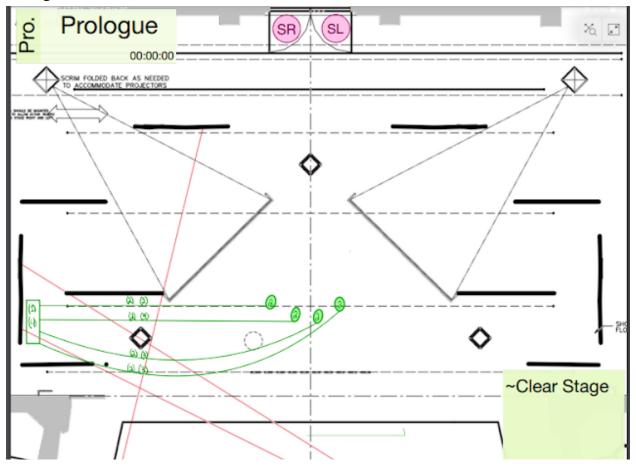


Pre-Show: Lockbox Tracking

- 1. Trained Crew Members meet with trained ASM and track the SR lockbox from Secure post-show location (TD Faculty Office) to BSR.
 - a. SR Lockbox currently contains; 4 Riot Sticks, 4 Non-Functional Pistols, & 1 small tracking lock box.

Prologue- Riot Sticks



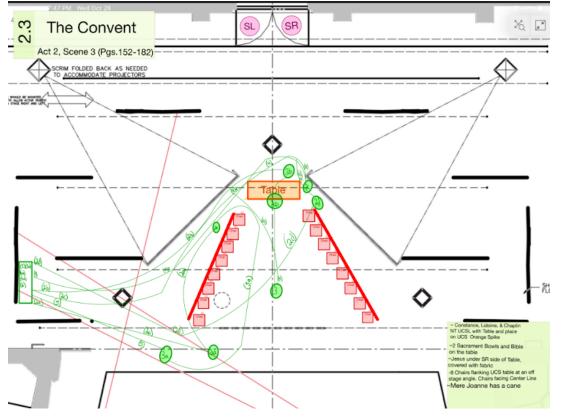
- 1. At places a trained crew member will be unlocking the SR Lock Box, and handing out the riot sticks to the 4 SR Officers.
- 2. At PSM' "GO" the Officers will NT DSR and go to their MCS mark.
- 3. At their exit, all 4 Officers will XT DSR. Trained Crew will unlock the SR Lock Box.
- 4. The trained crew member will meet them at the Lock Box and follow Riot Stick lock up protocol.

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Act 2, Scene 3: Non-Functional Pistols



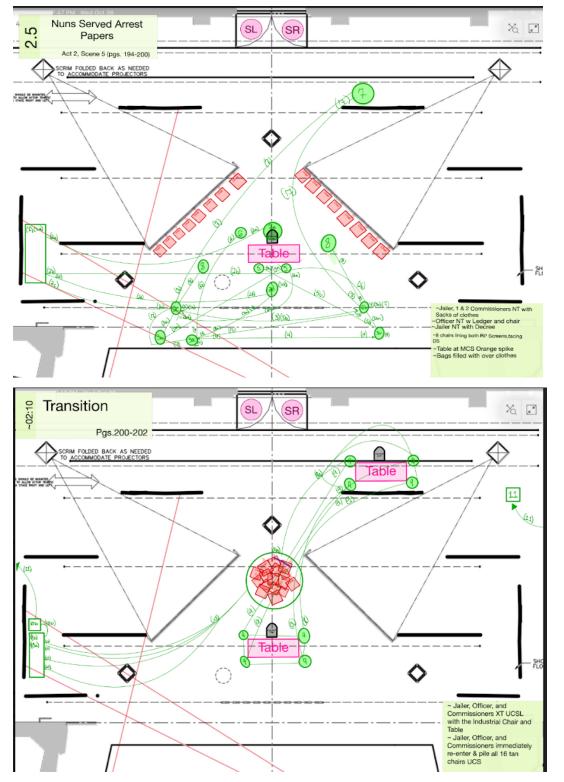
- 1. At the beginning of the transition to 2.3 a trained crew member will unlock the SR Lock Box. The Jailer, Commissioner 1, Commissioner 2, and Officer will receive their non-functional pistols. Prop firearms will immediately be placed in holsters.
 - a. Crew Locks the SR Lock Box
- 2. The Jailer, Commissioners, and Officer will NT DSR at ASM "GO"
 - a. Commissioner 1 goes to DSR Mark, them counters up SR behind chairs
 - b. Commissioner 2 goes to UCS Table, counters SL of table and stands on it
 - c. Jailer goes to USC Table, stands at SL mark
 - d. Officer goes to UCS Table, counters table stands on USL mark
- 3. Commissioner 2 walks in front of the Seated Nuns DCS
 - a. Commissioner 1 follows as is crossing to DSR mark next the Mere Marie
- 4. Officer, Jailer, and 2nd Commissioner counter SR behind table and XT DSR.
 - a. Trained crew member unlocks the SR Lock Box and collects their prop firearms
- 5. Commissioner 1 XTs DRS
 - a. Trained crew member collects his prop firearm.
- 6. Lock Box is locked by my trained crew member once all Non-functionals are inside.

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Act 2, Scene 5- Non-Functional Pistols



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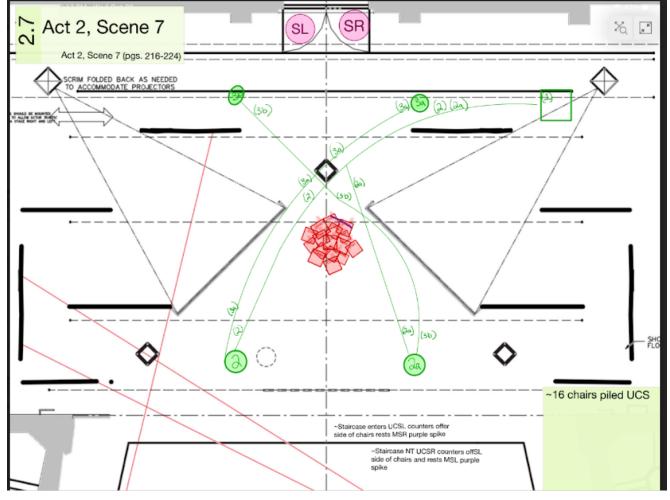
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- 1. At the beginning of the transition to 2.5 a trained crew member will unlock the SR Lock Box. The Jailer, Commissioner 1, Commissioner 2, and Officer will receive their non-functional pistols. Prop firearms will immediately be placed in holsters.
 - a. Crew Locks the SR Lock Box
- 2. At ASM "GO" the Jailer, Commissioner 1, Commissioner 2, and Officer NT UCSR and go to the MCS table.
 - a. The Jailer sits on CS table chair
 - b. Commissioner 1 Wanders MSL
 - c. Commissioner 2 wanders MSR
 - d. Officer DS of table
- 3. Commissioners 1&2 swap places
 - a. Officer counters DSR, the back to DCS Mark
 - b. Commissioners Swap places again
 - i. Commissioner 1 walks DSR
 - ii. Commissioner 2 walks DSL
- 4. Officer goes DSR, then DSL, back to DSR
- 5. Commissioners join jailer at MCS table
 - a. Commissioner 1 SL
 - b. Commissioner 2 SR
- 6. Officer goes DRS to SR of Jailer
 - a. Commissioner 1 takes DSR Place
- 7. Commissioner 1 XT UCSL, immediately re-enters to Counter SR
 - a. Commissioner 2 counters SL
- 8. Commissioners move US
- 9. Officer, Jailer, and Commissioners strike Table Off SL
 - a. Return to stage stack chairs
 - b. SR trained Crew is unlocking both the SR Lock Box, and the SL tracking Lock Box
- 10. Officer, Jailer, and Commissioners XT UCSR
 - a. Trained SR Crew collects 3 Non-Functional Pistols and Locks them in the tracking SL Lock Box.
 - b. Trained SR Crew collects 1 Non-Functional Pistol and Locks it in the SR Lock Box.
- 11. SL Trained Crew Tracks the SL Tracking Lock Box to BSL



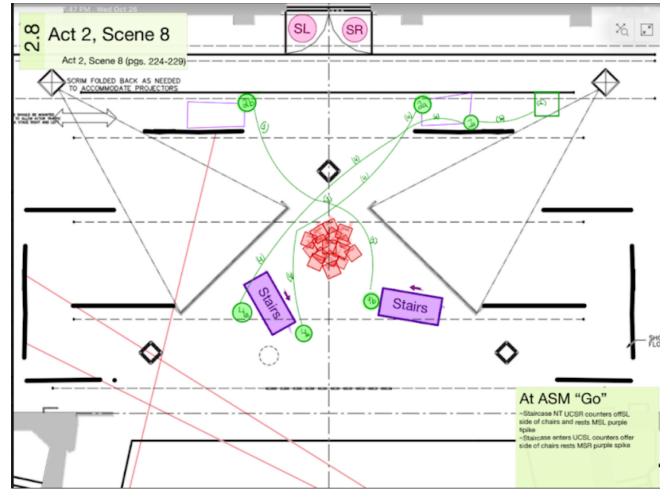
Act 2, Scene 7: Non-Functional Pistols



- 1. Trained SL crew handsoff 1 Non-Functional Pistol to both of the Commissioners BS USL.
- 2. Commissioner 1 NT USL and tracks DSR
 - a. Commissioner 2 NT USL and tracks DSL
- 3. Commissioners remain on mark until transition.
 - a. Commissioner 1 XTs USL to take place for staircase move
 - b. Commissioner 2 XTs USR to take place for staircase move



Act 2, Scene 8: Non-Functional Pistols



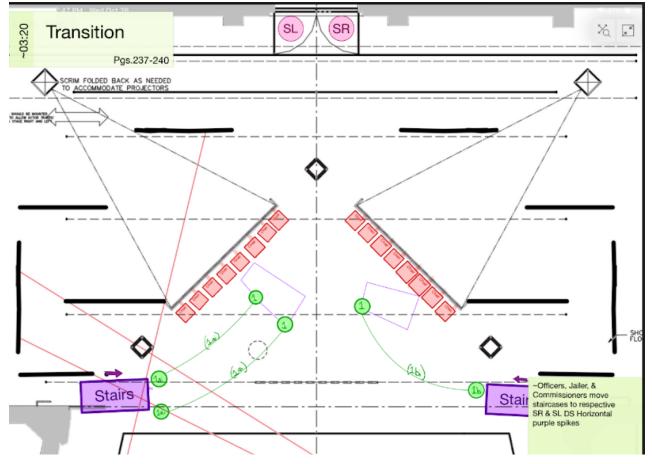
- 1. During end of Act 2, Scene 7 trained crew members hand off 1 Non-functional Pistols to Officer UBSL
 - a. Officer takes place ready for staircase move
- 2. Commissioners XT to staircase transition marks
 - a. Commissioner 1 XTs USL to take place for staircase move, with Officer
 - b. Commissioner 2 XTs USR to take place for staircase move
- 3. At SR ASM "Go" Commissioner 2 leads USR Staircase to mid SL mark
- 4. At SL ASM "Go"Commissioner 1 lead USL Staircase to mid SR Mark
 - a. Officer and Commissioner 1 remain at the bottom MCS point of the respective Staircase
 - b. Commissioner 2 remains at the bottom MCS point of the respective staircase.
- 5. All 3 Non-Functional Pistols remain on stage until final exit before Curtain Call

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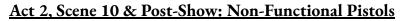


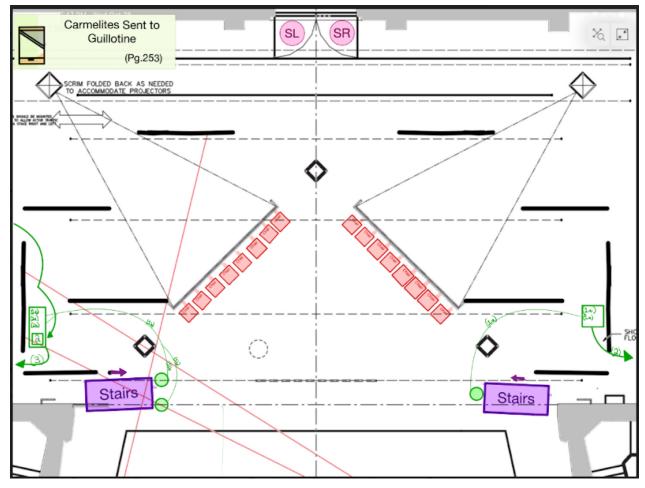
Act 2, Scene 9: Non-Functional Pistols



- 1. At Transition Music from Act 2, Scene 8 to Act 2, Scene 9 both staircases track to their DS marks.
 - a. Commissioner 1 & Officer lead their current SR staircase to its mark off-DSR parallel to the Orchestra Pit.
 - i. Both the Officer and Commissioner 1 stand beside the most on-stage wheels on the staircase.
 - b. Commissioner 2 leads their current SL staircase to its mark off-DSL parallel to the Orchestra Pit.
 - i. Commissioner 2 stands beside the most on-stage wheel of the staircase.
- 2. The Non-Functionals Remain in this placement through the end of Act 2







- 1. At the end of Salve Regina;
 - a. Commissioner 2 XTs DSL and hands off the Non-Functional Pistol (1) to the trained Crew Member waiting with the lock box.
 - i. Crew locks the Non-Funtional within the box, and tracks to the BSR Lockbox.
 - b. Commissioner 1 and Officer XT DSR hand off their Non-Functional Pistols (2) to the trained Crew Member waiting with the SR lockbox.
- 2. SL Crew meets SR crew BSR and returns the tracked Non-Functional Pistol to the SR Lockbox.
 - a. The SR Lockbox now contains; 4 Riot Sticks, 4 Non-Functional Pistols, & 1 small tracking lock box.
 - b. Trained SR Crew Locks the SR Lockbox
- 3. Trained Crew waits BSR with the Lockbox until trained ASM tracks the Lockbox with them to the decided Secure Post-show location. (TD Faculty Office)

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