

Trap Method Sheet

Snow Queen 2016

- How to reset trap from down:

- a) Check back pin on cradle is out.
- b) Check cradle is weighted to the correct weight. *See 'Trap Weights Sheet' and Trap Cue List*
- c) Get inside the trap.
- d) Remove the metal prop from the trap and pass it to slider op.
- e) Give Slider op. "GO SLIDER" to open the slider fully.
- f) Sit in the trap with legs over edge
- g) Turn over so that your chest is now on the trap.
- h) Grab metal supports underneath the trap plinth and transfer your weight to these.
- i) With your head clear of the trap tell the Trap op. to release the brake slowly. As this is being done the trap will begin to rise.
- j) As the trap rises keep it at a steady speed by using your body weight on the trap plinth supports until it reaches stage level.
- k) Say "BRAKE ON" to Trap op. for confirmation of the brake being on.
- l) Stand under trap for Slider op. to pass the prop to you
- m) Place prop under the trap plinth making sure that it is secure.
- n) Get out from underneath the trap

- How to reset trap from up:

- a) Grab metal underside of trap plinth with TSM
- b) Tell Trap op to release brake.
- c) Pull trap plinth down until TSM has their chest on the plinth
- d) Tell Trap op to put the brake on once trap is at the bottom.
- e) Get on trap while TSM still has their chest on it.
- f) Transfer with TSM
- g) Place prop or transfer with actor

- To operate Trap Down:

- a) On "GO TRAP" Pull the plinth down by the metal supports to assist the trap op.
- b) Give "GO SLIDER" once the actor's head is clear of slider
- c) As soon as the trap is at the bottom put a foot on the plinth
- d) DO NOT LET THE ACTOR LEAVE THE TRAP
- e) Say "BRAKE ON" and wait for audible confirmation from both Slider and Trap ops.
- f) Get inside the trap and transfer with cast member

- To operate Trap Up:

- a) Give "GO SLIDER"
- b) Once Slider is open give "GO TRAP"
- c) Push trap up by metal supports until it reaches the top
- d) say "BRAKE ON" to Trap Op. and receive audible confirmation.
- e) Check with Trap Op. that the brake is on for a second time.
- f) Place Prop if required