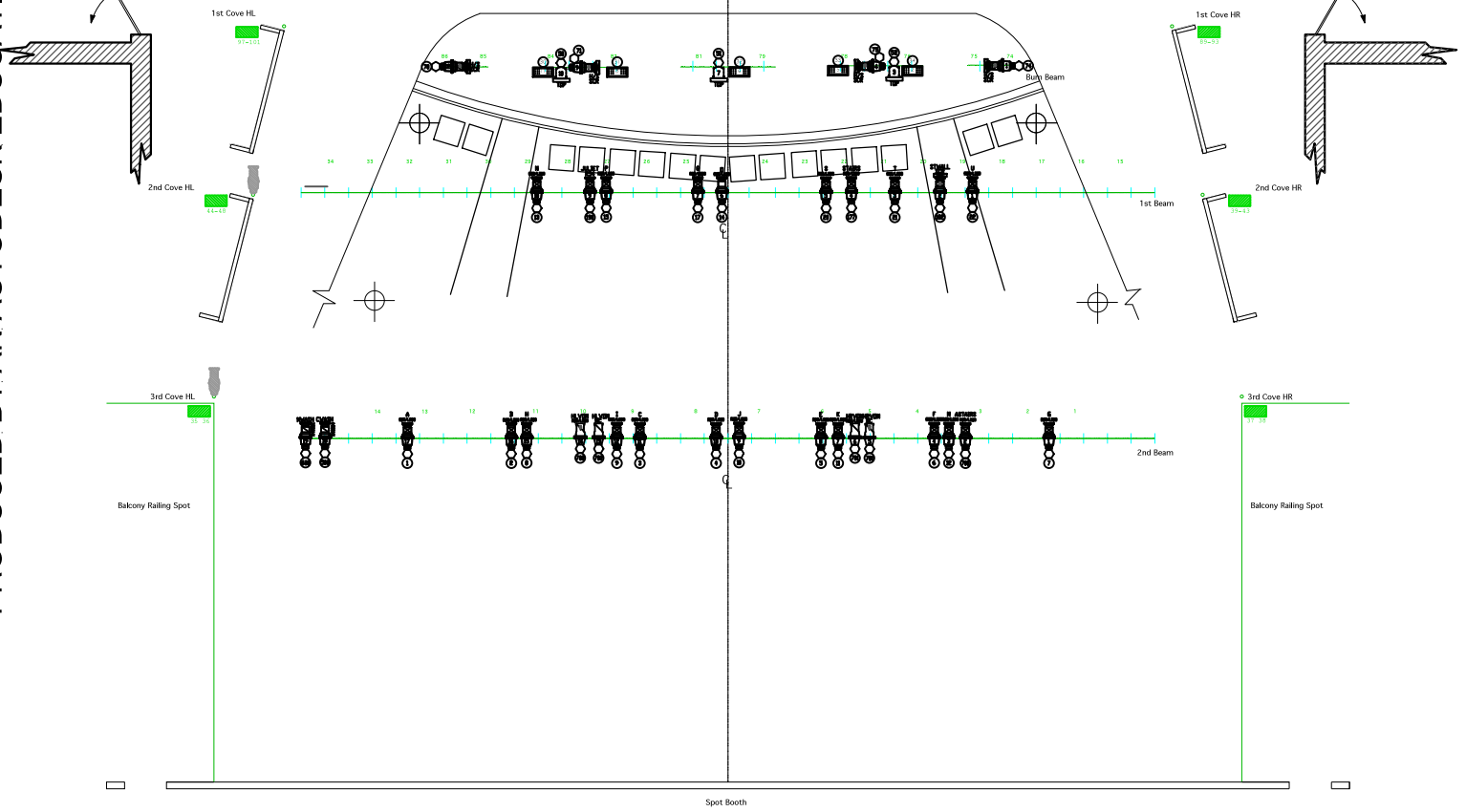
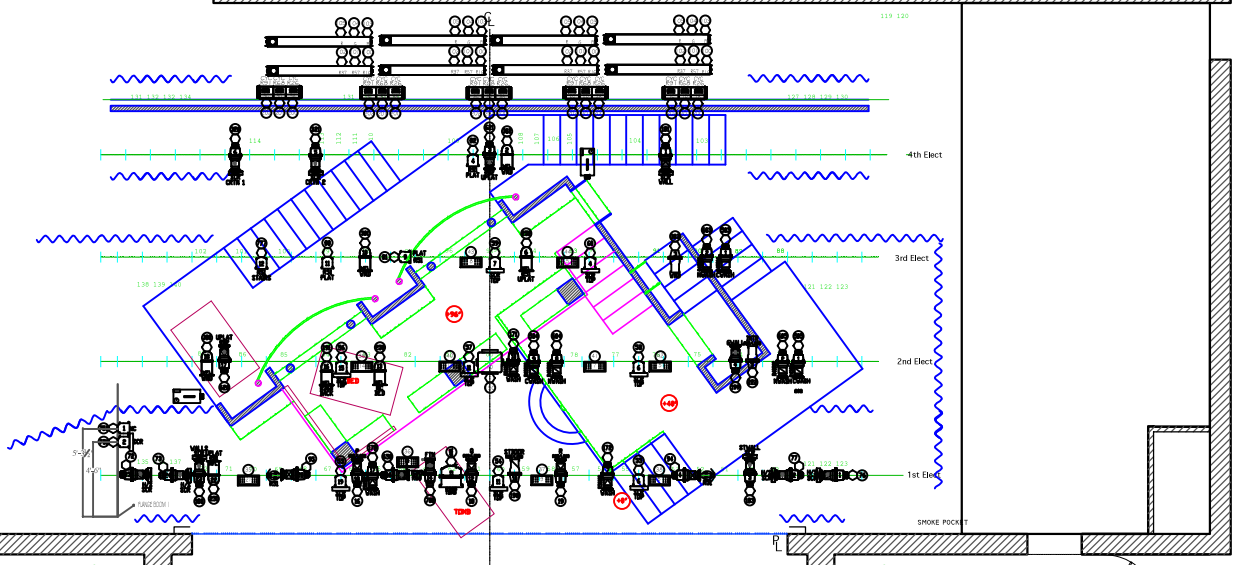


- 30 CYCLORAMA STORAGE
- 29 EMPTY
- 28 BLACK LEGS
- 27 4 ELECTRIC A (TRIM 22)
- 26 SCRIM
- 25 BORDER
- 24 FOURTH ELECTRIC (TRIM 22 11')
- 23 LEGS
- 22 BORDER
- 21 EMPTY
- 20 EMPTY
- 19 EMPTY
- 18 BLACK LEGS
- 17 THIRD ELECTRIC (TRIM 22 6')
- 16 BORDER
- 15 EMPTY
- 14 EMPTY
- 13 EMPTY
- 12 EMPTY
- 11 SECOND ELECTRIC (TRIM 22 8')
- 10 BORDER
- 9 EMPTY
- 8 BLACK LEG
- 7 BORDER
- 6 EMPTY
- 5 EMPTY
- 4 EMPTY
- 3 FIRST ELECTRIC (TRIM 23 2')
- 2 GRAND DRAPE
- 1 GRAND TRASSER



LEGEND				NOTES		KEY	
(Symbol)	12' 4" HP 750W	(Symbol)	2' METAL	(Symbol)	1. CONSOLE OR STAKE ROOM PARKING	(Symbol)	15. ALL FIXTURES CONTAINING KEYS MUST HAVE KEYS OF #1-19
(Symbol)	12' 4" HP 750W	(Symbol)	2' METAL	(Symbol)	2. ALL DRAPES MUST BE TOOK DOWN AT CURTAIN CALL	(Symbol)	16. SPARE DRAPES CAN BE TOWELED AT DIMMER CALL
(Symbol)	12' 4" HP 750W	(Symbol)	2' METAL	(Symbol)	3. CONSOLE OR STAKE ROOMS NEED TO BE CLEAR	(Symbol)	17. CONSOLE OR STAKE ROOMS CHANGES MUST BE MADE
(Symbol)	12' 4" HP 750W	(Symbol)	2' METAL	(Symbol)	4. SPARE DRAPES MUST HAVE SPARE DRAPES	(Symbol)	18. PLUCK ALL STAKE LIGHTS
(Symbol)	12' 4" HP 750W	(Symbol)	2' METAL	(Symbol)	5. MAKE IT READY TO GO	(Symbol)	19. ALL DRAPES ON STAKE MUST BE DOWN AND CLEAR OF SCENE
(Symbol)	12' 4" HP 750W	(Symbol)	2' METAL	(Symbol)	6. ALL WALLS MUST BE CLEAR	(Symbol)	20. SPARE DRAPES MUST BE USED TO PROTECT WALLS
(Symbol)	12' 4" HP 750W	(Symbol)	2' METAL	(Symbol)	7. ALL DRAPES MUST BE CLEAR	(Symbol)	

USD DEPARTMENT OF THEATRE
ROOMS AND JUDIT
 ROOM NO. _____
 DATE _____
 TIME _____
 BY _____