

CUE	INTENSITY	FOCUS	COLOR	BEAM	FOLLOW	PURPOSE	CALLED ON	PAGE	MOVING LIGHT INFORMATION									
									601	602	701	702	703	704				
#14 - Opening Act II - If Ever I would Leave You																		
188	2	2	2	2		Full stage up	w/ SFX	45										
189	1					Color shift, mover up on ART on platform 1	"Henceforth..."	45	on ART - P1							on ART - P1		
190	2					Mover special out	after "...evidence as their guide	45	OUT							OUT		
191	2					Color shift, US & platforms out	"It's so exciting."	45										
192	1		1			Platform 1 up, dim DS	"The music room..."	45										
193	3					Color shift, gobos up	after "During a warm spell."	45										
194	5					Movers up on platform 1 and steps	after "Three manly knights!"	46										
195	2					Top led color out	after "AU CIEL UN DIEU	46										
196	5	5		5		Dim platform, center up, add color C and R	"YEARS MAY COME..."	46										
197	2					Restore scene light	"Marvelous."	46										
198	3		3		8	Platform 2/3 up for knight exit	"Lance this has got to stop."	46										
>198.5	5	5	5	5		Platforms 2/3 out	-	46										
199	6	6		6		Add color, dim front	"IF EVER I WOULD..."	47	MSLC - Gobo	MSRC - Gobo								
200	2	2				SL/platform 1 up, dim SR	"IF EVER I WOULD..."	48		OUT		on GUEN/LAN - P1			on GUEN/LAN - P1			
200.5	1					Light on platform 3 for MORDRED	MOR enter	48										
200.7	1					Platform 3 out	MOR exit	48										
201	2					Dim platform 1, dim color wash	"Lance, go."	48	OUT			OUT			OUT			
202	3					Color wash up, DS up	"IF EVER I WOULD..."	48							on GUEN/LAN - MSLC			
203	6					Front light out, gobos up	LANCE & GUEN exit	48							OUT			
204	1		1			Center up, slight color shift	MOR enter	48										
205	2					Platform 3 up	"Lance! I have it solved..."	48										
206	5					Platform 3 out, DS up	ART cross DSL	49										
207	3		3			Full stage up	ART exit	50										
#15 - The Seven Deadly Virtues																		
208	1		1			Color shift, platform 1 up	"THE SEVEN DEADLY VIRTUES"	51										
208.5	5					Platform 1 out	"THOSE SEVEN DEADLY VIRTUES	51										
208.7	2					Platform 1 up	"I CANNOT WAIT TO RUSH IN"	51										
209	1	1	1	1		Restore scene light	after musical button	51										
#16 - Fie On Goodness																		
210	1		1			Color shift, gobos up	"FIE ON GOODNESS"	52	MSLC - Gobo	MSRC - Gobo								
211	2		2			Dim US, DSL up	"WHEN I THINK OF THE ROLLICK	53										
212	2					Shift	"FIE ON GOODNESS"	53										
213	1		1			Front light out	"OH, FIE ON GOODNESS..."	54										
214	5	5	5		F1	DS front up	WITH MUSIC CHANGE	54										
>214.5	12		12		F	Color shift	-	54										
>214.7	3	3	3			Color restore	-	54										
215	0.3		0.3			Top red light up	"FIE ON SCOTLAND"	54										
216	10	10	10			Mover gobos shift, dim stage deck, platform 1 up	"OH, FIE ON VIRTUE, FIE!"	55	OUT - P1	OUT - P2								
217	0					Front and gobos out	musical button	55										
218	5/1		3		F10	Restore - red out, deck front up	Break after applause	55	OUT	OUT								
>218.5	5		5			Red top on platform 3 out	-	55										
219	4	4	4	4		Color shift	GUEN enter	56										
#17 - What Do the Simple Folk Do?																		
220	5	5	5	5		Dim front light, movers up on ART & GUEN	"WHAT DO THE SIMPLE FOLK..."	57						on ART/GUEN - P1	on ART/GUEN - P1			
221	5		5			Add gobos, add DSR	GUEN cross DSR	57	MSC - Gobo	MSC - Gobo	MSC	MSC						
222	6					Platform 1 out, more DSR/DSC	"ONCE ALONG THE ROAD"	57										
223	2		2			Color shift, gobos dim	"ARISE, MY LOVE!"	58										
224	3		3			Restore to LQ 222	"WHAT ELSE DO THE..."	58										
225	3					Color shift, more front light SL	"OFTEN I AM TOLD"	58										
226	2	5		2		Movers up center, front light dim, mover gobos	Dance break	58	Gobo Rotate	Gobo Rotate			OUT	OUT				
227	3	3				Restore	after dance is over	59	OUT	OUT								
228	5					Dim to just SL and platform 1	"THEY SIT AROUND..."	59						on P1	on P1			
229	5					Color dim	"Really?!"	59			OUT	OUT						
230	5					Slow fade to isolation	"...WHAT SIMPLE FOLK * DO."	59										
231	8	8	8	8		Shift for scene change	after "Just for the afternoon"	59						OUT	OUT			
#17a - Simple Play Off																		
232	5	5	5	5		Center front up	ART cross DSC	59	on P3 - Gobo	on P2 - Gobo								
233	2					Light on platform 3 for bird, center aisle for MOR	LIO enters with "bird"	59			on P3	on P3						
234	0.2		0.2	0.2	0.2	Gunshot effect	with gunshot SQ	59			OUT	OUT						
>234.5	0.1		0.1			Restore	-	59										
235	2					More front light	"Good Afternoon, Your Majesty"	60										
236	4					Dim SR	after "Come sit beside me."	60										
237	2					Shift to DSC	after "...your message at once."	61										
#17b - Percussion Solo																		
238	1	1	1	1		Green light out, dim front light	after "Be careful!"	61	OUT	OUT								
239	1	1	1	1		Mover up on MORDRED on platform 1	"His majesty will be..."	61	on MOR - P1	on MOR - P1								
240	8/1		5			Mover out on MORDRED, color shift	after "...castle until noon."	61	OUT	OUT		on GUEN - SL Steps						
#18 - I Loved You Once in Silence																		

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									601	602	701	702	703	704	
241	5	5	5	5		Color shift, add front light	"Jenny, I...I saw the light..."	61							on GUEN - P1
242	6	6	6			Dim SR, add mover gobos	"I LOVED YOU ONCE..."	62	DSL - Gobo	DSR - Gobo		OUT			OUT
243	8	8				Mover gobos shift	after "...FLAME WAS THERE"	63	MSL						on GUEN/LANCE - MSC
244	5					DSR up, mover gobos out	"AND NOW THERE'S TWICE..."	63	OUT	OUT					OUT
245	1		1			Restore scene light	"Jenny, come away with me..."	63							
246	1	1	1	1		Add top light and platform 2	LANCE turns US and GUEN cross	63							
247	2		2			Stage deck out, movers up on LANCE and GUEN	"AND AFTER ALL HAS BEEN..."	64				on GUEN/LANCE - P1			on GUEN/LANCE - P1
248	0	0	0	0		Fast restore, color shift and dim	Knights enter	64				OUT			OUT
#19 - Guenevere															
249	1	1	1	1		Color shift, dim front, add mover gobos	with drums	64	on P3 - Gobo	on P2 - Gobo					on GUEN - P1
250	0.5		0.5			Shift color to red	as MOR pulls gun	64				on MOR - SL Steps			
251	2					Color dim	"If I escape, I shall come..."	64	OUT	OUT		OUT			OUT
252	1		1		F8	Dim SR and US	"ON A DAY..."	64							
>252.5	6					Center stage up	-	64							
253	3	3	3	3		Dim front, add blue tops	"AS THE DAWN FILLED..."	65					on GUEN - P3		
254	1					Mover spots up on ART and MOR	"Arthur! What a magnificent..."	65	on ART - USC	on MOR - P1					
255	5		5			Mover spots out, front light up, platform 3 up	"SHE MUST BURN"	65	OUT	OUT					
256	1/2		1			DSR up, platform 3 up	"The Queen is at the stake..."	65							
257	1		1			Front light out, color shift, back leds for fire effect (E912)	"THEN SUDDENLY EARTH..."	66							
257.5	2		2	2		HR VOM up for LANCE entrance	after "...ARMY BEGAN TO POUR	66							
258	2		2			Restore scene light, platform 3 out	"Your Majesty, an army..."	66							
259	2		2			Front out, add tops, gobos, movers DSC	"BY THE SCORE..."	66					OUT		
260	0		0			Color shift, movers out, DSL up	after "...RESCUED GUENEVERE"	66							
261	6/2	6	6			Color shift, dim front, add mover gobos	"IN THAT DAWN..."	67					on GUEN - P3		
262	1					Spot up on GUEN on platform 3	"GUENEVERE, GUENEVERE..."	67	on GUEN - P3			OUT			
263	2					Spot out on GUEN	after 4th "GUENEVERE"	67	OUT						
264	3					Front out except platform 1, mover special on ART, color shift	"Oh, God, is it all..."	67		on ART - P1				on ART - P1	
265	5					Platform 1 out, mover special out	after "Am I?!"	67		OUT				OUT	
266	5	5	5	5		Gobos out, DSR up, DSL up	"The battlefield outside..."	67							
267	2					DS out, platform 1 up, gobos up, mover gobos up	"Merlyn, why did you..."	67	on P3 - Gobo	on P2 - Gobo					
268	3		3			Deck front light up	LANCE & GUEN enter	67							
#20 - Farewell															
269	5					Add color, add DSL	with music	69	OUT	OUT					
270	5					Color out, isolate down to ART	as GUEN and LANCE exit	69							
271	10					USR up, add forest gobos back in	with offstage noise	69	on P3 - Gobo	on P2 - Gobo					
272	5					USC out, gobos out	as KNIGHTS enter	69	OUT	OUT					
272.5	2					Shadow light up	"What do you think..."	70							
272.7	1					Shadow light out	after "In Warwick, Milord"	70							
273	8	8	8			Isolate down to platform 1	"Yes, Milord"	70							
#21 - Finale Ultimo															
274	3	3	3			Add color	"EACH EVENING FROM..."	71							on TOM - P1
275	4					Add VOM light, mover isolation on GUEN in VOM	GUEN enter DSR VOM	71			on GUEN - HL VOM				
276	1		1			Add front light and platform 3	after "...CALLED CAMELOT..."	71							
276.5	6		6			Add more top light	"WHERE ONCE IT NEVER..."	71							
277	2	2	2	2		Color shift	"Your Majesty, it's time"	72							OUT
278	1					Mover spot isolation on ART and TOM, dim front	"With this sword..."	72	on ART/TOM - MSC	on ART/TOM - MSC					
279	2					Restore scene light, movers out	after "...Here's my victory!"	72	OUT	OUT					
280	2					Top color out	"Who was that Arthur?"	73							
281	3	3	3	3		Color shift, front up	"And so did young Tom..."	73			OUT				
282	0.5	0.5	0.5	0.5	HO	Movers in house	"You"	74			in HOUSE	in HOUSE	in HOUSE	in HOUSE	
>282.5	18	18	18	18		Movers slow sweep to TOM with crown	-	74	on CROWN	on CROWN	MSL - on TOM, CC	MSL - on TOM, CC	MSL - on TOM, CC	MSL - on TOM, CC	
#22 - Bows															
283						Blackout		74	OUT	OUT	OUT	OUT	OUT	OUT	OUT
284						Individual bows		74							
284.5						Full company bows		74							
285						Blackout		74							
286	2					House up, stage look up	after stage is clear	74							