	Pre - Show				
You will need: notebook, headtorch, st	eelcaps, pen				
Arrive in full blacks at the relevant call	time in the Silk Street student Production Office	Blacks = Long sleeeved black top, black trousers, black socks, and black steel capped shoes			
Read	I through this running list prior to the begining of th				
	Preset				
Clean the rubbe	r crumb off the doorframes in SL	You will need a dustpan and brush or a broom to do so			
Help move the truck to it's spike marks		It is upstage of the splitblack and the spikes are the two back corners of the truck			
Carry a doorframe to t	he truck and lift it up to it's boss plates	Doorframe B goes on the top of the truck and Doorframe A goes on the front of the truck. CAUTION HEAVY			
Collect the bolts from the SL pro	p shelf and give them to who is screwing them in	They live behind the Blond Eckbert stones in the corner of the shelf. They are silver.			
Help move the rubbe	r crumb around and sweep the wings	This is a continuous battle throughout			
Complete a shoutc	heck if not needed by anyone else	Use the settings document in Teams - Opera 3 - Stage Management			
	Savitri Beginne	rs			
Make sure Stage Left Monitor is switched on		The old style TV on the flightcase. Sound should have turned it on by now but double check			
Confirm Lorna i	s in the wings / preset on stage	She starts onstage, and I have no SL beginners, so she is my beginner.			
	Savitri				
	when portal has shut (portal cue 2	), unscrew USL brake on the wheel and hold up your hand			
Help Move the Truck offstage	on GO pull the truck backwards gently through the split back, turn it towards you so it runs parralell to the dock doors. Squeeze out				
	between the dock doors and the truck	n the dock doors and the truck			
	Collect score and move to Bay 5, make sure the	e plastic box makes it offstage.			
Cue on Death	Sammy verbally cues this over comms, the cue point sure you cue Death on with Samr				
Observe offstage singing		rve her singing into the mic. Be on hand to assist her if needed. She tends to ne and not need assistance.			
	Savitri into Blond E	ckbert			
On interval clearance	Undo bolts on top doorframe, ready to remove them. Collect the remaining two bolts and place all 4 back on the prop shelf				
f/o	Help drop the top doorframe down off the back of the truck to two people at the bottom. Follow the guidance of the other three people doing this lift.				
f/o		ation. CAUTION HEAVY CARRY. Go through the house frame that has been the other person lifting this doorframe.			
f/o		der the rubber crumb. Place the table on them. The US leg has a piece of sure there is no rubber crumb under the feet of the table.			
f/o		ucks into the SR side of the table. The other two go on the SL and US side. , and should not have rubber crumb under the feet.			
f/o		warmup on the table before she has to be preset onstage. Help wherever the rubber crumb once she is happy.			

## Opera 3 - ASM Running List - Silk Street Theatre - V4 - Alec Schneider

		Blond Eckbert I	P1		
Beginners	Confirm to Sammy that you have both Emyr and either Alex Meier or Rachel		Berthe is double cast. She is played by either Alex Meier or Rachel Roper. Eckbert is played		
	Roper SL			by Emyr.	
	Confirm to Sammy that you have seen Louisa preset onstage if you are able to see her.			Louisa plays the Bird and is preset Onstage MSR for the top of Blond Eckbert	
5/2/1/2 - marked in wingscore		Cue on Emyr	He will have to squeeze past the LX rig ladder in Bay 4 holding his coat.		
5/3/3/2 - marked in wingscore		Cue on Berthe	She will have to do the same as Emyr in Bay 4. Berthe will be played by either Alex Meier or Rachel Roper.		
Jonah Ext (as Walther)	1	Collect Jonah's bag and remove the two halves o		•	
	Bay 4			e on the SL prop shelves. Return the bag to him	
	1	I Blond Eckbert Scene			
			ULTIPLE THINGS FLYING		
On full black flown in complete	Walk to table and move SR chair out of the way. Pick up the table and carry it to USL Bay 5 with another ASM. Get it offsta ASAP.				
f/o	Collect the three stones from the SL prop tables and walk across downstage (between A and the fullblack) to SR				
Letters O, I, N in	Preset the smallest stone slightly USL of the O. Preset the medium stone inbetween the I and the SL edge of the trap. Preset the				
	the largest stone 1/3 of the way between the SR and SL legs of the A.				
		Blond Eckbert I	2		
<b>T</b> 1 01 117		Move the doorframes to	ogether and out of entrance	. Move the chairs together and in the DS end of	
Tidy SL Wing post s	the wing. You will have to shuffle around p			around people to get it clear.	
64/5/2/1 - marked in wingscore	Jonah Halton ent MSL Bay 3 Jonah enters as Walther carrying the dark green backpack.				
69/2/1/6 - marked in wingscore	Berthe enters USL Bay 5	JSL Bay 5 Berthe is double cast. She is played by either Alex Meier or Rachel Roper			
f/o	Check if Upstage Crossover is still open to use to cross from SL to SR. The truck may be block			The truck may be blocking the path across.	
	If yes - Wait for Emyr's USR entrance, then use the crossover to cross to SR with the wingscore.				
	If no - Use the underpass and back up the other side to SR, opening doors for Louisa and Jonah if you cross paths.				
0	Place your score down on an empty music stand and turn to the last scene titled "At the End" then head up the stairs to the fly				
Once in SR	floor.				
Once in f	ys, announce on comms that yo	ou have arrived (at a suita	ble moment) so that Sammy	know's you're there.	
Fly Cue 10 GO	Fly the letters A and S out slowly (20 seconds)			rope lines up with the black marker rope, lock of	
			e. It is now at the Out Dead.		
Squeeze th	rough the gap between the two	other flyers and the fly flo	oor railing, then run down the	stairs to the SR Wing.	
f/o - using wingscore	Cue on Jonah's entrance from SR Bay 5 He will be completing		a quickchange into his Old Woman Costume		
	Spot the entrance and exit of the fullblack at the end of the opera. Make sure nobody gets hit by it.				
Standby Fly Cue 12	Spot the entrance an		no ona or ale opera.		
Standby Fly Cue 12 End of Opera	Spot Louisa being flown dow			narness and catch the coathanger if it descends.	