

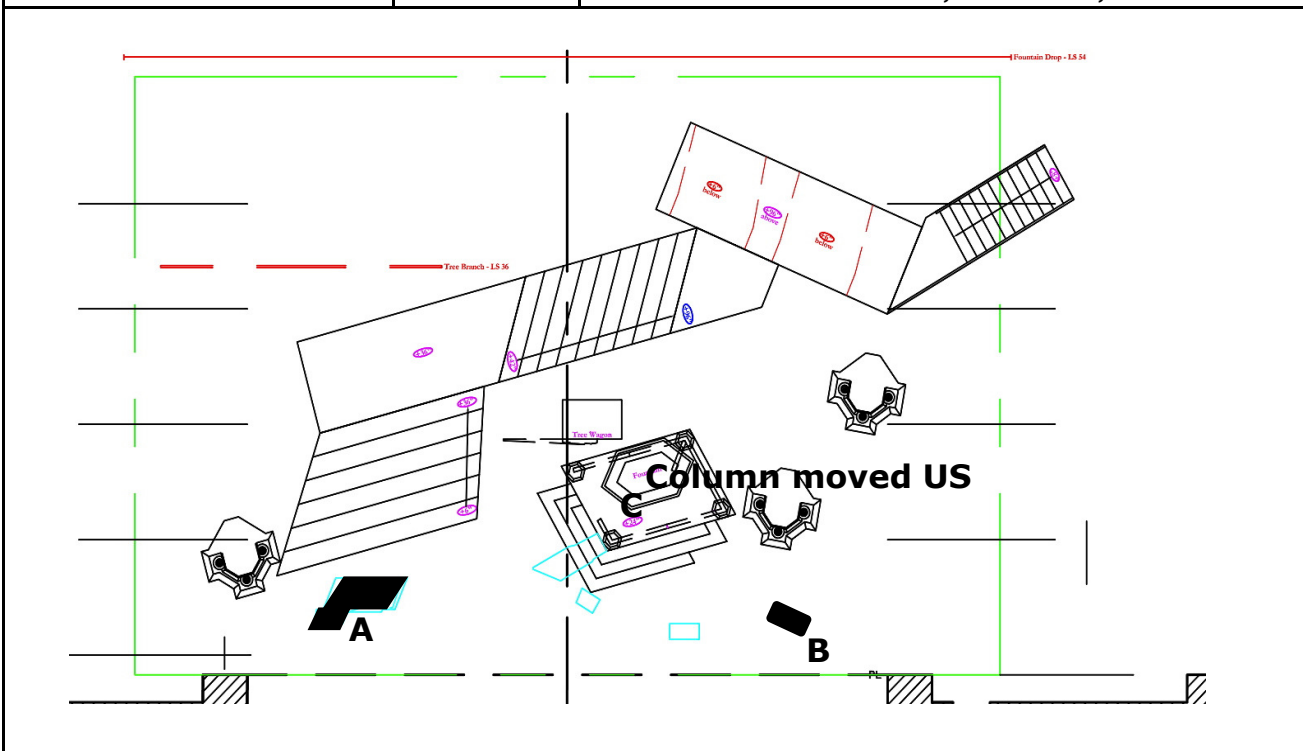
Top of Show Props Preset		
STAGE LEFT		DOWN STAGE RIGHT
1 lantern 2 wooden pikes with leather detail 8 fight worthy swords 2 folded and sealed letters 1 silver dagger, with curved hilt 2 torches 5 rags 2 cross bows 1 pistol 2 rifles Bible 1 large wooden table 3 sheets of blank parchment 1 armless chair with embroidered cushions 1 chair with arms and embroidered cushions 1 book 1 metal tray with metal shaker, inkwell, and quill 2 copper goblets 1 marriage contract (new each night) 1 large raked signing platform w/inkwell & quill 1 ornate table covering for the Wedding Scene 21 plastic goblets 1 large brass pitcher 1 firing pistol to be used by props crew, 2 rounds 2 Wooden chairs Water in fountain Snow to be scattered onstage Matches Non bloody-Enrico Dagger		2 torches 3 rags 1 pistol 1 lantern 2 orange cushioned stools 2 small baskets of white, red, and pink flowers 1 large brass pitcher 1 bier 1 veil Susan's apple box 2 candles attached to fireplace Container for stage blood Bloody Lucia Dagger
		UP STAGE RIGHT
		20 electric candles in glass holders 1 rustic dagger with wrapped handle Matches
Sword Break Down		Dressing Rooms
Some of the swords are labeled on the back and go to specific performers at specific times.		In Edgardo, Mr. Breault's Dressing Room Leather leg dagger holder Gold Medallion Gold ring w/ large Amber stone
Color of Labe	Initials	Performer
White	MC	Enrico
Purple	RB	Edgardo
Orange	AP	Arturo
Yellow	NH	Super Nick Hall/Tom B.
Yellow	MH	Super Max Hall
		In Lucia, Ms. Coburn's Dressing Room Small silver ring with fake diamonds
Top of Show Tasks		
WHAT		WHERE
Sweep & Mop-Lucia will be barefoot in Act III		Onstage

Remove old letter from fireplace | SR

ACT I RUNNING CUES (39:28)

ACT I, SCENE 1, THE CASTLE: RUNNING CUES (15:12)

TIME INTO SCENE	WHERE	WHAT
Places	SL	Make sure "white-MC" sword goes to Enrico, other swords can all go to the chorus
Orchestra Tune	SR/SL	Light 2 torches each side of stage
2:30	SL	Catch silver dagger from Edgardo, run SR
4:30	SR	Catch torches, set aside, still burning
9:00	SR	Hand out still burning torches
15:12	SR	Help catch chorus props, Extinguish torches
	ONSTAGE	SCENE SHIFT TO ACT I, SCENE 2, THE FOUNTAIN



SCENE SHIFT TO ACT I, SCENE 2, THE FOUNTAIN (Yellow Spike Tape) *5 MIN SHIFT

PROPS PRESET

- A) Large, multilevel rock cluster
- B) Small single rock, foliage on DS side
- C) Water in fountain

PROPS TRACKING DURING SCENE SHIFT:

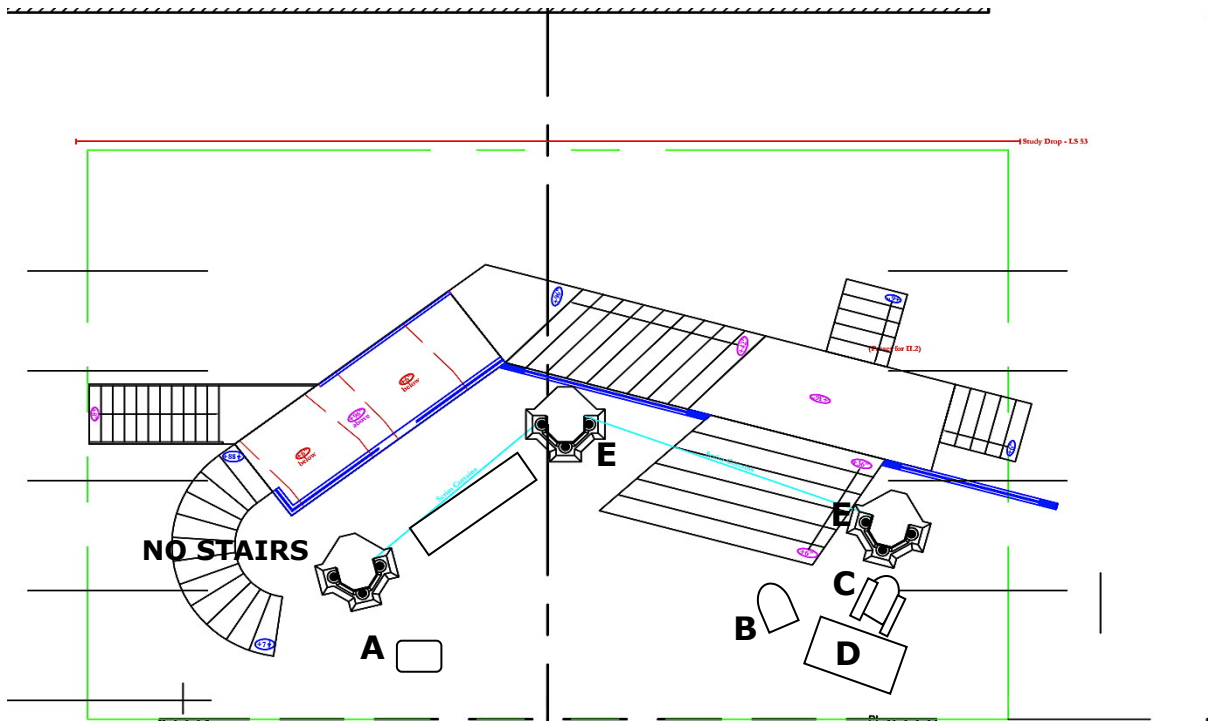
1 pistol, 1 sword (Should be a total of 3 swords SL, including "White MC")

ACT I, SCENE 2, FOUNTAIN: RUNNING CUES (24:28)

TIME INTO SCENE	WHERE	WHAT
24:00	SL1	Fire 2 shots-on visual when 2 chorus members fire onstage
24:30	SL	Catch silver dagger with curved hilt from Edgardo

run to DSR

1st INTERMISSION (15:00)

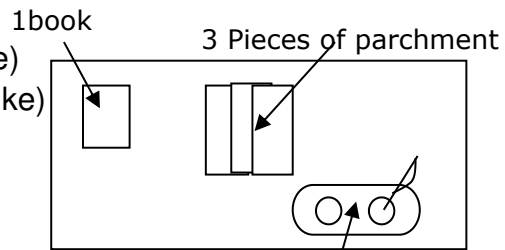


ONSTAGE PRESET Act II, SCENE 1, THE STUDY (Purple Spike Tape)

PROPS PRESET

- A) Orange cushioned stool
- B) Armless chair with embroidered cushions (no spike)
- C) Chair with arms and embroidered cushions (no spike)
- D) Large wooden table
- E) Swag SR & SL curtain with tie line

Table Detail US Side is missing drawers



Metal tray w/ shaker, ink well & quill

DS

STRIKE

2 Stones

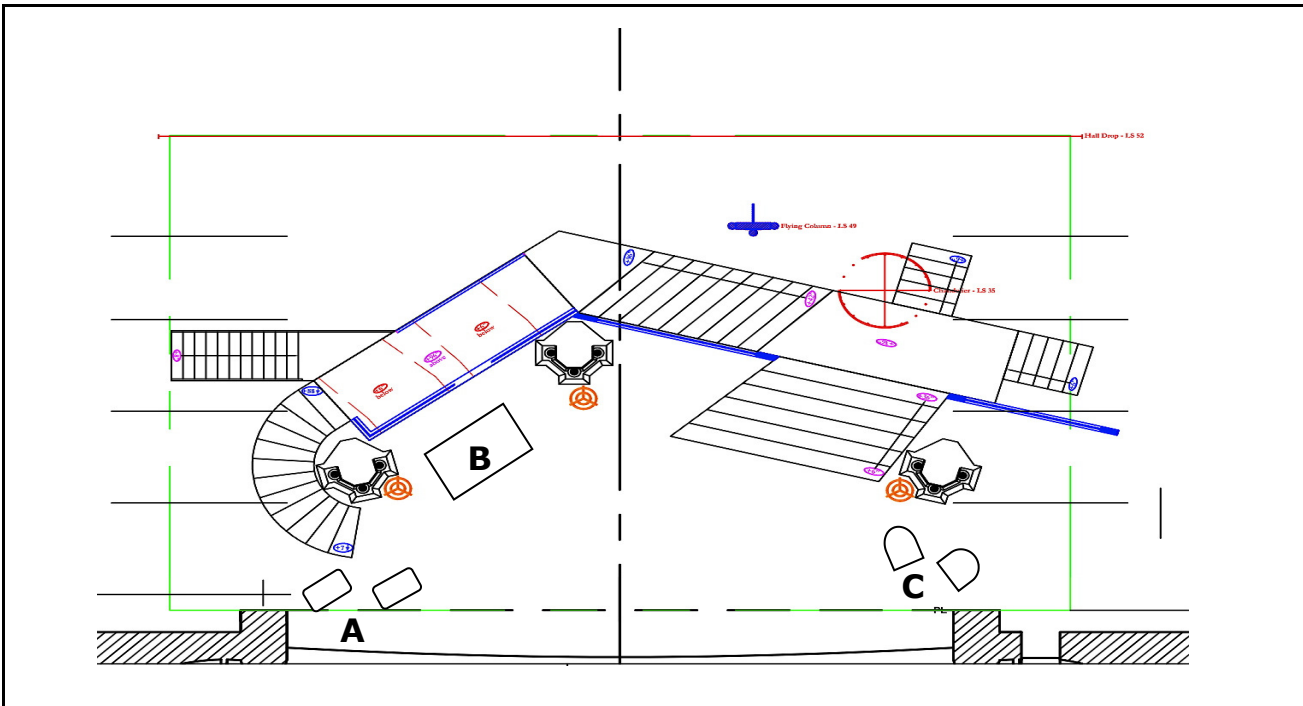
Intermission	SR to SL	All 8 Swords
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ACT II RUNNING CUES (40:29)

ACT II, SCENE 1, THE STUDY: RUNNING CUES (23:05)

TIME INTO SCENE	WHERE	WHAT
Places	SL	Hand off "Yellow MH" sword to Super Max Hand off "Yellow NH" sword to Super Nick
1:00	SL3	Catch Bible from Raimondo
23:05	SL/Onstage	Catch Bible from Raimondo run to SR

ONSTAGE | SCENE SHIFT TO ACT II, SCENE 2, THE WEDDING



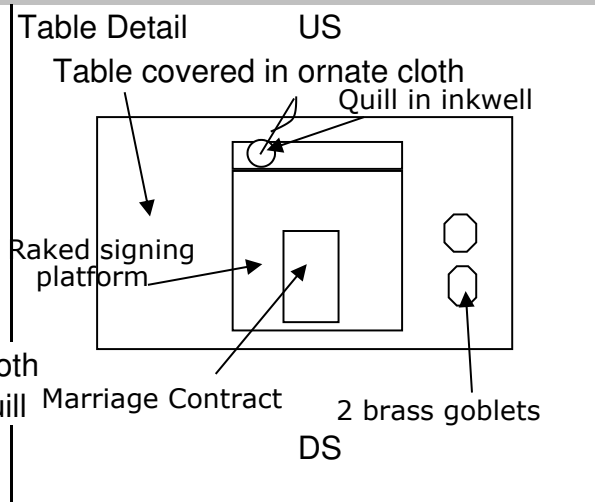
SCENE SHIFT TO ACT II, SCENE 2, THE WEDDING (Dark Green Spike Tape) *2 MIN SHI

Strike

2 embroidered chairs
 Props on top of table

Set

- A) 2 Orange cushioned stools-one moved from previous scene
- B) Table moved from previous scene-with table cloth raked signing platform w/ marriage contract, quill inkwell, 2 brass goblets
- C) 2 wooden chairs

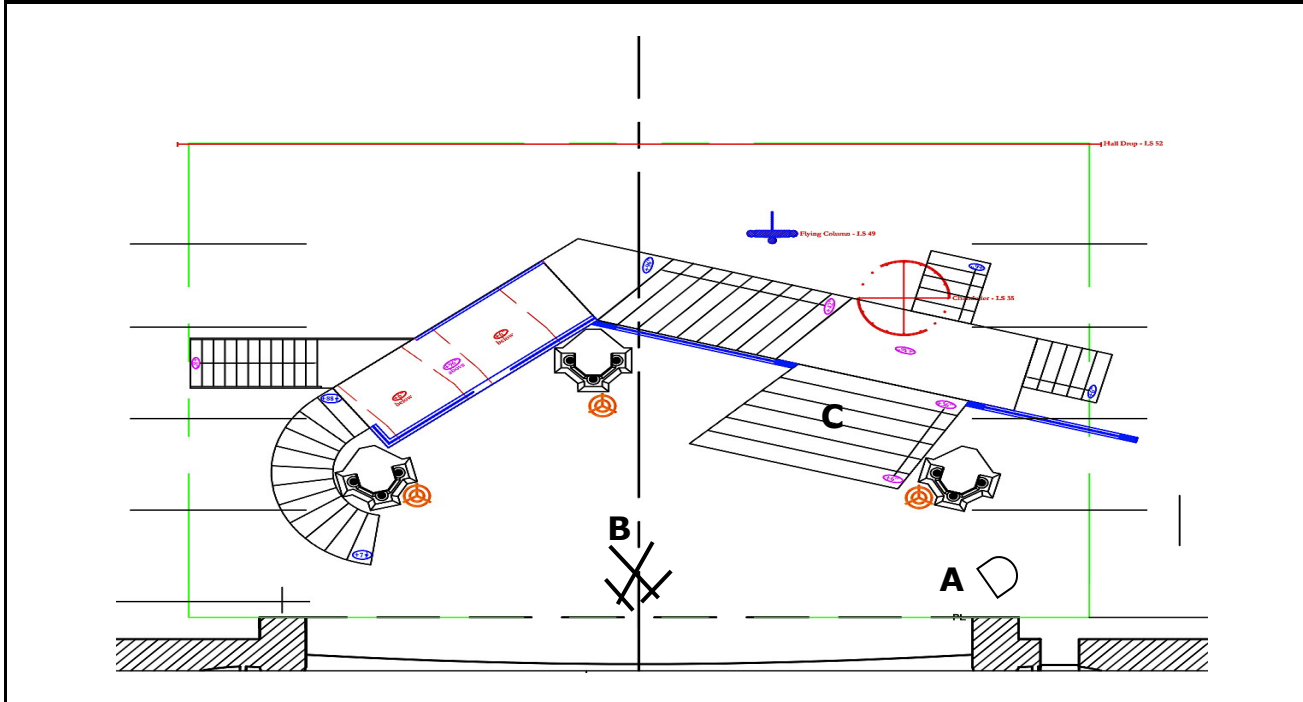


ACT II, SCENE 2, THE WEDDING: RUNNING CUES (16:29)

TIME INTO SCENE	WHERE	WHAT
2:00	SR 3	Remove safety clasp from medal-on Lucia Hand off baskets of flowers to children
7:00	SL3	Make sword fight noise, cue from ASM Noise=banging metal, foot stomping, & yelling
7:30	SR	Catch 2 children, escort downstairs to dressing room

9:30	SL 3	Hand off "white MC" sword to Super Nick Hand off "orange AP" sword to Super Max
16:29 (End of Scene)	ONSTAGE	Catch Gold medal from Alisa, RUN to DSR wall prop table Catch man & woman's rings from chorus

2nd INTERMISSION RUNNING CUES (15:00)



ONSTAGE PRESET ACT III, SCENE 1 -THE MAD SCENE (Dark Green & Purple Spike T
PROPS PRESET

- A) 1 chair on offstage green spike, **BIBLE** in chair
- B) 2 swords crossing on purple X-hilts should be downstage, and the DSL/USR sword is on t
- C) Spread out extra white, pink, and red petals

STRIKE:
 Table with signing pedestal, quill, 2 brass goblets
 Onstage most chair
 Marriage contract
 2 orange covered stools
 flower petals-except on stairs (C from above)

STRIKE:
 Sword from US of center stage column

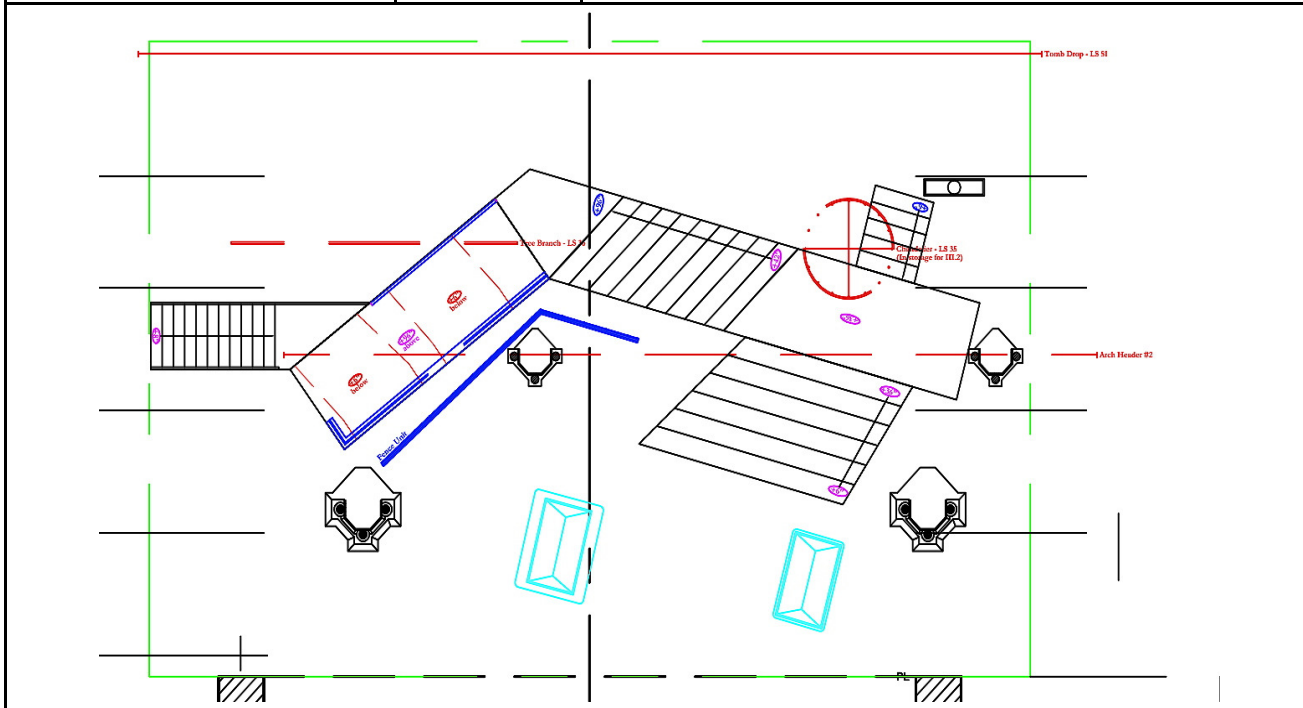
Intermission	SR	Following props go on USR prop table: Matches 19 candles & glass holders 4 swords (see below) 1 rustic wrapped dagger 2 lanterns 4 torches-refilled
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	SL	Refill 4 torches take to USR table
	Sword Check	SR-4 Swords *Including "Purple RB" sword SL-2 Swords, both "Yellow" Onstage-2 swords not labeled
	SR & Wig & Makeup Room	Get fresh stage blood from Wigs & Make Up for silver dagger take to SR prop table

ACT III RUNNING CUES (42:40)

ACT III, SCENE 1, THE MAD SCENE: RUNNING CUES (26:30)

TIME INTO SCENE	WHERE	WHAT
Places	SL	Hand off "Yellow MH" sword to Super Max Hand off "Yellow NH" sword to Super Tom
5:00	SR	Get silver dagger bloody, hand off to Lucia
5:30	SR4	Catch 2 swords from dancers, place on USR prop table
22:00	SR3	Catch 2 swords from supers, place on USR prop table
26:30	ONSTAGE	SCENE SHIFT TO ACT III, SCENE 2, THE TOMB



SCENE SHIFT TO ACT III SCENE 2, THE TOMB *2 MINUTES FOR SHIFT

PROPS STRIKE

1 Chair
 Remaining flower petals

PROPS SET:

Scatter snow all over stage & tombs

PROPS TRACKING DURING SCENE SHIFT:

All 8 swords should be SR

Set Susan's apple box in curve of stairs SR

Set bier in DSR alcove

ACT III, SCENE 2, THE TOMB: RUNNING CUES (16:10)

TIME INTO SCENE	WHERE	WHAT
7:00	SR1 &3	Light 4 torches
9:00	DSR alcove	Hand off gold metal to Lucia, help her on bier, cover her with veil
16:10 (After curtain in for bows)	ONSTAGE	Extinguish & Strike 4 torches

Lucia di Lammermoor
Props Run Sheet

Lucia di Lammermoor
Props Run Sheet

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Lucia di Lammermoor
Props Run Sheet

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Lucia di Lammermoor
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