

Kidnapped

Automation Plot

V1

Emergency State – State 0 (Lowers all Axes to Floor level)

Cue	Axes Targets				Speeds			Description	Cues		Notes
	AX 1	AX 2	AX 3	AX 4	Accl	Dccl	Speed		GO	Safety	
200	6000	6000	6000	6000	500	600	1500	Preset	-	-	-
201	700	700	700	700	200	200	700	Bodies Loading	DSM	-	Ensure lines are clear of heads
202	3000	3000	3000	3000	300	600	1000	Bodies Hanging	DSM	U/S Spotter	Slow accl to prevent jolting
204	-20	-20	-20	-20	300	300	500	Bodies Unloading / Door Load	DSM	-	Bodies fall to floor
204.5	70	70	70	70	100	100	500	Take Tension	Follow on	U/S Spotter	Wait for all 4 boat lines to clip
205	0	2000	0	2000	900	900	1500	Door Scene and Rises	DSM	U/S Spotter	Front 2 lines only raise
206	70	70	70	70	900	1500	500	Door Falls	DSM	U/S Spotter	Should land with “thud”
207	2200	2200	2200	2200	50	200	1000	Boat Raises	DSM	U/S Spotter	Watch for performers on boat
208	See Cue 208 Multitarget Sheet (Attached)							Boat Rocks	DSM	-	See Multitarget sheet
208.5	2200	2200	2200	2200	200	200	100	Raises to Plank height	Follow on	-	Follow on from multitarget stop
209	See Cue 209 Multitarget Sheet (Attached)							Boat Shudders / Falls	DSM	U/S Spotter	See Multitarget sheet
212	-50	-50	-50	-50	300	500	1500 47	Boat Lowers	DSM	-	AX 1+3 – Speed 47 AX 2+4 – Speed 1500 Wait for Performer to clear
214	6000	6000	6000	6000	1500	600	1500	Lines Out	Follow On	U/S Spotter	Go on green from spotter
215	6000	300	6000	300	200	200	700	Bodies Loading	DSM	-	Front 2 lines only
216	6000	3000	6000	3000	300	600	1000	Bodies Hanging	DSM	C/S Spotter	-
217	6000	500	6000	500	300	300	500	Bodies Unloading	DSM	-	-
218	6000	6000	6000	6000	1500	600	1500	Lines Out	Follow On	C/S Spotter	Go on clear from Spotter

Cue 208 Multi – Target details.

Boat Rocking

Axes	Playback	Target number	Target	Speed	Accl	Dccl	Ramp
1 + 3	Red	1	2400	400	50	50	1
1 + 3	Red	2	2000	400	50	50	1
Repeat							

Axes	Playback	Target number	Target	Speed	Accl	Dccl	Ramp
2 + 4	Blue	1	2400	400	50	50	1
2 + 4	Blue	2	2000	400	50	50	1
Repeat							

Instructions: Blue playback should be executed first, followed by the red playback executed 2 seconds later. Once stop is given by DSM, stop each playback once boat looks level. Then follow on to Cue 208.5 to level boat fully.

Cue 209 Multi – Target details.

Boat Shudders & Falls

Axes	Playback	Target number	Target	Speed	Accl	Dccl	Ramp
2 + 4	Yellow	1	2800	1500	1500	1500	-
2 + 4	Yellow	2	1800	1500	1500	1500	-
2 + 4	Yellow	3	2300	1500	1500	1500	-
2 + 4	Yellow	4	1800	1500	1500	1500	-
Repeat							

Instructions: Yellow playback triggers the boat to shudder on repeat. Once DSM calls Cue 209, Start yellow playback.

Once a second GO is given by DSM, Start the Red Playback, which will make Aces 1+3 fall to floor level.

Once the red playback has been started, the yellow should then be stopped to prevent it from continuing to repeat.

Spotter Information.

U/S Spotter – The spotter will stand Upstage Center, and will have a red and green light. Once the spotter sees it is safe, a green light will be shown until the cue is executed. If it is not safe, a red light will be shown. If there is no light, assess the situation.

C/S Spotter – This spotter will not use the light method. Instead, the spotter will raise their hand once they see it is safe. Here, if no hand is raised, it is not safe to execute the cue.

Hand Raising – Spotters on the floor may raise their hands as a form of safety. It is best to ensure you get a green light from the U/S Spotter, however incase there is no light, ensure each hand is raised from the 4 onstage spotters.

Personal Spotting – Although there are spotters for most cues, it is crucial that you also act as a spotter. Before executing each cue, do a visual check of the area, and the space around each point.

E-Stop Information

Prior to each show, each E-Stop must be tested.

These can be found; Beside the DSM, Downstage left wing, and the E-Stop on the desk.

If a problem does arise, it is best to use the deadmans rather than the E-Stop. It should be used as a last resort.

Emergency or Show Stop Procedure if Automation is active

Starting from when the TSM, DSM, SM and yourself agree a show stop is necessary.

- Stop all Automation Playbacks. You may need to wait until the boat is level, if the rocking cue has been executed.
- Explain to the SM that you have stopped all cues, and are going to bring all points to the floor
- Go to the emergency state – State 0
- Give a clear shout to the auditorium that “Automation is going to floor level. Hold on and stand clear”
- Spot yourself, or enlist someone nearby if available.
- Press ‘Start’ on the red playback.
- Once cue is fully executed, release deadmans and press E-Stop on desk. Tell SM & DSM that auto has been cleared.

Emergency or Show Stop Procedure if Automation is NOT active

Starting from when the TSM, DSM, SM and yourself agree a show stop is necessary.

- Stop all Automation Playbacks if possible.
- Press E-Stop on Desk, and ask DSM to press their E-Stop.
- Explain to the SM & TSM that you have stopped all cues, and that the rescue plan will need to be activated.
- Crew should get Little Giant ladders, preset just behind the scene dock doors.
- You should remain at the Automation Desk, incase the system becomes active.
- If in a boat scene, performers should climb down ladders.
- If in a hanging scene, performers should stand on ladders then unclip.

For more information, please see the Kidnapped Performer flying rescue plan and risk assessments.

