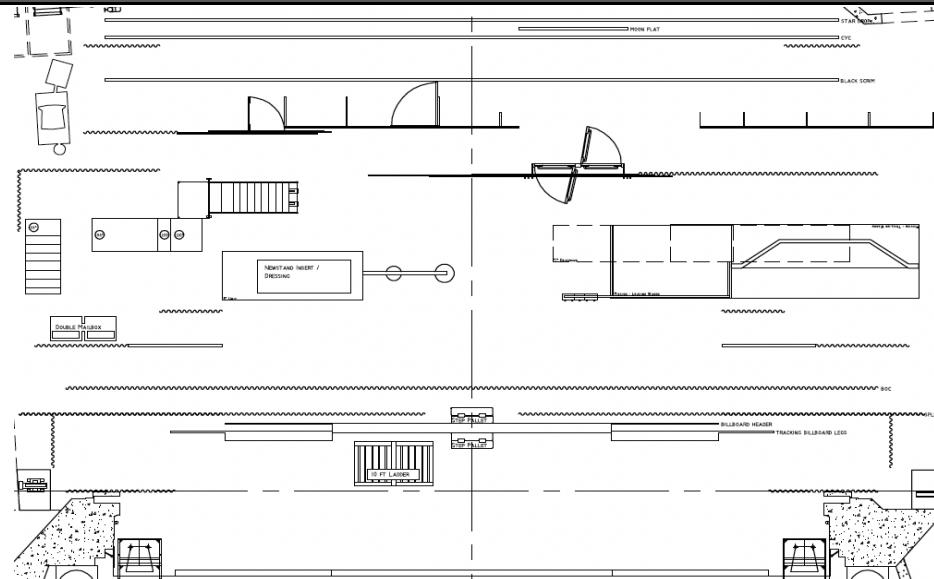




Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

OVERTURE (1.0)



SCENIC ELEMENTS

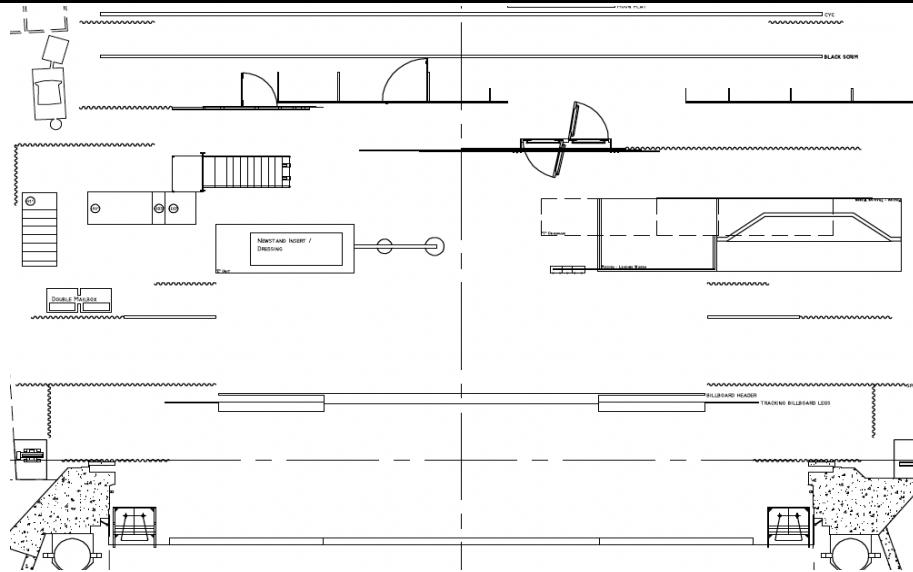
ACTION	ITEM	TYPE	AUTO?	NOTES
SET	10 FT Ladder ON	Deck	Manual	DSR position
	Step Pallet #1 ON	Deck	Manual	DSC position
	Step Pallet #2 ON	Deck	Manual	DSC position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	1/4 stage, LS #5, Tracks, Eff #8
	Billboard Header IN	Fly	Auto	midstage, Lineset #6, Effect #9
	Newstand Insert/Dressing on "E" Unit ON	Deck	Auto	SR position, SR Track, Effect #2
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
	Mission - Leading Wagon ON	Deck	Auto	SL position, SL Track, Effect #4
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	open masking, Lineset #8
	Black Border - BOC IN	Fly	Manual	masking, Lineset #12
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #1 ON	Deck	-	
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

BROADWAY (1.1a) - Black Iris Opens



SCENIC ELEMENTS

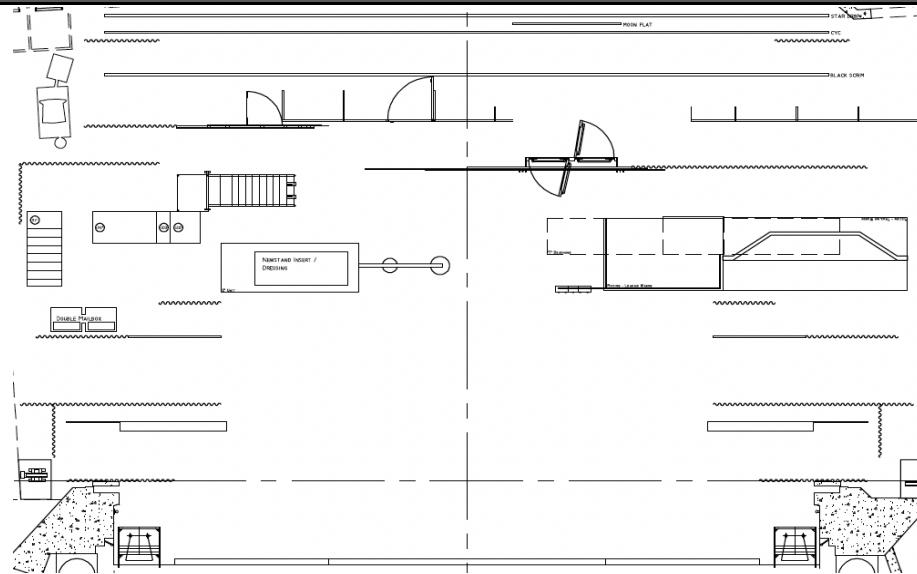
ACTION	ITEM	TYPE	AUTO?	NOTES
REMAINS	Newstand Insert/Dressing on "E" Unit ON	Deck	Auto	SR position, SR Track, Effect #2
	Mission - Leading Wagon ON	Deck	Auto	SL position, SL Track, Effect #4
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	Billboard Header IN	Fly	Auto	midstage, Lineset #6, Effect #9
	SR & SL Tracking Billboard Legs IN	Fly	Auto	1/4 stage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
	USR Building #1 ON	Deck	-	
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
STRIKE	10 FT Ladder OFF	Deck	Manual	DSR position
	Step Pallet #1 OFF	Deck	Manual	SL
	Step Pallet #2 ON	Deck	Manual	SL



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

BROADWAY (1.1b) - Billboard Opens



SCENIC ELEMENTS

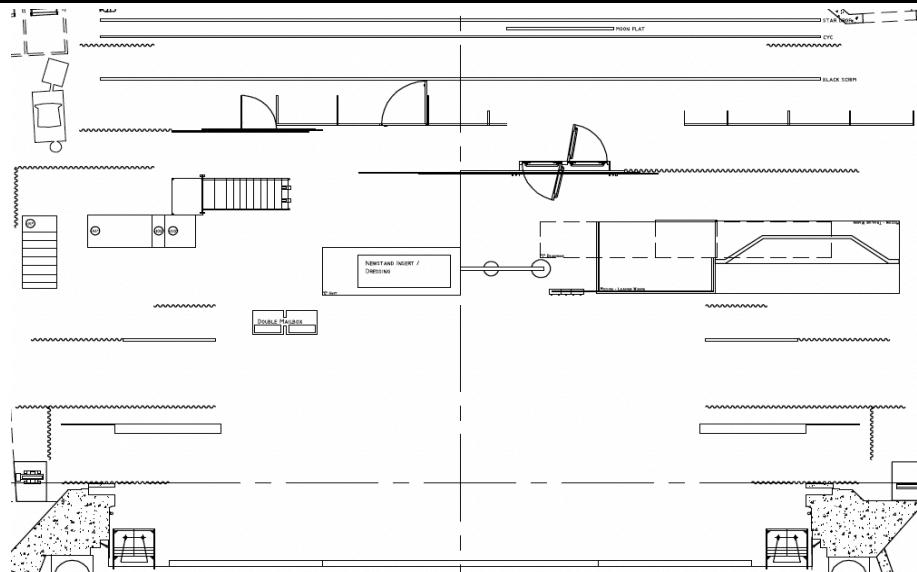
ACTION	ITEM	TYPE	AUTO?	NOTES
TRACKS	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage position, Lineset #5,
REMAINS	Newstand Insert/Dressing on "E"	Deck	Auto	SR position, SR Track, Effect #2
	Mission - Leading Wagon ON	Deck	Auto	SL position, SL Track, Effect #4
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	Manual	SR position
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
STRIKE	Billboard Header OUT	Fly	Auto	midstage, Lineset #6, Effect #9



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

BROADWAY (1.1cd) - News Stand



SCENIC ELEMENTS

ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Double Mailbox ON	Deck	Manual	SR position
TRACKS	Newstand Insert/Dressing on "E" Unit ON	Fly	Auto	CS position, LS#5, Tracks, Ef#8
	SR & SL Tracking Billboard Legs IN	Deck	Auto	SR position, SR Track, Effect #2
	Mission - Leading Wagon ON	Deck	Auto	SL position, SL Track, Effect #4
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	Manual	SR position
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
REMAINS	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

BROADWAY (1.1e-j) - Shoeshine Wagon

SCENIC ELEMENTS

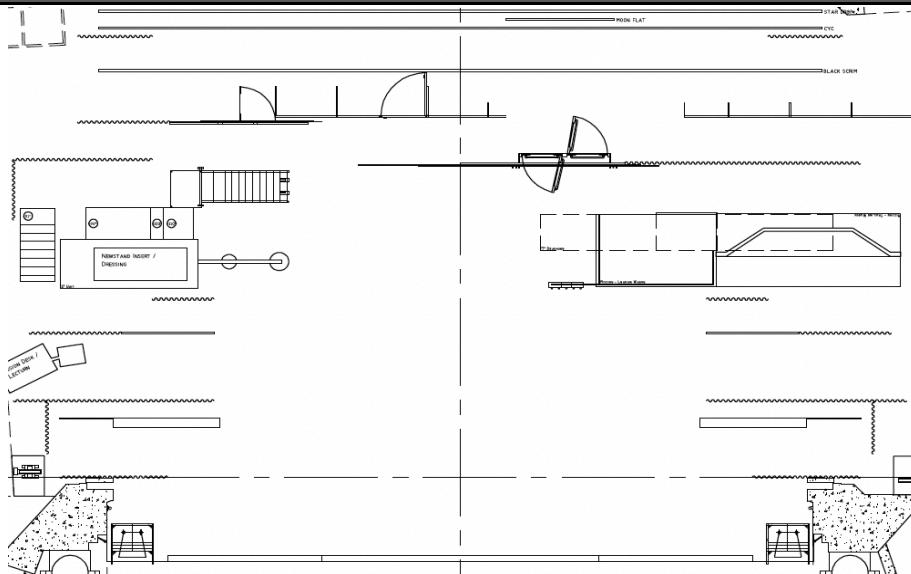
ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Shoeshine Unit ON	Deck	Auto	onstage position, DS Tr, Eff #1
TRACKS	Newstand Insert/Dressing on "E" Unit ON	Fly	Auto	offstage position, SR Tr, Eff #2
REMAINS	SR & SL Tracking Billboard Legs IN	Deck	Auto	SR position, SR Track, Effect #2
	Mission - Leading Wagon ON	Deck	Auto	SL position, SL Track, Effect #4
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	Manual	SR position
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
STRIKE	Double Mailbox OFF	Deck	Manual	SL position



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

BROADWAY (1.1k) - Shoeshine Off



SCENIC ELEMENTS

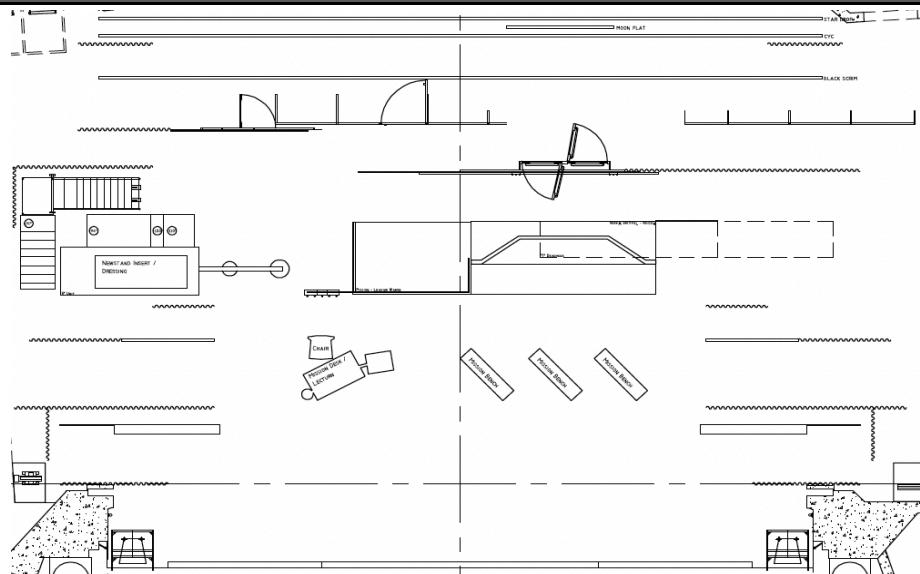
ACTION	ITEM	TYPE	AUTO?	NOTES
REMAINS	Newstand Insert/Dressing on "E" Unit ON	Fly	Auto	offstage position, SR Tr, Eff #2
	SR & SL Tracking Billboard Legs IN	Deck	Auto	SR position, SR Track, Effect #2
	Mission - Leading Wagon ON	Deck	Auto	SL position, SL Track, Effect #4
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	Manual	SR position
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
DEAD	Shoeshine Unit OFF	Deck	Auto	strike, DS Tr, Eff #1



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

SAVE A SOUL MISSION (1.2) - Interior



SCENIC ELEMENTS

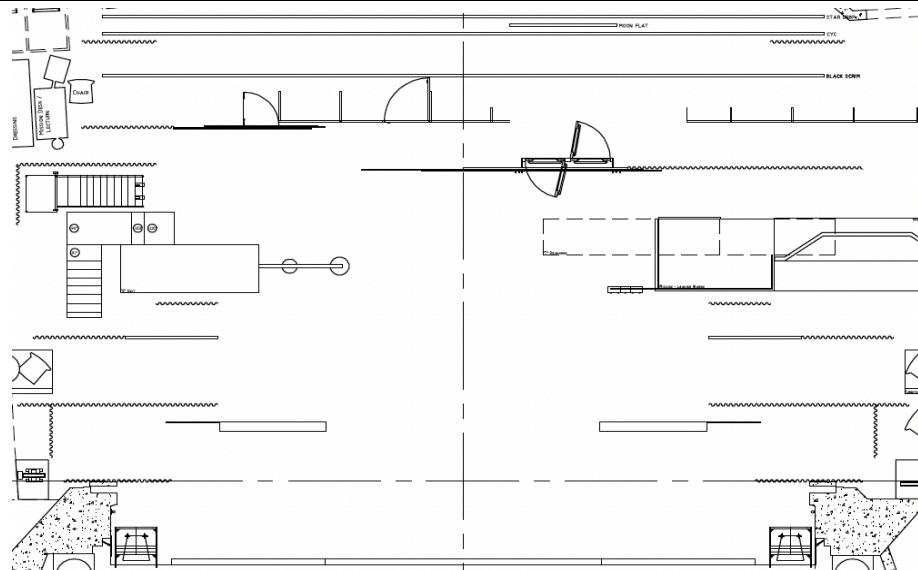
ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Mission Benches ON	Deck	Manual	CSL position
	Mission Desk/Lecturn ON	Deck	Manual	CSR position
	Chair	Deck	Manual	CSR position
	Mission - Trailing Wagon ON	Deck	Auto	CS interior position, SL Track
TRACKS	Mission - Leading Wagon ON	Deck	Auto	CS position, SL Track, Effect #4
REMAINS	Newstand Insert/Dressing on "E" Unit ON	Deck	Auto	offstage, SR Track, Effect #2
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	Manual	SR position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage position, Lineset #5,
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #1 ON	Deck	-	
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	Manual	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
STRIKE	SR Stair Unit 1 OFF	Deck	Manual	offstage position



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

TELEPHONE (1.3) - A Phone Booth



SCENIC ELEMENTS

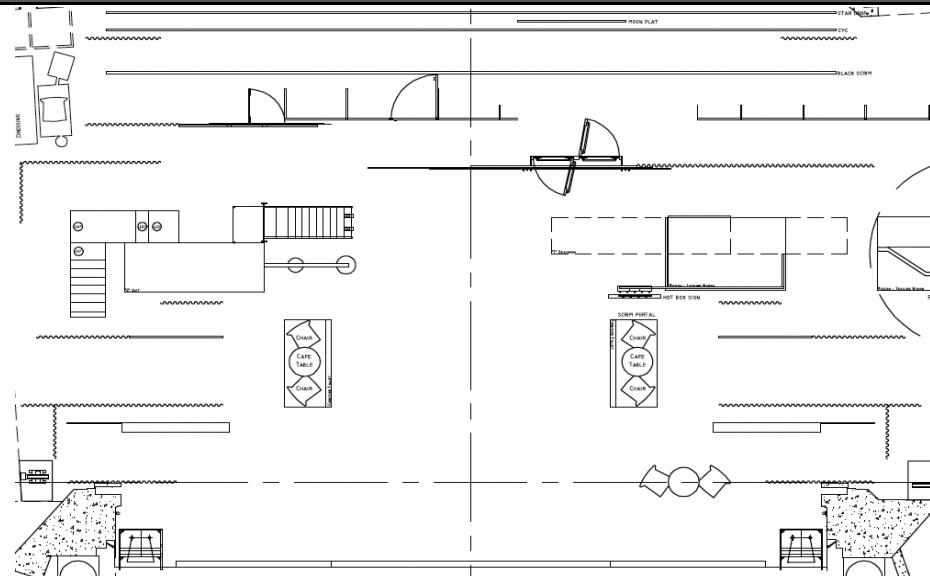
ACTION	ITEM	TYPE	AUTO?	NOTES
SET	SR Stair Unit 2 ON	Deck	Manual	DSR corner of DSR building
TRACKS	"E" Unit ON	Deck	Auto	SR position, SR Track, Effect #2
	SR & SL Tracking Billboard Legs IN	Fly	Auto	1/4 stage, LS #5, Tracks, Eff #8
	Mission - Leading Wagon HALF ON	Deck	Auto	half on, SL Track, Effect #4
REMAINS	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	Manual	SR position
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	Manual	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS#54, Effect #12
STRIKE	Star Drop IN	Fly	Dead	to trim, Lineset #55
	Mission Benches OFF	Deck	Manual	CSL position
	Mission Desk/Lecturn OFF	Deck	Manual	CSR position
	Chair OFF	Deck	Manual	CSR position
	Mission - Trailing Wagon OFF	Deck	Auto	CS interior position, SL Track



Shift Plot

V1 as of 11/25/2023
subject to change
Dead = Deadhung

HOT BOX NIGHT CLUB (1.4a)



SCENIC ELEMENTS

Action	Item	Type	Auto?	Notes
SET	Café Table ON	Deck	Manual	DSL position
	Café Chairs (2) ON	Deck	Manual	DSL position
	SR Stair Unit 1 ON	Deck	Manual	USL corner of "E" Unit
	Furniture Pallet (with 2 chairs and a table) - SR	Deck	Manual	CSR position
	Furniture Pallet (with 2 chairs and a table) - SL	Deck	Manual	CSL position
	Hot Box Sign IN	Fly	Auto	to deck, Lineset #22, Effect
TRACKS	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
REMAINS	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	-	SR position
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	Mission - Leading Wagon HALF ON	Deck	Auto	half on, SL Track, Effect #4
	"E" Unit ON	Deck	Auto	SR position, SR Track, Effect #2
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	SR Stair Unit 2 ON	Deck	Manual	DSR corner of DSR building
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

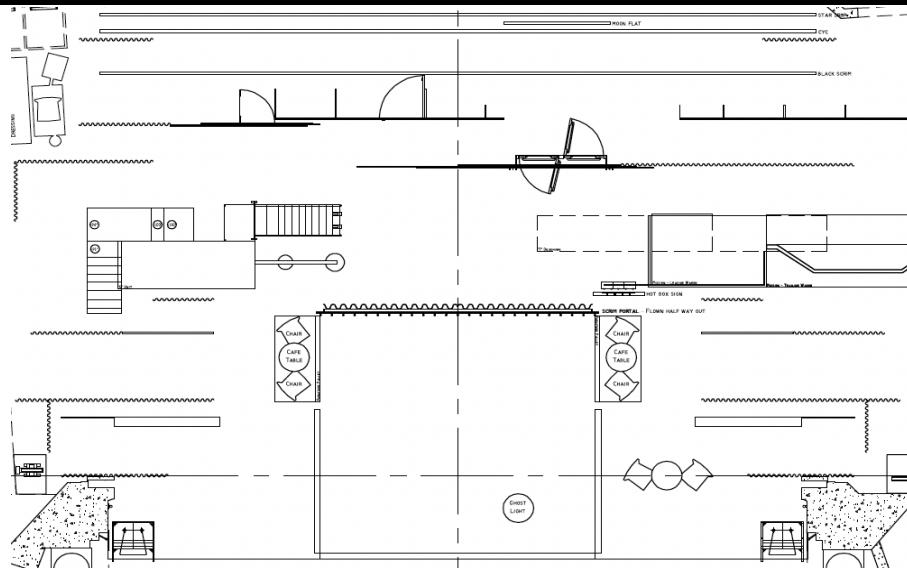
HOT BOX NIGHT CLUB (1.4aa) - Internal Shift				
SCENIC ELEMENTS				
ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Hot Box Curtain IN	Fly	Manual	Lineset #21
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
TRACKS	Footlights ON	Deck	Manual	hot box position
REMAINS	Café Table ON	Deck	Manual	DSL position
	Café Chairs (2) ON	Deck	Manual	DSL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS#5, Tracks, Effect
	Furniture Pallet (with 2 chairs and a table) - SR	Deck	Manual	CSR position
	Furniture Pallet (with 2 chairs and a table) - SL	Deck	Manual	CSL position
	Hot Box Sign IN	Fly	Auto	to deck, Lineset #22, Effect
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	-	SR position
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	Mission - Leading Wagon HALF ON	Deck	Auto	half on, SL Track, Effect #4
	"E" Unit ON	Deck	Auto	SR position, SR Track, Effect #2
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	SR Stair Unit 2 ON	Deck	Manual	DSR corner of DSR building
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

HOT BOX NIGHT CLUB (1.4bc) - Internal Shift



SCENIC ELEMENTS

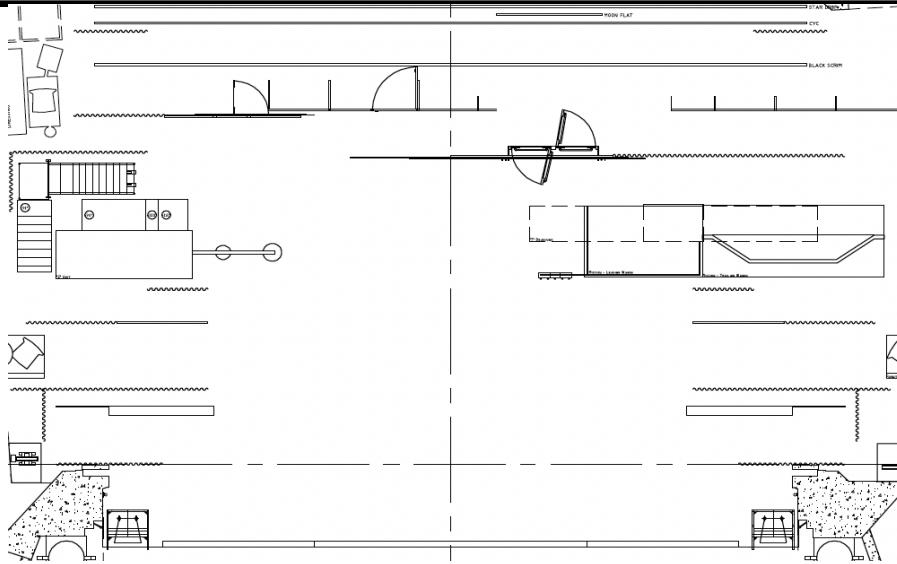
ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Ghost Light ON	Deck	Manual	DSL position
TRACKS	SR Stair Unit 1 ON	Deck	Manual	USL corner of "E" building
	SR Stair Unit 2 ON	Deck	Manual	DSR corner of DSR building
	DSR Building ON	Deck	Manual	closest to "E" Unit position
	Hot Box Curtain HALF OUT	Fly	Manual	Lineset #21, midstage
REMAINS	Café Table ON	Deck	Manual	DSL position
	Café Chairs (2) ON	Deck	Manual	DSL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Furniture Pallet (with 2 chairs and a table) - SR	Deck	Manual	CSR position
	Furniture Pallet (with 2 chairs and a table) - SL	Deck	Manual	CSL position
	Hot Box Sign IN	Fly	Auto	to deck, Lineset #22, Effect
	Footlights ON	Deck	Manual	hot box position
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	Manual	SL position
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	Mission - Leading Wagon HALF ON	Deck	Auto	half on, SL Track, Effect #4
	"E" Unit ON	Deck	Auto	offstage, SR Track, Effect #2
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

A STREET OFF BROADWAY (1.5)



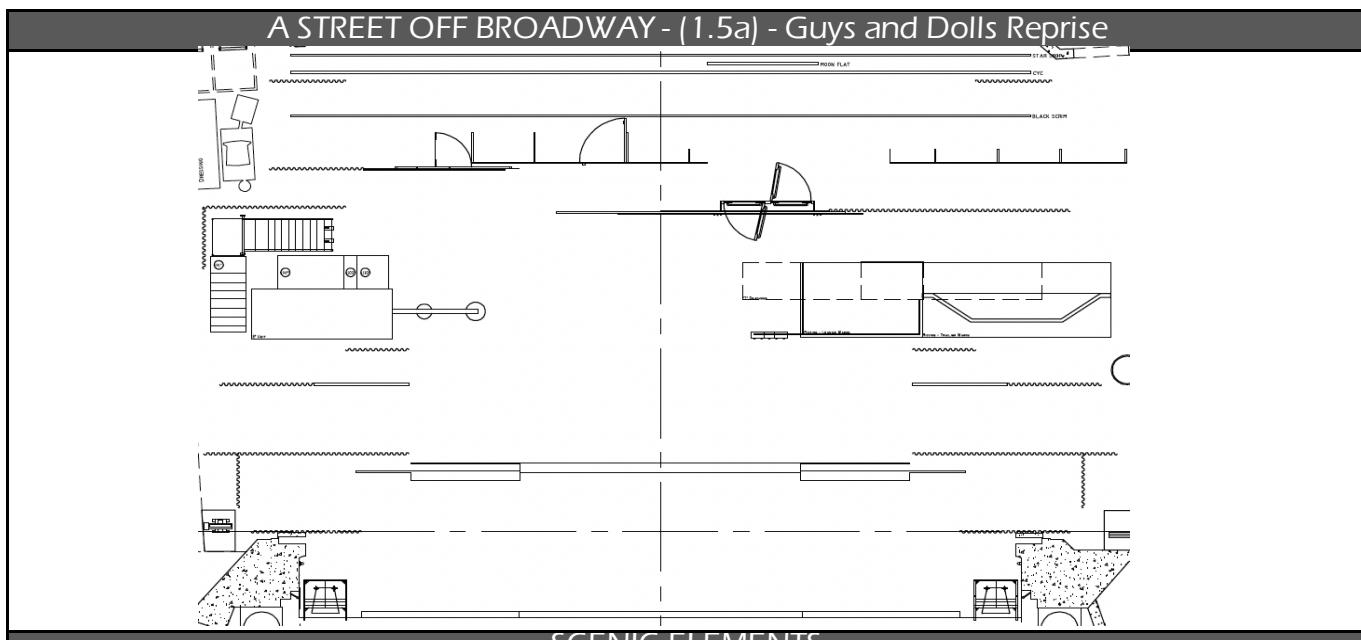
SCENIC ELEMENTS

ACTION	ITEM	TYPE	AUTO?	NOTES
TRACKS	Mission - Leading Wagon HALF ON	Deck	Auto	half on position, SL Track,
	Footlights ON	Deck	Manual	DS position
REMAINS	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	Manual	SL position
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"E" Unit ON	Deck	Auto	offstage, SR Track, Effect #2
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	Manual	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
STRIKE	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Ghost Light OFF	Deck	Manual	SL
	SR Stair Unit 1 OFF	Deck	Manual	SR
	SR Stair Unit 2 ON	Deck	Manual	SR
	Hot Box Curtain HALF OUT	Fly	Manual	
	Café Table OFF	Deck	Manual	SL
	Café Chairs (2) OFF	Deck	Manual	SL
	Furniture Pallet (2 chairs and a table) - SR OFF	Deck	Manual	SR
	Furniture Pallet (2 chairs and a table) - SL OFF	Deck	Manual	SL
	Hot Box Sign OUT	Fly	Auto	Lineset #22, Effect #10



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung



SCENIC ELEMENTS

ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Billboard Header IN	Fly	Auto	midstage, Lineset #6, Effect #9
TRACKS	SR & SL Tracking Billboard Legs IN	Fly	Auto	1/4 stage, LS #5, Tracks, Eff #8
REMAINS	Mission - Leading Wagon ON	Deck	Auto	SL position, SL Track, Effect #4
	SL Revolving Door Unit ON	Deck	Auto	onstage, SL Track, Effect #5
	USR Building #1 ON	Deck	Manual	SL position
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"E" Unit ON	Deck	Auto	offstage, SR Track, Effect #2
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	Manual	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Footlights	Deck	-	standard position
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

SAVE A SOUL MISSION (1.6) -Mission Exterior

SCENIC ELEMENTS

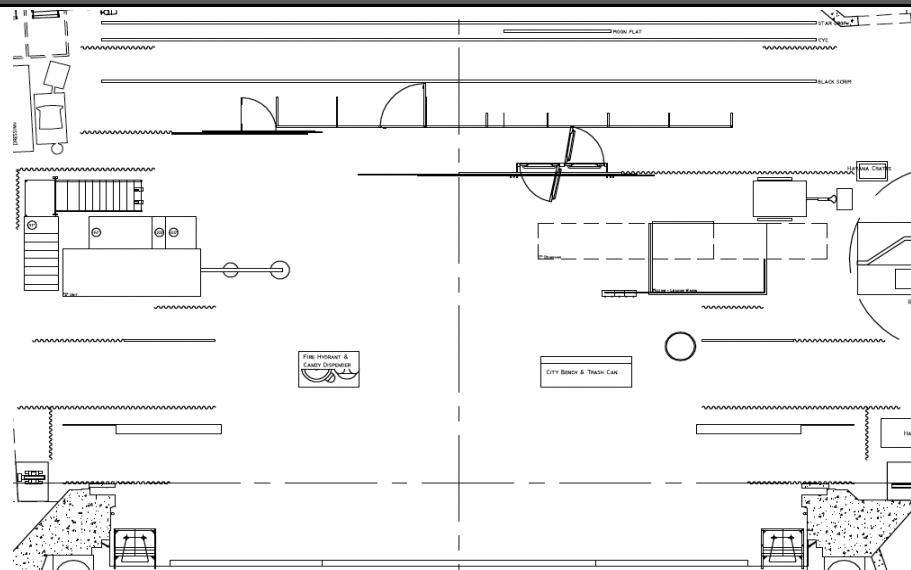
ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Mission - Trailing Wagon ON	Deck	Auto	CS exterior, SL Track, Effect #3
	Trashcan ON	Deck	Manual	SL position
	USL Building ON	Deck	Auto	onstage, USL Track, Effect #6
TRACKS	Mission - Leading Wagon ON	Deck	Auto	CS position, SL Track, Effect #4
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
REMAINS	SL Revolving Door Unit ON	Deck	Auto	onstage, SL Track, Effect #5
	USR Building #1 ON	Deck	Manual	SL position
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"E" Unit ON	Deck	Auto	offstage, SR Track, Effect #2
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	Manual	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Footlights	Deck	-	standard position
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
STRIKE	Billboard Header OUT	Fly	Auto	Lineset #6, Effect #9



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

A STREET OFF BROADWAY (1.7ab)



SCENIC ELEMENTS

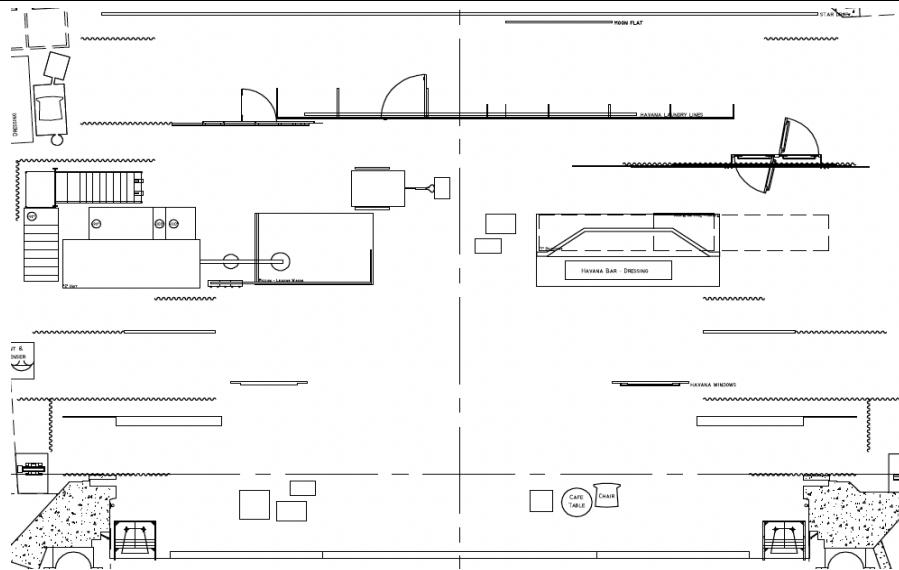
ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Fire Hydrant & Candy Dispenser ON	Deck	Manual	SR position
	City Bench & Trash Can ON	Deck	Manual	SL position
TRACKS	Mission - Leading Wagon HALF ON	Deck	Auto	half on, SL Track, Effect #4
REMAINS	USL Building ON	Deck	Auto	onstage, USL Track, Effect #6
	SL Revolving Door Unit ON	Deck	Auto	onstage, SL Track, Effect #5
	USR Building #1 ON	Deck	Manual	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"E" Unit ON	Deck	Auto	offstage, SR Track, Effect #2
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	Manual	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Footlights	Deck	-	standard position
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
STRIKE	Mission - Trailing Wagon OFF	Deck	Auto	offstage, SL Track, Effect #3



Shift Plot

V1 as of 11/25/2023
subject to change
Dead = Deadhung

HAVANA, CUBA (1.8a-f)



SCENIC ELEMENTS

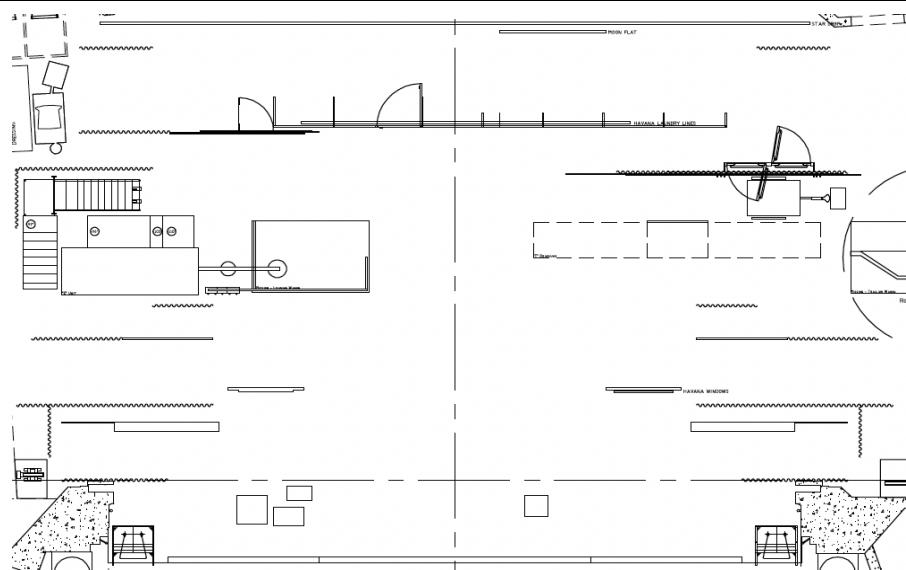
Action	Item	Type	Auto?	Notes
SET	Mission - Trailing Wagon ON	Deck	Auto	SL interior, SL Track, Effect #3
	Havana Dressing ON	Deck	Manual	on top of the trailing wagon
	Havana Cart ON	Deck	Manual	UCSR position
	Havana Crates ON	Deck	Manual	DSR, USC positions (6 crates)
	Havana Laundry Line IN	Fly	Manual	midstage, Lineset #43
	Havana Windows & Laundry IN	Fly	Auto	midstage, LS #11, Effect #11
	Café Table ON	Deck	Manual	DSL position
	Café Chair ON	Deck	Manual	DSL position
TRACKS	Mission - Leading Wagon ON	Deck	Auto	SR position, SL Track, Effect #4
REMAINS	USL Building ON	Deck	Auto	onstage, USL Track, Effect #6
	USR Building #1 ON	Deck	Manual	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"E" Unit ON	Deck	Auto	offstage, SR Track, Effect #2
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	Manual	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Footlights	Deck	-	standard position
STRIKE	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
	Black Scrim OUT	Fly	Manual	Lineset #48
	Cyclorama OUT	Fly	Manual	Lineset #53
	Fire Hydrant & Candy Dispenser OFF	Deck	Manual	SR
STRIKE	City Bench & Trash Can OFF	Deck	Manual	SL
	SL Revolving Door Unit OFF	Deck	Auto	offstage, SL Track, Effect #5



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

HAVANA EXTERIOR - (1.9ab) - Havana Alley



SCENIC ELEMENTS

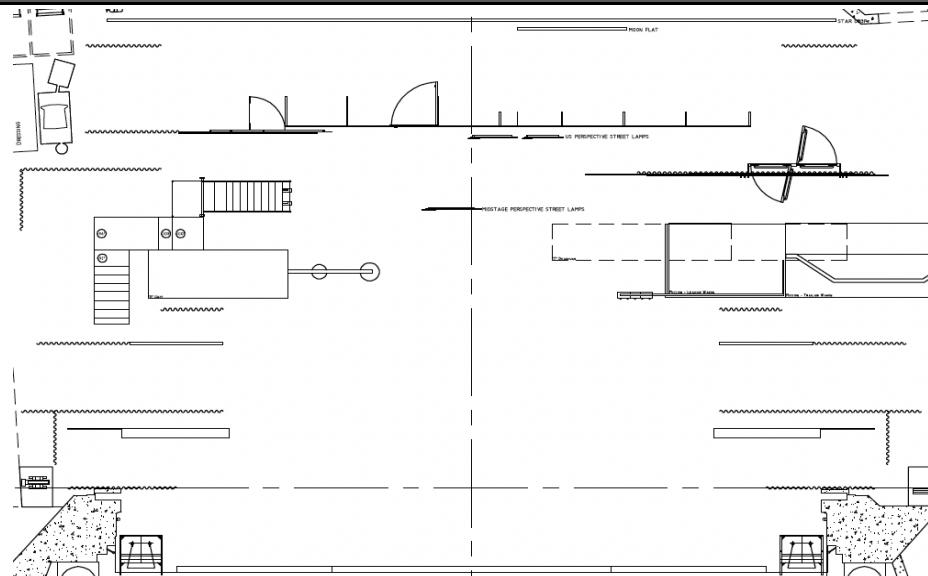
ACTION	ITEM	TYPE	AUTO?	NOTES
TRACKS	Moon Flat IN	Fly	Auto	to upper trim, LS #54, Eff #12
REMAINS	Mission - Leading Wagon ON	Deck	Auto	SR position, SL Track, Effect #4
	Havana Crates ON	Deck	Manual	DSR position (4 crates)
	Havana Laundry Line IN	Fly	Manual	midstage, Lineset #43
	Havana Windows & Laundry IN	Fly	Auto	midstage, LS #11, Effect #11
	USL Building ON	Deck	Auto	onstage, USL Track, Effect #6
	USR Building #1 ON	Deck	Manual	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"E" Unit ON	Deck	Auto	offstage, SR Track, Effect #2
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	Manual	offstage position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Footlights	Deck	-	standard position
	Star Drop IN	Fly	Dead	to trim, Lineset #55
STRIKE	Mission - Trailing Wagon OFF	Deck	Auto	SL
DEAD	Havana Dressing OFF	Deck	Manual	on top of the trailing wagon
	Havana Cart OFF	Deck	Manual	SL
	Havana Laundry Line OUT	Fly	Manual	Lineset #43
	Havana Windows & Laundry OUT	Fly	Auto	Lineset #11, Effect #11
STRIKE	Café Table OFF	Deck	Manual	SR
DEAD	Café Chair OFF	Deck	Manual	SL.
DEAD	Havana Crates OFF	Deck	Manual	SL.



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

SAVE A SOUL MISSION (1.10a) - Mission Exterior



SCENIC ELEMENTS

ACTION	ITEM	TYPE	AUTO?	NOTES
SET	DS Perspective Streetlamp	Fly	Auto	to deck, Lineset #33, Effect
	Perspective Streetlamps	Fly	Auto	to deck, Lineset #41, Effect
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
	SR Stair Unit 2 ON	Deck	Manual	DSR corner of DSR building
TRACKS	"E" Unit ON	Deck	Auto	SR, SR Track, Effect #2
	Mission - Leading Wagon HALF ON	Deck	Auto	half on SL, SL Track, Effect #4
	Moon Flat IN	Fly	Auto	midstage, LS #54, Eff #12
REMAINS	USL Building ON	Deck	Auto	onstage, USL Track, Effect #6
	USR Building #1 ON	Deck	-	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	SR position
	Border & Legs	Fly	Dead	to trim, Lineset #44
DEAD	Footlights	Deck	-	standard position
	Star Drop IN	Fly	Dead	to trim, Lineset #55
	Havana Crates OFF	Deck	Manual	SR.
	Havana Laundry Line OUT	Fly	Manual	Lineset #43
	Havana Windows & Laundry OUT	Fly	Auto	Lineset #11, Effect #11



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

(1.10bc) - Broadway

SCENIC ELEMENTS

ACTION	ITEM	TYPE	AUTO?	NOTES
SET	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
TRACKS	Mission - Leading Wagon ON	Deck	Auto	SL position, SL Track, Effect #4
REMAINS	"E" Unit ON	Deck	Auto	SR position, SR Track, Effect #2
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
	SR Stair Unit 2 ON	Deck	Manual	DSR corner of DSR building
	USL Building ON	Deck	Auto	onstage, USL Track, Effect #6
	USR Building #1 ON	Deck	-	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	SR position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Footlights	Deck	-	standard position
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
DEAD	DS Perspective Streetlamp OUT	Fly	Auto	to deck, Lineset #33, Effect
	Perspective Streetlamps OUT	Fly	Auto	to deck, Lineset #41, Effect



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

End of Act 1

SCENIC ELEMENTS

ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Billboard Header IN	Fly	Auto	midstage, Lineset #6, Effect #9
	Black Border - BOC IN	Fly	Manual	masking, Lineset #12
TRACKS	SR & SL Tracking Billboard Legs IN	Fly	Auto	1/4 stage, LS #5, Tracks, Eff #8
	Split Black Traveler IN	Fly	Manual	closed, masking, Lineset #8
REMAINS	Mission - Leading Wagon ON	Deck	Auto	SL position, SL Track, Effect #4
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	"E" Unit ON	Deck	Auto	SR position, SR Track, Effect #2
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
	SR Stair Unit 2 ON	Deck	Manual	DSR corner of DSR building
	USR Building #1 ON	Deck	-	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	SR position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Footlights	Deck	-	standard position
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

Intermission Shift

SCENIC ELEMENTS

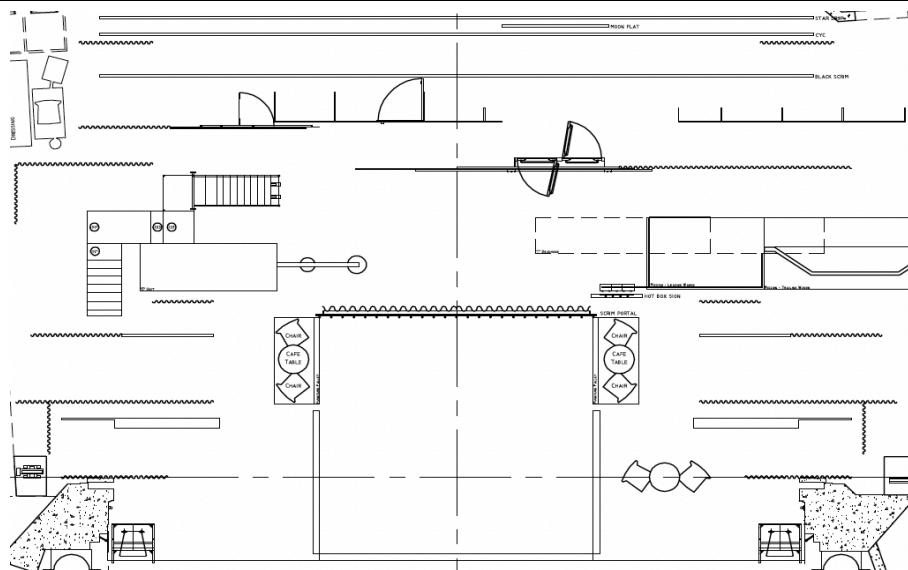
ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Furniture Pallet (2 chairs and a table) - SR ON	Deck	Manual	CSR position
	Furniture Pallet (2 chairs and a table) - SL ON	Deck	Manual	CSL position
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
TRACKS	Mission - Leading Wagon HALF ON	Deck	Auto	half on SL, SL Track, Effect #4
	SR & SL Tracking Billboard Legs IN	Fly	Auto	1/4 stage, LS #5, Tracks, Eff #8
REMAINS	Billboard Header IN	Fly	Auto	midstage, Lineset #6, Effect #9
	Split Black Traveler IN	Fly	Manual	closed, masking, Lineset #8
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	"E" Unit ON	Deck	Auto	SR position, SR Track, Effect #2
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
	SR Stair Unit 2 ON	Deck	Manual	DSR corner of DSR building
	USR Building #1 ON	Deck	-	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	SR position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Footlights	Deck	-	standard position
STRIKE	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
	Black Border - BOC IN	Fly	Manual	masking, Lineset #12



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

HOT BOX NIGHT CLUB (2.1a) - Au Vista Shift



SCENIC ELEMENTS

ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Hot Box Sign IN	Fly	Auto	to deck, Lineset #22, Effect
	Café Table ON	Deck	Manual	DSL position
	Café Chairs (2) ON	Deck	Manual	DSL position
	Hot Box Curtain IN	Fly	Manual	Lineset #21
TRACKS	Footlights ON	Deck	Manual	hot box position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Split Black Traveler OPEN	Fly	Manual	open, masking, Lineset #8
REMAINS	Furniture Pallet (2 chairs and a table) - SR ON	Deck	Manual	CSR position
	Furniture Pallet (2 chairs and a table) - SL ON	Deck	Manual	CSL position
	Mission - Leading Wagon HALF ON	Deck	Auto	half on SL, SL Track, Effect #4
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	"E" Unit ON	Deck	Auto	SR position, SR Track, Effect #2
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
	SR Stair Unit 2 ON	Deck	Manual	DSR corner of DSR building
	USR Building #1 ON	Deck	-	SL position
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	SR position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

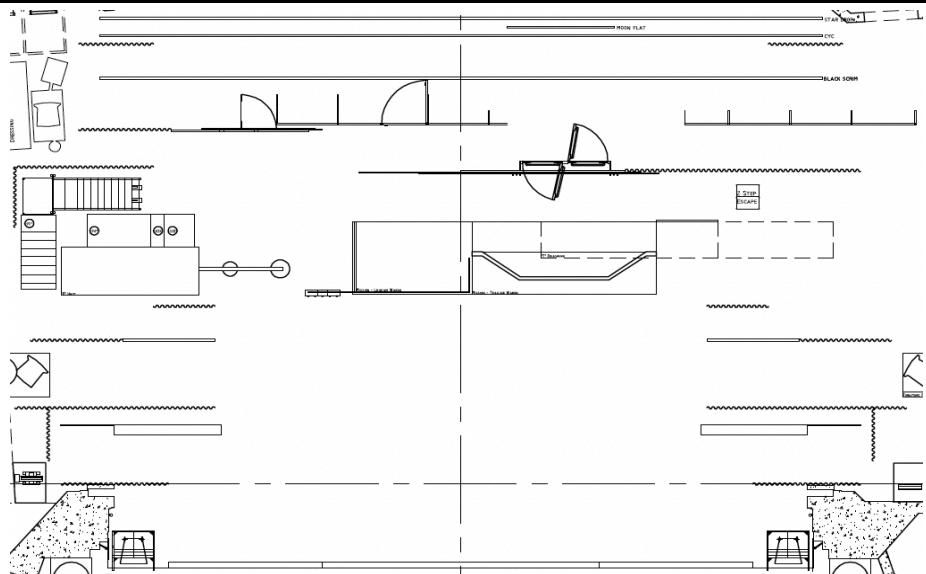
HOT BOX NIGHT CLUB (2.1b) - Internal Shift				
SCENIC ELEMENTS				
Action	Item	Type	Auto?	Notes
SET	Ghost Light ON	Deck	Manual	DSL position
	SR Stair Unit 1 ON	Deck	Manual	USL corner of "E" unit
REMAINS	Hot Box Sign IN	Fly	Auto	to deck, Lineset #22, Effect
	Café Table ON	Deck	Manual	DSL position
	Café Chairs (2) ON	Deck	Manual	DSL position
	Hot Box Curtain IN	Fly	Manual	Lineset #21
	Footlights ON	Deck	Manual	hot box position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Furniture Pallet (2 chairs and a table) - SR ON	Deck	Manual	CSR position
	Furniture Pallet (2 chairs and a table) - SL ON	Deck	Manual	CSL position
	Mission - Leading Wagon HALF ON	Deck	Auto	half on SL, SL Track, Effect #4
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	"E" Unit ON	Deck	Auto	SR position, SR Track, Effect #2
	SR Stair Unit 2 ON	Deck	Manual	DSR corner of DSR building
	USR Building #1 ON	Deck	-	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	open, masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	SR position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

STREET EXTERIOR (2.2ab) - 48th Street



SCENIC ELEMENTS

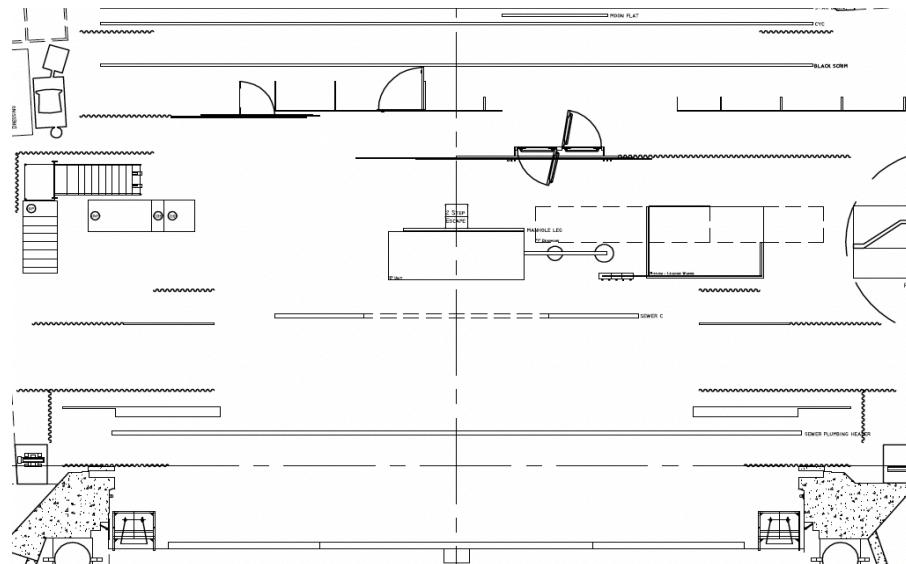
ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Mission - Trailing Wagon ON	Deck	Auto	CS exterior, SL Track, Effect #3
TRACKS	Mission - Leading Wagon ON	Deck	Auto	CS position, SL Track, Effect #4
	"E" Unit ON	Deck	Auto	offstage, SR Track, Effect #2
REMAINS	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	-	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	open, masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	SR position
	Border & Legs	Fly	Dead	to trim, Lineset #44
DEAD	Footlights	Deck	-	standard position
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
	Footlights ON	Deck	Manual	DS position
	Ghost Light OFF	Deck	Manual	SL
	SR Stair Unit 1 OFF	Deck	Manual	SR
	SR Stair Unit 2 OFF	Deck	Manual	SR
	Hot Box Sign OUT	Fly	Auto	Lineset #22, Effect #10
	Café Table OFF	Deck	Manual	SL
	Café Chairs (2) OFF	Deck	Manual	SL



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

CRAP GAME IN THE SEWER (2.3a-c)



SCENIC ELEMENTS

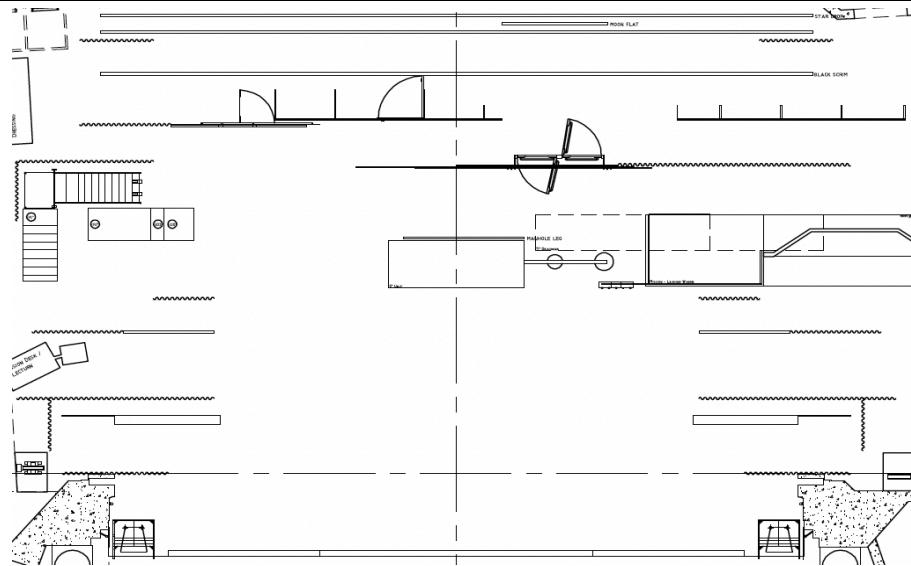
ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Sewer Plumbing Header IN	Fly	Auto	midstage, LS #4, Effect #15
	Sewer "C" Unit IN	Fly	Auto	to deck, Lineset #18, Effect
	Manhole Leg IN	Fly	Manual	to deck, Lineset #28
	2 Step Escape ON	Deck	Manual	USC position
TRACKS	Mission - Leading Wagon HALF ON	Deck	Auto	half on, SL Track, Effect #4
	"E" Unit ON	Deck	Auto	CS position, SR Track, Effect #2
REMAINS	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	-	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	open, masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	SR position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Footlights	Deck	-	standard position
STRIKE	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
	Mission - Trailing Wagon OFF	Deck	Auto	offstage, SL Track, Eff #3, Spins



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

A STREET OFF BROADWAY (2.4)



SCENIC ELEMENTS

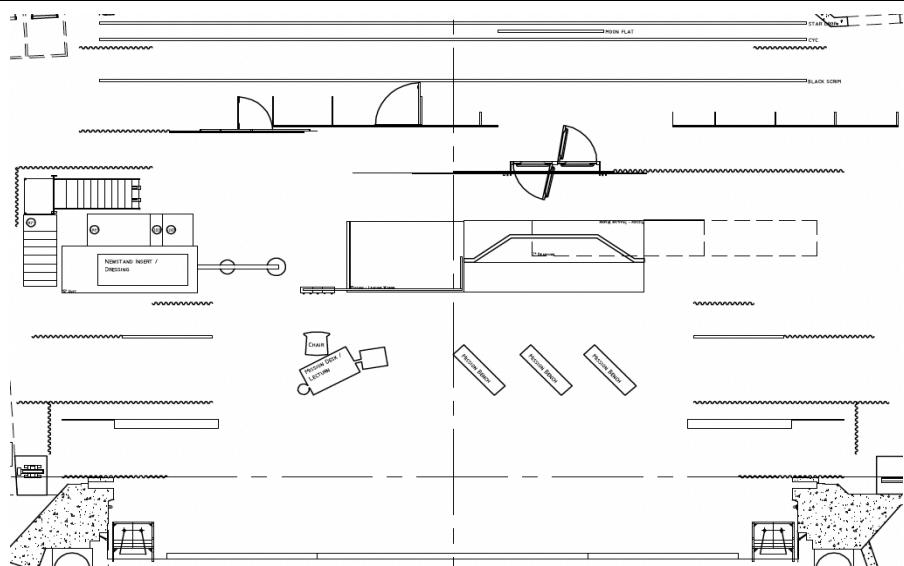
ACTION	ITEM	TYPE	AUTO?	NOTES
REMAINS	"E" Unit ON	Deck	Auto	CS position, SR Track, Effect #2
	Manhole Leg IN	Fly	Manual	to deck, Lineset #28
	Mission - Leading Wagon HALF ON	Deck	Auto	half on, SL Track, Effect #4
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	-	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	open, masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	SR position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Footlights	Deck	-	standard position
DEAD	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
	Sewer Plumbing Header	Fly	Auto	midstage, LS #4, Effect #15
	Sewer "C" Unit	Fly	Auto	to deck, Lineset #18, Effect
	2 Step Escape	Deck	Manual	USC position



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

SAVE A SOUL MISSION (2.5a-c) - Interior



SCENIC ELEMENTS

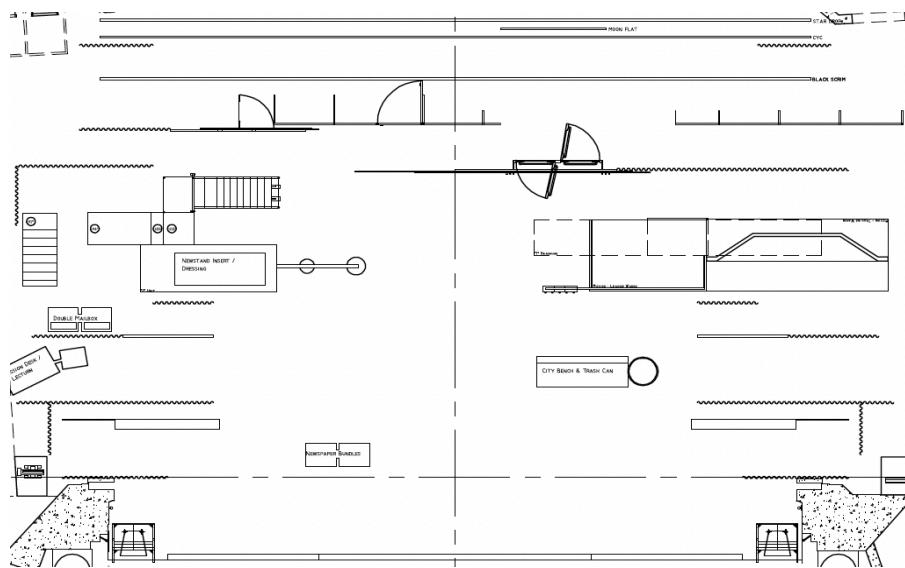
ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Mission - Trailing Wagon ON	Deck	Automat	CS interior, SL Track, Effect #3
	Mission Benches ON	Deck	Manual	CSL position
	Mission Desk/Lecturn ON	Deck	Manual	CSR position
	Chair ON	Deck	Manual	CSR position
TRACKS	Newstand Insert/Dressing on "E" Unit ON	Deck	Automat	offstage, SR Track, Effect #2
	Mission - Leading Wagon ON	Deck	Automat	CS position, SL Track, Effect #4
REMAINS	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	SL Revolving Door Unit ON	Deck	Automat	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	-	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Automat	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Deadhu	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	open, masking, Lineset #8
	Border & Legs IN	Fly	Deadhu	masking, Lineset #19
	Custom Portal IN	Fly	Deadhu	Lineset #20
	"T" Deadhung IN	Fly	Deadhu	to trim, Lineset #27
	Black Border IN	Fly	Deadhu	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	SR position
	Border & Legs	Fly	Deadhu	to trim, Lineset #44
	Footlights	Deck	-	standard position
	Moon Flat IN	Fly	Automat	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Deadhu	to trim, Lineset #55
DEAD	Manhole Leg OUT	Fly	Manual	to deck, Lineset #28



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

A STREET OFF BROADWAY (2.6) - Near Times Square



SCENIC ELEMENTS

ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Newspaper Bundles ON	Deck	Manual	DSR position
	City Bench & Trash Can ON	Deck	Manual	midstage left, DS Track, Eff #1
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
TRACKS	Mission - Leading Wagon ON	Deck	Auto	SL position, SL Track, Effect #4
	Newstand Insert/Dressing on "E" Unit ON	Deck	Auto	half on SR, SR Track, Effect #2
REMAINS	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	-	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	open, masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	SR position
	Border & Legs	Fly	Dead	to trim, Lineset #44
DEAD	Footlights	Deck	-	standard position
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55
	Mission - Trailing Wagon OFF	Deck	Auto	SL
	Mission Benches OFF	Deck	Manual	SL
	Mission Desk/Lecturn OFF	Deck	Manual	SR position
	Chair OFF	Deck	Manual	SR position



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

BROADWAY (2.7)

SCENIC ELEMENTS

ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Double Mailbox	Deck	Manual	CSR position
	SR Stair Unit 2 ON	Deck	Auto	DSR corner of DSR building
	Newstand Insert/Dressing on "E" Unit ON	Deck	Auto	CS position, SR Track, Effect #2
REMAINS	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
	Mission - Leading Wagon ON	Deck	Auto	SL position, SL Track, Effect #4
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	-	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	open, masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	SR position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Footlights	Deck	-	standard position
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55



Shift Plot

V1 as of 11/25/2023
subject to change
 Dead = Deadhung

Final Look (end)

SCENIC ELEMENTS

ACTION	ITEM	TYPE	AUTO?	NOTES
SET	Billboard Header IN	Fly	Auto	midstage, Lineset #6, Effect #9
TRACK	SR & SL Tracking Billboard Legs IN	Fly	Auto	1/4 stage, LS #5, Tracks, Eff #8
REMAINS	Double Mailbox	Deck	Manual	CSR position
	SR Stair Unit 2 ON	Deck	Auto	DSR corner of DSR building
	Newstand Insert/Dressing on "E" Unit ON	Deck	Auto	CS position, SR Track, Effect #2
	SR Stair Unit 1 ON	Deck	Manual	USL corner of DSR building
	Mission - Leading Wagon HALF ON	Deck	Auto	half on, SL Track, Effect #4
	Black Scrim IN	Fly	Manual	to deck, Lineset #48
	Cyclorama IN	Fly	Manual	to deck, Lineset #53
	SL Revolving Door Unit ON	Deck	Auto	CS position, SL Track, Effect #5
	USR Building #1 ON	Deck	-	SL position
	SR & SL Tracking Billboard Legs IN	Fly	Auto	offstage, LS #5, Tracks, Eff #8
	Border & Legs IN	Fly	Dead	masking, Lineset #0
	Split Black Traveler IN	Fly	Manual	open, masking, Lineset #8
	Border & Legs IN	Fly	Dead	masking, Lineset #19
	Custom Portal IN	Fly	Dead	Lineset #20
	"T" Deadhung IN	Fly	Dead	to trim, Lineset #27
	Black Border IN	Fly	Dead	to trim, Lineset #32
	USR Building #2 ON	Deck	-	
	DSR Building ON	Deck	-	SR position
	Border & Legs	Fly	Dead	to trim, Lineset #44
	Footlights	Deck	-	standard position
	Moon Flat IN	Fly	Auto	midstage, LS #54, Effect #12
	Star Drop IN	Fly	Dead	to trim, Lineset #55