

CUE	INTENSITY	FOCUS	COLOR	BEAM	FOLLOW	PURPOSE	CALLED ON	PAGE	MOVING LIGHT INFORMATION						
									601	602	701	702	703	704	
1	1		1			Work Lights		0							
2	2					Preshow Conventional Check		0							
3	2					Preshow LED Check		0							
4	2	2	2	2		Preshow Mover Check		0	HOME	HOME	HOME	HOME	HOME	HOME	HOME
5	2	2	2	2		House Open		0	OUT	OUT	OUT	OUT	OUT	OUT	OUT
6	2	2	2	2		House Half		0							
7	3	3	3	3		Preshow Speech		0							
#1 - ACT 1 OPENING															
10	2	2	2	2	F2	B/O	W/ OVERTURE TRACK								
>11	6	6	6	6		Blues		1							
12	2					Fight #1 - DSL	Count 5	1	on Plat 3 - Gobo	on Plat 2 w/ Gobo		DSL			
13	0.5	0.5	0.5	0.5		<B/O> Actors Shift	Count 8	1				OUT			
14	2					Fight #2 - Center	Count 5	1			Center				
15	0.5	0.5	0.5	0.5		<B/O> Actors Shift	Count 8	1			OUT				
16	2					Fight #3 - DSR	Count 5	1					DSR		
17	0.5	0.5	0.5	0.5		<B/O> Actors Shift	Count 8	1	OUT	OUT			OUT		
18	1				F1	Crown Special	As crown is lifted	1	on CROWN - Iris	on Crown - Iris					
>19	2					Fill light on Actors		1							
20	1		1		F2	USR lights up	after "...what befell them."	1	OUT	OUT					
>20.5	3		3		H0	DSR up		1							
>20.6	3		3			USL up		1							
#2 - MARCH															
21	0.5	0.5	0.5	0.5		Color Shift	"It's winter"	2							
22	1					Special on KING ARTHUR	"King Arthur!"	2			on ART - CC	on ART - CC	on ART - CC	on ART - CC	on ART - CC
23	5	5	5	5		Dim stage	Revelers exit	2			OUT	OUT	OUT	OUT	OUT
#3 - I WONDER WHAT THE KING IS DOING TONIGHT															
24	4		4			Color/Focus shift - at Platform 1	"I KNOW WHAT..."	2							
25	3		3			Color Shift - add more texture	Music Tempo Change	2					on ART - P1		on ART - P1
26	2	2	2			Add more DSL	"THE CANDLES..."	3							
27	5		5			Add SR/Mover specials out	after "...BRIDAL BOWER."	3				OUT			OUT
28	3				H0	Add DSR VOM light	after "HE'S SCARED! HE'S SCARED"	3							
>28.5	1					DSR VOM out		3							
29	1		1			Red light for "Dragon"	"...KING WHO FOUGHT * A DRAGON"	3							
30	2	2	2			Dragon light out	"A WARRIOR WHO..."	3							
31	5					Focus shift to Platform 1	"Right!"	3					on ART - P1		on ART - P1
32	3				F3	Add DSR light	Arthur XDSR "WHAT OCCUPIES..."	3				OUT			OUT
>32.5	5	5	5	5		Platform 1 out		3							
33	1					Special on ARTHUR/Add Forest Gobos	Musical Button	3					on ART - CC		on ART - CC
34	3/1	3	3	3		Special out, dim general wash	MUSIC CHANGE	3					OUT		OUT
#4 - THE SIMPLE JOYS OF MAIDENHOOD															
35	3	3	3	3		GUENEVERE Center Special/ARTHUR platform 2 special	"ST. GENEVIEVE!"	4	on GUEN - CC	on GUEN - CC	on GUEN - CC	on ART - P2	on GUEN - CC	on ART - P2	on ART - P2
36	1.5		1.5			GUEN Special out, general front up	"I WON'T OBEY..."	4	OUT	OUT	on GUEN - CC	on ART - P2			
37	3	3	3	3		GUEN Special up, general front down	"OH, GENEVIEVE"	4	on GUEN - CC	on GUEN - CC	OUT	OUT			
38	5	5	5			Shift GUEN light to Platform 1	"Shan't I, St. Genevieve?"	4	OUT	SL		on GUEN - SL		OUT	
39	4/5	4				GUEN Special out, general front up	after "Oh, no."	4				OUT			
40	3		3			GUEN Special up, general front down	"WHERE ARE THE SIMPLE..."	4	on GUEN - CC	on GUEN - CC					
41	4	4	4	4		Dim GUEN special, general front up, Mover Tree Gobos ad	"WHERE'S THE KNIGHT..."	4	OUT	OUT					
42	6	6	6	6		Dim general front, focus down to DSR	after "CAUSE A LITTLE WAR?"	5	on P3 - Gobo	on P2 - Gobo	on GUEN - DSR				
43	6	6	6	6		USR special for GUEN up, DSR out	"OH * WHERE ARE THE TRIVIAL JOYS...?"	5			OUT	on GUEN - USR			
44	3					Dim down to GUEN Special USR	last note of "MAIDENHOOD"	5			on GUEN - USR				
45	0.5		0.5			Specials out, Forest general look up	Arthur FALL out of "tree"	5			OUT				OUT
46	2/6				F3	DSR light up	"A thousand pardons..."	5	OUT	OUT			OUT		
>46.5	8		8			Gobos dim, color shift		5							
#5 - CAMELOT															
47	1.5		1.5		F1.5	Color Shift	"IT'S TRUE! * IT'S TRUE"	8							
>47.5	8					Begin slow build of color		8							
48	2	2	2	2		Color dim out	"And I suppose..."	9							
49	2	2	2	2		Color back in/Special on steps and platform 1	"CAMELOT! CAMELOT!"	9							on GUEN - SL steps
50	0.2		0.2		F1.5	Moonlight special	"BY NINE PM THE MOONLIGHT MUST..."	9		on ART hand - Iris				OUT	
>50.5	2	2	2			Restore		9		OUT				Restore	
51	2		2	2		Focus down to ARTHUR and GUEN	"IN CAM-E-LOT"	9				on ART/GUEN - SL steps			
52	1					Restore to scene light	DINADAN enter "There she is!"	9				OUT			OUT
53	8					Shift (USC light dim)	"When I was a lad..."	10							
53.5	1					Shadow light up, front light down	after "...only a sword stuck in a stone."	10							
53.7	1					Shadow light out, front light up	after "...and none could."	10							
53.8	1					Shadow light up, front light down	after "...my cousin, Sir Kay"	10							
54	2	2	2	2		Shadow light out, front light up	after "Lo, it moved in my hand."	10							
55	1					Shadow light out, Special on ARTHUR on platform 1	"Long live the King!"	10				on ART - P1			on ART - P1
#6 - CAMELOT REPRISE															
56	3	3+	3+	3		Restore to scene light	"That's how I became King"	10				OUT			OUT
57	15+					Slow isolation down to ARTHUR and GUEN (Center)	"And most astonishing of all..."	10			on ART/GUEN - DSC	on ART/GUEN - DSC			OUT
58	2	2	2	2		Restore to scene light	"If you will come..."	10			OUT	OUT			
59	5	5	5	5		Add color from song, dim and isolate to DSR	"I HEAR IT NEVER RAINS..."	10			on ART/GUEN - DSR		on ART/GUEN - DSR	on ART/GUEN - DSR	on ART/GUEN - DSR
60	1		1			Scene change look, DSL light for knights	ARTHUR & GUEN exit	11	on P3 - Gobo	on P2 - Gobo	OUT		OUT		OUT
61	1	1	1	1	F4	SR front for REV1	Reveler enter "And so..."	11							
>61.5	10/3		10			SR front out		11					on ART - DSL		
62	2		2			Platform 3 and DSL up	"I'm afraid, Your Majesty"	11	OUT	OUT			OUT		
63	6		6			Platform 3 out	after "Marriage is rather frightening, isn't it?"	11							
64	8	8	8	8		Dim front, add top warm for "wedding"	after "infinitely more terrifying."	11							
65	5		5			DSR front light up, mover gobos on "canopy"	"What would have happened..."	11	MSR - Gobo	MSR - GOBO			DSR		

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									601	602	701	702	703	704	
66	1	1	1	1		Scene change look	after kiss	11	OUT	OUT					
67	1	1	1	1		ISO for REV2 DSC	"And time..."	12		on REV2 - DSC					
68	1					ISO for REV4 DSR	"The Royal Bedchamber..."	12	on REV4 DSR	OUT					
69	1	1	1	1	H0	ISO out	after "It is early evening"	12	OUT						
>70	1	1	1	1		ISO for ARTHUR center	-	12			on ART - DSR		on ART - DSR		
71	1					ARTHUR ISO out, GUEN ISO up (USC)	"The Queen yet again..."	12	on GUEN - MSL		OUT	on GUEN - MSL	OUT	on ART - DSR	on GUEN - MSL
72	1					ISO out, Scene light	after "embroiders"	12	OUT			OUT			OUT
72.2	1					Shadow light up, USC dim	"...turned me into a hawk * and I realized..."	12							
72.4	1					Shadow light out	after "...something that doesn't exist."	12							
72.6	1					Shadow light up	"That's it! * It's the armor"	13							
72.8	1	1	1	1		Shadow light out	after "...and that's wrong. Right?"	13							
73	1					Special in house for MORDRED	MORDRED in house "But what? What!? Argh"	13			on MOR - C Aisle	on MOR - C Aisle			
74	2					Special out	MORDRED exit	13			OUT	OUT			
74.2	1					Shadow light up, dim US	after "a new order of chivalry?"	14							
74.5	1					Shadow light out	after "Talk! Discuss! Make laws! Plan improvements!"	14							
74.6	1					Shadow light up	"It sounds superb"	14							
74.8	1		1			Shadow light out, restore full scene light	after "so there is no head."	14							
#7 - C'EST MOI															
75	5		5		F5	Color shift	"WE'LL SEND THE..."	15							
>75.5	5	5	5	5		Dim SR	-	15							
76	0		0			Downstage light out, Special on LANCE platform 3 SR	LANCELOT: "CAMELOT! CAMELOT!"	15			on LANCE - P3		on LANCE - P3		
77	2	2	2	2		More light on platform 3, special out	"IN FAR OFF FRANCE..."	15			OUT				
78	1	1	1	1		Light on platform 2 up, dim platform 3 SR	LANCE XSL: "CAMELOT!"	15							
79	3		3			Platform 3 out, platform 1 up	"I KNOW IN MY SOUL..."	15				on LANCE - P1	OUT	on LANCE - P2	
80	1		1			Deck up, platform 2 out, add texture	"A KNIGHT OF THE TABLE..."	15						OUT	
81	5	5	5	5		Platform 1 down, DSL/C up	after "HEAVY IRON MAIL"	15				OUT			
82	0.5		0.5			"Divine light" special on LANCE	Piano "strike" of musical break	16	on LANCE - DSR	on LANCE - DSR					
83	1		1	1		Restore	"C'EST MOI!"	16	OUT	OUT					
83.5	5					Dim SR for REV to enter	LANCE XSL: "I'VE NEVER LOST..."	16							
83.7	3					DSR up, SL out	LANCE XDSR: "C'EST MOI..."	16							
83.8	2	2	2	2		DS light out, USR light up	LANCE X to "ship"; "AND HERE I STAND"	16							
84	3	3	3			Color shift to blue, mover gobo FX	Music change, "THE SOUL OF A KNIGHT"	16	on LANCE - MSRC - Gobo	on LANCE - MSRC - Gobo	on LANCE - MSLC				
85	2		2			Restore (blue light, gobo FX out)	"C'est moi" REV break and exit	16	OUT	OUT	OUT				
85.5	2					Dim DS, SL up	LANCE XSL: "I'VE NEVER STRAY'D"	17							
86	2					Full stage up	LANCE XDS: "C'EST MOI!"	17							
87	0.5				F3	Quick shift: Dim full stage, platform 1 and center up	LANCE /hit/ ARTHUR	17							
>87.5	5		5			Full stage up	-	17							
#8 - THE LUSTY MONTH OF MAY															
88	2					Special on GUEN, platform 3	"TRA LA!"	19						on GUEN - P3	
89	1					Special out	after "IT'S MAY!"	19					OUT		
90	5		5			Special on GUEN, platform 3	"THE LUSTY MONTH..."	19					on GUEN - P3		
91	5	5	5	5		Dim special on GUEN, add platform 1, add color wash SR	after "...OF MAY!"	19					OUT		
92	5		5			Special out, SR up, color dim, platform 1 brighter	"And as they grasped arms..."	20							
93	2	2	2	2		Full stage up, color shift	"A garden near..."	20							
94	2					Dim SR, movers up on GUEN	"TRA LA!"	20						on GUEN - P1	on GUEN - P1
95	10	10	10	10		Slow full stage up, movers out	"TRA LA! * IT'S HERE!"	20					OUT	OUT	
96	1					Movers up center special	REV: "TRA LA LA LA"	21			CC, FX2	CC, FX2	CC, FX2	CC, FX2	
97	5	5	5	5		Movers out	Music out	22			OUT, Stop FX	OUT, Stop FX	OUT	OUT, Stop FX	
98	0.2		0.2			Mover gobos spin	ALL: "TRA LA LA LA..."	22	CC - Gobo	CC - Gobo					
99	5/1		5	5		Gobos out; back, side, cyc LEDs FX 917	GUEN: "IT'S MAY!"	22	OUT	OUT					
100	2		2			Dim SL	"THE TIME FOR EV'RY"	22							
101	1	1	1	1		Restore full stage	"IT'S WILD!"	23							
102	2					Platform 1 up, DS dim	GUEN on platform 1 "TRA LA!"	23					on GUEN - P1	on LANCE - P2	
103	5	5	5	5		Restore full stage, LED FX out	GUEN X to deck, after "TRA LAI IT'S HERE"	23					OUT	OUT	
103.5	1	1	1	1		Dim stage, DSC up, back LEDs up	"WHEN ALL THE WORLD..."	23							
103.7	5					Full stage up, back LEDs out, Stop FX	"IT'S MADI IT'S GAY!"	24			CC, FX2	CC, FX2	CC, FX2	CC, FX2	
104	1					BUTTON - dim full stage, up on GUEN/ART at platform 1	Musical Button	24			OUT, Stop FX	on ART - SL steps, Stop FX	OUT, Stop FX	on GUEN - P1, Stop FX	
105	2				F5	Restore, movers dim	Break after applause (ART laughs)	24					OUT	OUT	
>105.5	5					SL up	-	24							
106	5					Color out, dim US	ART XT: after "Quickly!"	27							
107	3					Just DSC, slight top light on platform 3	"I am irritating."	27							
108	2		2			Platform 3 up, DSR up	DINADAN enter after "...lock yourself in."	27							
#9 - Take Me to the Fair															
109	1		1			Platform 3 brighter, color added	"DO YOU RECALL..."	27							
110	5/8					Platform 1 & 2 up, Platform 3 dim, SL up	GUEN X to platform 1 after "...IS BEYOND COMPARE"	27					on GUEN - P2		
111	2					Center stage up	"YOUR MAJESTY..."	28							
112	3		3			Platform 2 out, DSL up	"You will bash..."	28				OUT			
113	2		2			SR up, more color	"THEN YOU MAY TAKE..."	28							
114	1		1			Color shift	"Sir Sagamore?"	28							
115	1		1			Color dim	"You'll pierce right..."	29							
116	2		2			Color up	"THEN YOU MAY SIT * BY ME AT THE BALL"	29							
117	1		1			Color out	"Sir Lionel?"	29							
118	2		2			Color up DSL	"DIDN'T I PROMISE..."	29							
119	5		5			Platform 1 up	"YOUR MAJESTY CAN'T..."	30							
120	1		1			Color out	"You'll disconnect him?"	30							
121	3		3			Full stage color up	"THEN YOU MAY GUIDE ME TO THE SHOW"	30							
122	1	1		1		Full stage front up, dim color	Knights enter: "MILADY, WE SHALL..."	30							
123	0.2					Dim SR/SL, spots on GUEN and KNIGHTS	Musical Button	31	DSC	DSC					
124	1	1	1	1		Restore (movers out, color out, fronts up)	Break after applause	31	OUT	OUT					
125	1		1			Deck out, Platforms 1-3 up, mover gobo on platforms	"Jenny, I would be grateful..."	31	on P3 - Gobo	on P2 - Gobo					

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									601	602	701	702	703	704		
126	8		8			Center stage deck up	ART XSC after "...will you forgive me?"	32								
127	3		3			Platforms 2 & 3 out, gobos out, DSR up	GUEN exit	32	Dim	Dim						
#10 - How to Handle a Woman																
128	3		3			Full stage deck up, color shift	"YOU SWORE THAT YOU..."	32	OUT	OUT						
129	6		6			Color shift, gobos out	"BUT WASN'T THERE A NIGHT..."	33								
130	6	6	6	6		Color shift	"HOW TO HANDLE A WOMAN?"	33								
131	8	8	8	8		Slow isolation down to ART on plat 1	"MERELY LOVE HER...LOVE HER * LOVE HER"	33	on ART - P1	on ART - P1					on ART - P1	
132	5	5	5	5		Special up on GUEN and LANCE (NOTE: May come before Isolations out, general front light for platform 3 and DSR	GUEN enter	33	on ART - P1	on ART - P1					on GUEN - CC	
133	3		3			Platform 3 out, dim SL, SR up, more top light platform 1	after "I was merely praying, Milady,"	34	OUT						OUT	
134	8	8	8	8		ISO for ART DSR, only top for GUEN/LAN SL	"HOW TO HANDLE A WOMAN?"	34		OUT					OUT	
135	2		2				"LOVE HER...LOVE HER"	34	on ART - DSR		on ART - DSR					OUT
#11 - The Jousts																
136	1	1	1	1		Full stage up, color shift	MUSIC CHANGE	34	OUT		OUT					
137	2		2			Wash movers circle stage	"YAH YAH YAH"	34	CC - Gobo	CC - Gobo	CC, FX 901	CC, FX 901	CC, FX 901	CC, FX 901	CC, FX 901	
138	1		1			Movers out, color shift	"SIR DINADAN'S IN FORM..."	34			OUT, Stop FX	OUT, Stop FX	OUT, Stop FX	OUT, Stop FX	OUT, Stop FX	
139	1		1			Color shift	"SIR SAGRAMORE IS FIT"	35								
140	1		1			Color shift	"AND SIR LIONEL FEELS SUBLIME"	35								
141	1	1	1	1		Color shift, platform 3 up	"YAH YAH YAH"	35								
142	1		1			US deck dim, gobos up	after "NOW LOOK YOU THERE!"	35			on DIN - CC	on DIN - CC				
143	5					Deck out, Shadow light up, mover gobos up	MUSIC CHANGE	35			OUT	OUT			on REV - MSR	
144	3	3		3		Shadow light out, DS up, mover gobos shift DS	after "ON THE RIGHT?"	36	on DS	on DS					OUT	
145	0.2		0.2	0.2		Strobe	"HERE COME THE BLOW!"	36	OUT	OUT						
146	0.2		0.2	0.2		Blackout	after second "HERE COMES THE BLOW!"	36								
146.5	1		1			Restore to scene light	one beat after "OH, NO!"	36								
147	1		1			Color shift	"SAGRAMORE WILL OPEN..."	37	CC - Gobo	CC - Gobo						
148	0.5					Deck out, Shadow light up, mover gobos up	MUSIC CHANGE	37							on REV - MSR	
148.5	3			3		Shift light for REV from SR to SL	REV XSL : "SAGRAMORE! OH, MAKE HIS ARMOR..."	37							OUT	
149	2	2		2		Shadow light out, DS up, mover gobos shift DS	after "WHACK HIM!"	37							on REV - MSL	
150	0					Strobe	"HERE COME...THE BLOW!"	38	OUT	OUT						
151	0		0	0		Blackout	after second "HERE COMES...THE BLOW!"	38								
152	0.3	0.3				Restore to scene light	one beat after "OH, NO!"	38								
153	1	1	1			Deck out, Shadow light up, mover gobos up, color shift	"SIR LIONEL!"	38	CC - Gobo	CC - Gobo					on ART/GUEN - P1	
154	3	3		3		Shadow light out, DS up, mover gobos shift DS	"THAT FRENCHMAN * WILL BE..."	38							OUT	
155	0					Strobe	"AND HERE'S THE BLOW!"	39	OUT	OUT						
156	0	0	0	0		Blackout	after second "HERE COMES...THE BLOW!"	39								
157	1		1		F1.2	Red spot light on LIONEL	On count 5 of the next musical 8 count after "...THE BLO	39			on LIONEL - DSC	on LIONEL - DSC				
>157.5	5		5	5		Add top light	-	39			dim	dim				
>157.7	5	5	5	5		Add front light	-	39								
158	10		10			White spot on LANCE, red spot out	LANCE places hand on LIONEL'S chest	39	on LANCE - DSC	on LANCE - DSC	OUT	OUT				
159	1	1	1	1		White spot out, restore general wash	LIONEL gasp	39	OUT	OUT						
160	2	2	2	2		Spot on LANCE, color shift	ALL kneel to LANCE	39			on LANCE - CC				on LANCE - CC	
161	2	2	2	2		Add spot on GUEN and ART	"I'm both too young..."	39	on ART - MSLC	on ART - MSLC					on GUEN - DSC	
162	3	3	3	3		Spots out, restore general scene light	ALL break after "...to be tormented by them."	40	OUT	OUT	OUT	OUT			OUT	
163	3					US out, spot on GUEN DSR	as ART exits	40							on GUEN - DSR	
164	2		2			More front light on GUEN, merge SL/SR together	"Oh, Lance, go away."	40							on LANCE - DSL	
#12 - Before I Gaze at You Again																
165	4	4	4	4		Color shift	"BEFORE I GAZE AT YOU AGAIN"	40							OUT	
166	5+10	5	5	5		Dim DS, movers up on platform 1 (slower)	GUEN/LANC cross US "STAY AWAY UNTIL..."	41	on GUEN - MSL	on GUEN - MSL	on LANCE - P1	on LANCE - P1			on LANCE - P1	
167	6	6	6	6		Open stage up, mover spots out	GUEN cross DSR "STAY FAR AWAY!"	41	OUT	OUT	OUT	OUT			on GUEN - DSR	
168	8		8			Slow color shift, platform 1 out	after "...TODAY...TODAY...TODAY"	41	on GUEN/LANCE - DSC	on GUEN/LANCE - DSC					OUT	
169	3/1		3			Restore scene light	"Forgive me, Milady."	41	OUT	OUT					OUT	
169.5	3		3	3		Dim stage, DSC up	"Do wait here..."	42							on GUEN/LANCE - DSC	
170	2	2	2	2		Color shift	ART enters DSR Vom	42							OUT	
170.5	5					Dim SR, SL up	ART cross to platform 1	42							OUT	
170.7	3		3			Restore to LQ170	ART cross DSR	43								
171	3	3	3	3		Front light out, color shift	with music	43								
#13 - Finale Act 1																
172	3	3	3			Special on ART for crown	Crown placed on ART head	43								
173	1	1				Spot on DIN on platform 3	"The great hall of Camelot!"	43			on DIN - P3				on ART - CC	
174	1	1	1	1		Spot on LIO on platform 3, DIN spot out	"The sword Excalibur!"	43	on LIONEL - P3		OUT				on ART - CC	
175	2	2				Spot on LANCE on platform 1, DSC up, LIO spot out	after "...Excalibur!"	43	OUT	on LANCE - P1	on SAG - In house	on SAG - In house			OUT	
176	1	3		1		Spot on DIN on platform 3	"To be invested..."	43	on DIN - P3		on DSC	on DSC			OUT	
177	1	1	1	1	F3	Light up DSL for ART, top light out	"Proposition: If I could choose..."	43	OUT	OUT	OUT	OUT			OUT	
>177.5	10		10			Slow color shift of movers on GUEN and LANCE	-	43							on GUEN - MSLC	
178	30		30			Slow add of red top LED	"Yes, I love them."	44							on LANCE - P1	
179	1	1	1			Red out, dim mover specials	"Proposition: I'm a king, not a man."	44								
180	1					Dim front light, mover special on ART DSR	"By God, Excalibur..."	44			on ART - DSR					
181	1	1		1		All mover specials out, front light up	"We are civilized! Resolved! We shall..."	44			OUT				OUT	
182	5					Front/top light out, mover special on ART DSR	ART raise sword after "And God have mercy on us all."	44	on ART - DSR	on ART - DSR					on ART - DSR	
INTERMISSION																
183	2		2			Blackout, blues up	2 beats after ART raises sword	44	OUT		OUT				OUT	
184	2		2			House up, intermission stage look up	After stage is clear	44								
185	2		2			Front light up for raffle		44								
186	2		2			House to half, stage out	After raffle and clear from house management	44								
187	2		2			House out		44								