

DTSM - Jungle Book - Regan Kelly

Act.Scene	Entrance	Action	Exit	Description	Cue
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INTRO		Spot Gauze out from DSR wing.		At the conclusion of the introduction scene, the white gauze DS is flown out. The DTSM will begin the show in the SR wing and spot the cloth as it goes out to make sure it is a smooth transition.	DSM - Fly Cue 1
INTRO - 1.1		Spot Moon Box and Starcloth in from USR wing.		Move to the upstage area between the furthest USR leg and the BP screen. Watch the moon box and the star-cloth as they are flown in on Fly Cue 2	DSM - Fly Cue 2
1.1 - 1.2		Spot Moon Box and Starcloth out from USR wing.		Move to the upstage area between the furthest USR leg and the BP screen. Watch the moon box and the star-cloth as they are flown in on Fly Cue 2	DSM - Fly Cue 3
1.2		Go to SL and call the Rope Swing to the clip in dead.		Travel through the backstage void to the SL wing and stand by for LX 22. On LX 22, call in the rope swing to the clip in dead.	DSM - LX 22
1.2		Clip on the On-stage monkey coat hanger.		Take the on-stage coat hanger from the stage crew and stand as far SL as possible out of the sight lines of the audience. Clip on the coat-hanger using the swivel carabiner to the red master-link. Take the drift reels either side of you and pass them back to the crew members behind to unravel.	DSM - LX 22
1.2		Steady the coat hanger as it is flown out.		As the coat-hanger is flown out, the crew member should be passing the drifts through your hand. Stand under the automation line as it is flown out and try and steady the lines as they go up.	DSM - LX 22
1.2		Head down to the Pit for the Trap cue.		Once the LX lighting boom is back in place under the performer flying area, head down to the pit and wait for the Trap standby cue.	Straight after monkey coat hangers are clipped in.
1.2		Trap standby through cans.		The DSM will call a "Trap Standby"; on this cue, make sure the performer is now standing on the trap table and the trap team are following their standby procedures.	DSM - Trap Cue

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1.2		Monitor Trap cue.		The TSM will call a "Trap Clear" before the DSM "Trap Go". If there is no "Clear" from the TSM, make sure the trap cue does not go. Monitor the performer clothing to make sure it does not get caught in the trap.	DSM - Trap Go
1.2		Head back to SL.		When the trap cue has been completed and the safety prop has been put in place. Ensure the trap is secure before heading back up to SL.	After Trap is secure
1.3		Call in automation for Kaa changeover.		On the DSM cue "LX 45 Go", using the coms system call for the automation system to be brought in to the changeover dead. As the system is flown in, grab the on-stage lines and pull the coat-hanger as far SL as possible. Hand the drifts off to the crew members off stage.	DSM - LX 46.5
1.3		Take off onstage coat hanger, clip in Kaa Silks and call automation to clip in dead.		Using the swivel carabiner, unhook the coat-hanger and hand it back to the crew member. A crew member will bring the box of Kaa silks to you and with the flying baton. Using the swivel carabiner on the baton, clip the silks onto the red master-link. Using the coms system, send the automation to the clip in dead.	As soon as automation sequence is complete.
1.3		Clip Kaa in.		Bring the performer forward to the automation clips. Stand behind the performer and hold each of the frog clips to either side of the performer. Open the frog clip by pulling back on the two prongs at either side of them. Place the 'mouth' of the frog to the maillon attached to each side of the performer harness and press the sides of each frog to release the clip. Ensure the clip has caught the maillot correctly and repeat with the other side. When the clips are secure hold the lines up tight to the performer.	When automation clip in dead has been reached.
1.3		Call Kaa up to out dead.		As soon as the clips are secure, use the coms system to call the automation system to take the performer out to the tracking dead. Spot the performer flying out and ensure that they are taking the silks up with them as they are flown out. Spot the performer as they track along, above the stage.	As soon as Kaa is secured to automation lines.
1.3		Spot Moon Box and Starcloth in from USR wing.		Move to the upstage area between the furthest USR leg and the BP screen. Watch the moon box and the star-cloth as they are flown in on Fly Cue 4	DSM - Fly Cue 4
1.3		Spot Fences (1&2) in from DSR wing.		Move to the DS area of the SR wing and spot the fences as they are flown in; watching the cast on stage and the fence counter-weight bars themselves.	DSM - Fly Cue 5
INTERVAL					
		Spot the Safety Iron coming in.		Shortly after the interval starts, the safety iron will come in. Move to the DSR wing area and watch for anything that would cause the iron to be hauled.	

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		Head down to the Pit and reset the trap.		As soon as the interval head down to the pit and ask the TSM on stage using the coms system if the trap area is clear. Give a verbal "go" to the trap reset team to reset the trap and ensure the safety prop and brakes are in place before leaving the pit.	
		Head back up to SR wing.		After making sure the trap is secure, head back up to the stage floor and go to the SR wing for the start of Act 2.	
ACT 2					
2.1 - 2.2		Spot Moon Box and Starcloth out from USR wing.		Move to the upstage area between the furthest USR leg and the BP screen. Watch the moon box and the star-cloth as they are flown out on Fly Cue 6	DSM - Fly Cue 6
2.2		Spot Fences (1, 2, 3) in from DSR wing.		Move to the DS area of the SR wing and spot the fences as they are flown in; watching the cast on stage and the fence counter-weight bars themselves.	DSM - Fly Cue 7
2.3 - 2.4		Spot Fences (1, 2, 3) out from DSR wing.		Move to the DS area of the SR wing and spot the fences as they are flown out; watching the cast on stage and the fence counter-weight bars themselves.	DSM - Fly Cue 8
2.4 - 2.5		Spot Moon Box and Starcloth in from USR wing.		Move to the upstage area between the furthest USR leg and the BP screen. Watch the moon box and the star-cloth as they are flown in on Fly Cue 9	DSM - Fly Cue 9