

	WINTERBRANCH		Q LIST #2						
Time clock	Q location*	Q #	time	what	on stage	Notes			
0		200		mark Cue	intermission	* place cues by time arbitrarily. There should not be many more of them but put them at a different time in the next theatre. Length of cues are also arbitrary			
0				SL on toes	darkcrawl				
	0.16	201	15	SL	flashlite on feet				
		and start Q list 1*				from SL			
1min						*One way to generate Q list #1 by is by improvising the sharp jagged and random disruptive lighting during the dress rehearsal on a console that can memorize what you did Any way you create these actions they should be the same from the dress to the performance			
2min									
	0.3	202	30						
3min									
4min		203	10	Dark	*	* The dark moments should come at different times in each theatre but should be the same from the dress to the performance. They should never be for very long but should be totally Black Q list #1 can intrude on them but for only brief bursts			
	0.15	204	3						
5min									
	30	204.5	B						
6min									
7min									
	30	205	10	Dark					

	8min		206	3					
	9min								
	10min								
		30			Sound				
	11min		207	0.5	explosion*	* develop a build of light to to exceedingly brite and then black it out			
				F .5					
			207.1	B	Dark				
		0.15	208	5	SL boom				
	12min		208.5	B	DARK				
		0.15	209	10	SL				
	13min								
		30	210	30	183				
	14min								
		45	211	10	back wall*	*use created very dim cross light on back wall to reveal mechanics These circuits can also be used in Q list # 1			
	15min								
	16min								
		30	212	3	SR				
	17min								

