera SL	Cleat	1 - In	Live Fly - try and hit the dead at same time as pylon
End of Act 1 Scene 4				
Start of Act 1 Scene 5				
15.5	Pylon 4	13	1 - In	Called by DSM but auto follow ons Fin does flags whilst I fly pylon
	Pylon 3	18	1 - In	
17	Pylon 1	11	2 - Out	On SM Call
	Pylon 3	17	2 - Out	
	Flag SL	12	2 - Out	
End of Act 1 Scene 5				
Start of Act 1 Scene 6				
20	Pylon 3	11	2 - Out	On SM Call
	Pylon 1	18	2 - Out	
	SL Camera	Cleat	1 - In	
End of Act 1 Scene 6				
Interval				
Act 2 Preset	Pylon 6	6	1 - In	
	Pylon 1	11	1 - In	
	Forest Cloth	Cyc bar	1 - In	Pickle by Auto Desk
	Gauze	35	1 - In	
	Camera SL		1 - In	
	Jesus		1 - In	
Start of Act 2 Scene 1				
End of Act 2 Scene 1				
23	Jesus		2 - Out	Cleat - on SM Call
Start of Act 2 Scene 2				
End of Act 2 Scene 2				
27	Camera - SL	Cleat	2 - out	On SM Call
	Pylon 3	18	1 - in	
	Pylon 1	11	1 -in	
Start of Act 2 Scene 3				

29- Live fly	Pylon 1	11	Out	Flown together - Slow
	Pylon 4	13	Out	
Once Complete move down to stage and plug in Comms				
Call gauze into stage Ensure Garage door is released from drop bolts				
Auto 31	Garage Door		out	DSM will give 2 min warning then a standby On the Go release garage door then give "AUTO CLEAR"
Auto 32	Garage Door		In	DSM will say auto cue 32 I say clear then the go will be given by dsm
Ensure step drop bolts are clear of wall				
At two minute warning release all drop bolts and fold away stage brace				
Auto Cue	Back Wall		Out	I spot from SR and give the clear