	WINTERBRAN	NCH	Q LIST #2						
			Q 2.0 : 2						
Time clock	Q location*	Q#	time	what	on stage	<u>Notes</u>			
0		200		mark Cue	intermission	* place cues by time arbitrarily. There should not			
0				SL on toes	darkcrawl	be many more of them but put them at a different			
	0.16	201	15	SL	flashlite on feet	time in the next theatre. Length of cues are also arbitrary			
		and start Q list 1*			from SL				
						*One way to generate Q list #1 by is by improvising			
1min						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			
2min						same from the dress to the performance			
	0.3	202	30						
3min									
4min		203	10	Dark	*	* The dark moments should come at different times			
	0.15	204	3			in each theatre but should be the same from the dress			
						to the performance.			
					-	They should never be for very long but should be			
5min						totally Black			
		20.1.7				Q list #1 can intrude on them but for only brief burst			
	30	204.5	В						
6min									
7									
7min									
	20	205	10	Doub					
	30	205	10	Dark					

9min	8min		206	3						
10min										
10min										
10min	9min									
11min 207 0.5 explosion* * develop a build of light to to exceedingly brite and then black it out										
11min 207 0.5 explosion* * develop a build of light to to exceedingly brite and then black it out										
11min 207 0.5 explosion* * develop a build of light to to exceedingly brite and then black it out										
11min 207 0.5 explosion* * develop a build of light to to exceedingly brite and then black it out	10min									
11min 207 0.5 explosion* * develop a build of light to to exceedingly brite and then black it out		30			Sound					
Total Content of the Content of th		- 50			Joana					
Total Content of the Content of th	11min		207	0.5	explosion*	* develop a bu	ild of light to t	o exceedingly	brite and the	n black it out
12min 208.5 B DARK				F .5						
12min 208.5 B DARK 0.15 209 10 SL										
13min		0.15	208	5	SL boom					
13min	12		200 5		DARK		-			
13min 30 210 30 183	12min	0.15								
30 210 30 183		0.13	209	10	JL JL					
30 210 30 183										
14min	13min									
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 16min 30 212 3 SR		30	210	30	183					
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 16min 30 212 3 SR										
15min to reveal mechanics These circuits can also be used in Q list # 1 16min 30 212 3 SR	14min									
15min to reveal mechanics These circuits can also be used in Q list # 1 16min 30 212 3 SR										
15min to reveal mechanics These circuits can also be used in Q list # 1 16min 30 212 3 SR		45	211	10	back wall*		*use created	very dim cro	ss light on ba	k wall
16min used in Q list # 1	15min									
30 212 3 SR										
30 212 3 SR										
30 212 3 SR										
	16min									
		20	212	2	CD					
17min		30	212	3) SK					
	17min									

18min										
	15	213	5	DARK						
	30		45	MONSTER CR	OSS*	Monster must cross in blackness with only its				
						own lites				
19min		214	2	tarp on						
		214.5	4	Sandy's solo						
END		215	В	ВО						
with music	bump out									
		216	3	BOWS*		*White gene	eral light			
				1450						
		217	3	MFO						