

TABLE OF CONTENTS:

1. <u>SET-UP BOTR LIGHTING</u>	<u>PG 2</u>
2. <u>POWER UP THE RIG</u>	<u>PG 2</u>
3. <u>TURN WORK LIGHTS ON</u>	<u>PG 2</u>
4. <u>LOAD BOTR SHOW FILE</u>	<u>PG 2</u>
5. <u>TURN WORK LIGHTS ON</u>	<u>PG 3</u>
6. <u>LAMP ON</u>	<u>PG 3</u>
7. <u>CHANNEL CHECK</u>	<u>PG 3</u>
8. <u>CUE CHECK</u>	<u>PG 4</u>
9. <u>TIME CODE CHECK</u>	<u>PG 4</u>
10. <u>15 MINUTES BEFORE THE HOUSE OPENS</u>	<u>PG 5</u>
11. <u>5 MINUTES BEFORE THE TOP OF SHOW</u>	<u>PG 6</u>
12. <u>OFFICER'S INTRO</u>	<u>PG 7</u>
13. <u>BOTR</u>	<u>PG 7</u>
14. <u>MANUAL SMOKE & MANUAL HOUSE LIGHT CUES</u>	<u>PG 8</u>
15. <u>AFTER THE FIRST SHOW</u>	<u>PG 8</u>
16. <u>AFTER THE SECOND SHOW</u>	<u>PG 9</u>
17. <u>RELOAD GENERAL SHOW FILE</u>	<u>PG 9</u>
18. <u>STRIKE BOTR LIGHTING</u>	<u>PG 10</u>
19. <u>BEFORE YOU LEAVE FOR THE NIGHT</u>	<u>PG 10</u>

➤ **APPENDIX:**

- ☐ **BOTR LIGHTING DIAGRAM**
- ☐ **BOTR PLOT**
- ☐ **GENERAL SHOW FILE MAGIC SHEET AND BOTR MAGIC SHEET**

1. SET-UP BOTR LIGHTING (SEE BOTR LIGHTING DIAGRAM)

- a. ALL LIGHTS AND CABLES ARE STORED BY UP STAGE LEFT FIRE DOOR
 - i. ALL CABLES ARE IN A BLACK CRATE LABELED "LIGHTING"
- b. AFTER SETTING UP SYSTEM, CHECK THAT ALL CONNECTIONS AND FIXTURE ADDRESSES ARE COMPLETE AND CORRECT
- c. CHECK HAZE AND SMOKE FLUID LEVELS IN ALL MACHINES
 - i. REFILLS ARE STORED ON DECK 7 STARBOARD SIDE

2. POWER UP THE RIG

- a. THERE ARE TWO PULSAR UNITS TO THE LEFT OF YOUR CONSOLE:
 - i. PRESS BOTH "MASTER" SWITCHES TO POWER UP THE ENTIRE RIG
- b. WHILE WAITING FOR ALL LIGHTS TO RECEIVE POWER, TURN ON ALL WORKLIGHTS

3. TURN WORK LIGHTS ON

- a. PRESS SK [BANK] (LOWER LEFT SIDE OF SCREEN)
- b. A SELECTION OF BANKS WILL APPEAR, SELECT SK [WORKLIGHTS]
 - i. THE SK SUBMASTERS SAVED UNDER THAT BANK WILL APPEAR AT THE BOTTOM OF THE SCREEN AND CORRESPOND TO THE HK SUBMASTERS ON THE CONSOLE
- c. SELECT HK SUBMASTER [ALL TOP WK LX] AND HK SUBMASTER [ALL FRONT WK LX] PUSH BOTH HK SUBMASTERS UP; ALL TOP WORK LIGHTS AND ALL FRONT WORK LIGHTS SHOULD TURN ON
- d. WHEN THIS PROCESS IS COMPLETE, LOAD THE BOTR SHOW FILE

4. LOAD BOTR SHOW FILE

- a. DISCONNECT WHITE ETHERNET CABLE FROM BACK OF CONSOLE AND BEGIN THE PROCESS OF LOADING THE SHOW FILE:
 - i. PRESS SK [M2GO] (UPPER LEFT SIDE OF SCREEN)

- ii. THEN PRESS SK [LOAD SHOW]
- iii. SELECT AND OPEN SK FILE [BOTR]
- iv. SELECT AND LOAD SK FILE [BOTR STAR_2015_16_6_EDITS]

b. ONCE THE SHOW FILE LOADS; TURN ON ALL WORK LIGHTS IN NEW SHOW FILE

5. TURN WORK LIGHTS ON

- a. PRESS SK [BANK] (LOWER LEFT SIDE OF SCREEN)
- b. A SELECTION OF BANKS WILL APPEAR, SELECT SK [WORKLIGHTS]
- c. SELECT HK SUBMASTERS THAT CORRESPOND TO THE [FRONT WORK LIGHTS] AND [TOP WORK LIGHTS]; PUSH BOTH HK SUBMASTERS UP
- d. WHEN THIS PROCESS IS COMPLETE:
 - i. PLUG THE WHITE ETHERNET CABEL BACK INTO THE BACK OF THE CONSOLE;
YOU SHOULD SEE THE WORKLIGHTS RESPOND TO THE NEW DMX INPUT
- e. BEGIN THE LAMP ON PROCEEDURE

6. LAMP ON

- a. USE LAMP ON MACRO:
 - i. PRESS SK [BANK] (LOWER LEFT SIDE OF SCREEN)
 - ii. A SELECTION OF BANKS WILL APPEAR, SELECT SK [LAMP ON + OFF]
 - iii. SELECT SK SUBMASTER [LAMP ON] PUSH FADER UP, THEN PRESS HK [GO]
- b. ALL LIGHTS WILL LAMP ON IN SUCCESSION, WHEN THIS PROCESS IS COMPLETE, BEGIN A CHANNEL CHECK

7. CHANNEL CHECK (SEE BOTR MAGIC SHEET AND REP PLOT MAGIC SHEET)

- a. PRESS HK [1] [ENTER] [HIGHLIGHT]
- b. SCROLL THROUGH EACH CHANNEL BY PRESSING HK [NEXT] OR [LAST]
- c. BE SURE TO KEEP TRACK OF ALL FIXTURE ERRORS ON THE "DAILY LIGHTING REPORT"

- d. WHEN FINISHED WITH CHANNEL CHECK PRESS HK [CLEAR] [CLEAR] TO RELEASE ALL FIXTURES AND HK [HIGHLIGHT] TO RELEASE HIGHLIGHT FUNCTION (HIGHLIGHT BUTTON SHOULD NO LONGER BE LIT)

8. CUE CHECK (SEE BOTR MAGIC SHEET AND GENERAL SHOW FILE MAGIC SHEET)

- a. SET THE M2GO SCREEN TO SHOW THE CUELIST BY PRESSING SK [CUELIST] ON THE LEFT SIDE OF THE SCREEN
- b. PRESS SK [BANK] (LOWER LEFT SIDE OF SCREEN)
- c. A SELECTION OF BANKS WILL APPEAR, SELECT SK [BOTR]
- d. SELECT SK SUBMASTER #1 [BOTR] PUSH FADER #1 UP, THEN PRESS HK [GO]
 - i. THE SHOW FILE WILL ENGAGE
 - ii. BEFORE BEGINNING CUE CHECK, DISENGAGE SK [TC FOLLOW] AT TOP OF THE CUELIST ON THE CUELIST SCREEN
 - 1. THIS WILL KEEP TIME CODE FROM TAKING CONTROL AND JUMPING CUES IN THE STACK DURING SOUND CHECK
- e. CHECK CUES 1-30:
 - i. NOTE ANY INCONSISTENCIES IN THE LIGHTING FOR EACH CUE ON THE “DAILY LIGHT REPORT” AND TRY TO CORRECT THEM BEFORE THE REHEARSAL/SHOW BEGINS
- f. RELEASE BOTR CUE STACK BY HOLDING DOWN HK [RELEASE] AND PRESSING HK [1] AT THE TOP OF FADER #1

9. TIME CODE CHECK

- a. AFTER SOUND CHECK, ASK THE AUDIO TECHNICIAN TO SEND YOU A TIME CODE SIGNAL
- b. YOU SHOULD SEE THE TIME CODE NUMBERS ON THE SCREEN BEGIN TO COUNT DOWN

-
- c. GIVE THE AUDIO TECHNICIAN A THUMBS UP, AFTER HE DISENGAGES THE TIME CODE SIGNAL, BEGIN THE PROCESS OF PRESETTING THE THEATRE FOR SHOW TIME
 - d. IF THE NUMBERS DO NOT BEGIN TO COUNT DOWN:
 - i. CHECK THE TIME CODE XLR CABLE CONNECTION ON THE RIGHT SIDE OF THE CONSOLE, IF IT IS SECURE, RESET THE CONSOLE
 - 1. TO RESET THE CONSOLE:
 - a. DISCONNECT THE WHITE ETHERNET CABLE FROM THE BACK OF THE CONSOLE, THEN REBOOT THE CONSOLE BY SWITCHING IT OFF VIA THE POWER BUTTON ON THE BACK RIGHT SIDE OF THE CONSOLE
 - 2. WAIT FOR THE CONSOLE TO SHUT DOWN:
 - a. WHEN IT HAS FULLY SHUTDOWN, WAIT 10 SECONDS, THEN TURN THE POWER BUTTON BACK ON
 - 3. WAIT FOR THE CONSOLE TO RESTART:
 - a. A LOGIN SCREEN WILL APPEAR, SELESCT SK [CONTINUE SHOW]
 - b. THE PREVIOUSLY OPENED SHOW FILE WILL LOAD
 - 4. AFTER THE SHOW FILE LOADS:
 - a. TURN THE WORK LIGHTS AS PREVIOUSLY DONE WHEN LOADING THE NEW SHOWFILE
 - 5. WHEN THIS PROCESS IS COMPLETE:
 - a. PLUG THE WHITE ETHERNET CABEL BACK INTO THE BACK OF THE CONSOLE; YOU SHOULD SEE THE WORKLIGHTS RESPOND TO THE NEW DMX INPUT
 - 6. BEGIN THE TIME CODE CHECK PROCEEDURE AGAIN

10. 15 MINUTES BEFORE THE HOUSE OPENS

- a. PRESET THEATRE:
 - i. SET THE M2GO SCREEN TO SHOW THE CUELIST:
 - 1. PRESS SK [CUELIST] ON THE LEFT SIDE OF THE SCREEN
 - ii. ENGAGE THE "BOTR OFFICERS INTRO" CUELIST
 - 1. SELECT SK[BOTR OFFICERS INTRO]
 - a. THE CUELIST SHOULD APPEAR ON THE SCREEN ABOVE
 - 2. PRESS HK [GO] TO ENGAGE STAGE WARMER CUE #1
 - 3. PUSH FADER #2 UP, THE RIG SHOULD BE ACTIVELY SHOWING THIS CUE
 - iii. SET HOUSE LIGHTS TO [PRESHOW] VIA THE WHITE PANEL ON THE RIGHT SIDE OF YOUR DESK
 - iv. WHEN THIS IS COMPLETE, YOU ARE READY FOR THE HOUSE TO OPEN, STAND BY FOR TOP OF SHOW

11. 5 MINUTES BEFORE TOP OF SHOW

- a. BEFORE THE FIRST SHOW OF THE NIGHT, CALL THE BRIDGE AT #11218:
 - i. SAY: "THIS IS THE STARDUST, WE WILL BE USING SMOKE UNTIL 11PM"
- b. PUSH WHITE [SMOKE ISOLATION] BUTTON ON THE WHITE PANEL ON THE RIGHT SIDE OF YOUR DESK:
 - i. THE BUTTON SHOULD LIGHT UP AND STAY LIT FOR THE DURATION OF THE SHOW
- c. SET HAZE/SMOKE LEVELS VIA SUBMASTERS ON CONSOLE:
 - i. FAN STAGE = 70% (LOCATED UNDER BANK 3: WORKLIGHTS, STACK 4, CL #434)
 - ii. HAZE STAGE = 100% (LOCATED UNDER BANK 3: WORKLIGHTS, STACK 3, CL #435)
 - iii. FAN HOUSE = 100% (LOCATED UNDER BANK 1: BOTR, STACK 6, CL #53)

iv. HAZE HOUSE = 100% (LOCATED UNDER BANK 1: BOTR, STACK 7, CL #412)

d. YOU SHOULD SEE HAZE BEGIN TO FILL THE STAGE

12. OFFICERS INTRO

a. CD ENTERS STAGE IN STAGE WARMER CUE #1:

i. CUE #1.5 [LINK TO CUE 230] STAGE WASH

1. TAKE THIS CUE WHEN THE MID OPENS AND THE OFFICERS WALK
DOWN STAGE

ii. CUE #232 BLACK OUT

1. TAKE THIS CUE WHEN THE OFFICERS EXIT THE STAGE

b. AFTER THE LAST CUE COMPLETES, PULL FADER DOWN AND RELEASE "BOTR OFFICER'S
INTRO" CUELIST

i. HOLD HK [RELEASE] AND PRESS HK [2] AT THE TOP OF FADER #2

c. ENGAGE BOTR CUELIST

13. BOTR:

a. SELECT SK [BOTR]

i. THE CUELIST SHOULD APPEAR ON THE SCREEN ABOVE

ii. ENGAGE CUE # 1.6

iii. ONCE CUE #1.6 HAS LOADED, PUSH FADER #1 UP, THE RIG WILL ACTIVELY
RESPOND TO THIS CUE, BUT YOU WILL NOT SEE ANY LIGHTS ONSTAGE AS THIS
IS A MOVE IN BLACK CUE

iv. AFTER THE PRESHOW ANNOUNCEMENT TIME CODE SHOULD START COUNTING
DOWN ON THE CUELIST SCREEN:

1. ENGAGE SK [TC FOLLOW] AT TOP OF SCREEN

2. PRESS HK [GO] TO ENGAGE FIRST TIME CODE CUE #2

3. TELL EPM "YOU HAVE TIME CODE"
4. THE SHOW SHOULD GO FROM THERE ON ITS OWN
5. KEEP AN EYE ON THE RIG, CORRECTING AND MAKING NOTES OF ANY
FIXTURES ERRORS AS THE SHOW PROGRESSES ON THE "DAILY LIGHTING
REPORT"

14. MANUAL SMOKE CUES & MANUAL HOUSE LIGHT CUES:

- a. SMOKE CUES: (TAKE THESE CUES ON YOUR OWN)
 - i. USE FADER #4 UNDER SK SUBMASTER #4: FLOOR SMOKE
 - ii. THE CUELIST WILL REMIND YOU IN THE COMMENTS COLUMN WHEN TO TAKE
THE MANUAL SMOKE CUES
- b. HOUSE LIGHT CUES: (THE EPM WILL CALL THESE CUES)
 - i. USE HOUSELIGHT PRESET PANEL ON THE RIGHT SIDE OF YOUR DESK
 1. PUSH [PRESHOW] FOR LIGHTS UP AND [OFF] FOR LIGHTS OUT
- c. CUES TO WATCH FOR:
 - i. FLOOR SMOKE: (ON YOUR OWN)
 1. CUE #36: WITH TURNTABLE
 2. CUE #49: WITH TURNTABLE
 3. CUE #83: AT THE TOP OF GRAND ILLUSION
 4. CUE #251: AT THE TOP OF DISCO INFERNO
 5. CUE #257: AT THE TOP OF WE WILL ROCK YOU
 6. CUE #271: AT THE TOP OF ANOTHER ONE BITES THE DUST
 - ii. HOUSE LIGHTS: (EPM CUE)
 1. CUE #164: HOUSE LIGHTS UP AT TOP OF YMCA
 2. CUE #168: HOUSE LIGHTS DOWN NEAR END OF YMCA

15. AFTER THE FIRST SHOW:

- a. AFTER THE CD THANKS THE BAND AND THE MID HAS CLOSED:
 - i. PULL THE BOTR CUELIST FADER DOWN AND RELEASE SK [TC FOLLOW]
- b. AFTER JOKE OF THE DAY:
 - i. RESET THE HOUSE FOR THE SECOND SHOW

16. AFTER THE SECOND SHOW:

- a. PULL THE FADER DOWN AND RELEASE THE CURRENT CUELIST
- b. LAMP OFF THE RIG
- c. TURN ON THE WORKLIGHTS
- d. SET HOUSE LIGHTS TO [100%]
- e. RELOAD THE GENERAL SHOW FILE

17. RELOAD GENERAL SHOW FILE

- a. AFTER TURNING THE WORK LIGHTS ON, DISCONNECT WHITE ETHERNET CABLE FROM BACK OF CONSOLE AND BEGIN THE PROCESS OF LOADING THE SHOW FILE:
 - i. PRESS SK [M2GO] (UPPER LEFT SIDE OF SCREEN)
 - ii. THEN PRESS SK [LOAD SHOW]
 - iii. SELECT SK [MY MAXXYZ FILES]
 - iv. SELECT AND LOAD SK FILE [GENERAL SHOW FILE_JULY_7_3_15_2015]
- b. ONCE THE SHOW FILE LOADS; TURN ON ALL WORK LIGHTS IN NEW SHOW FILE
 - i. PRESS SK [BANK] (LOWER LEFT SIDE OF SCREEN)
 - ii. A SELECTION OF BANKS WILL APPEAR, SELECT SK [WORKLIGHTS]
 - 1. SELECT HK SUBMASTER [ALL TOP WK LX] AND HK SUBMASTER [ALL FRONT WK LX] PUSH BOTH HK SUBMASTERS UP; ALL TOP WORK LIGHTS AND ALL FRONT WORK LIGHTS SHOULD TURN ON

- c. WHEN THIS PROCESS IS COMPLETE:
 - i. PLUG THE WHITE ETHERNET CABLE BACK INTO THE BACK OF THE CONSOLE;
YOU SHOULD SEE THE WORKLIGHTS RESPOND TO THE NEW DMX INPUT
- d. HEAD DOWN TO THE STAGE AND STRIKE BOTR LIGHTING
 - i. ON THE WAY DOWN CLOSE ALL THE DOORS TO THE THEATRE

18. STRIKE BOTR LIGHTING

- a. BE SURE TO COLLECT ALL OF THE CABLES AND RETURN THEM TO THE CRATE
BACKSTAGE
- b. RETURN ALL LIGHTS TO THE STORAGE POSITION UP STAGE LEFT

19. BEFORE YOU LEAVE FOR THE NIGHT

- a. SET HOUSE LIGHTS TO [100%] VIA THE PANEL TO THE RIGHT OF YOUR DESK
- b. TURN OFF ALL WORK LIGHTS
 - i. SET [TOP WK LX US MID] TO 25% INTENSITY
- c. BE SURE THE RIG IS POWERED OFF!
 - i. THERE ARE TWO PULSAR UNITS TO THE LEFT OF YOUR CONSOLE:
 - 1. PRESS BOTH "MASTER" SWITCHES TO POWER OFF THE ENTIRE RIG
- d. TURN OFF THE LIGHTS IN THE BOOTH
- e. CLOSE THE BOOTH DOORS