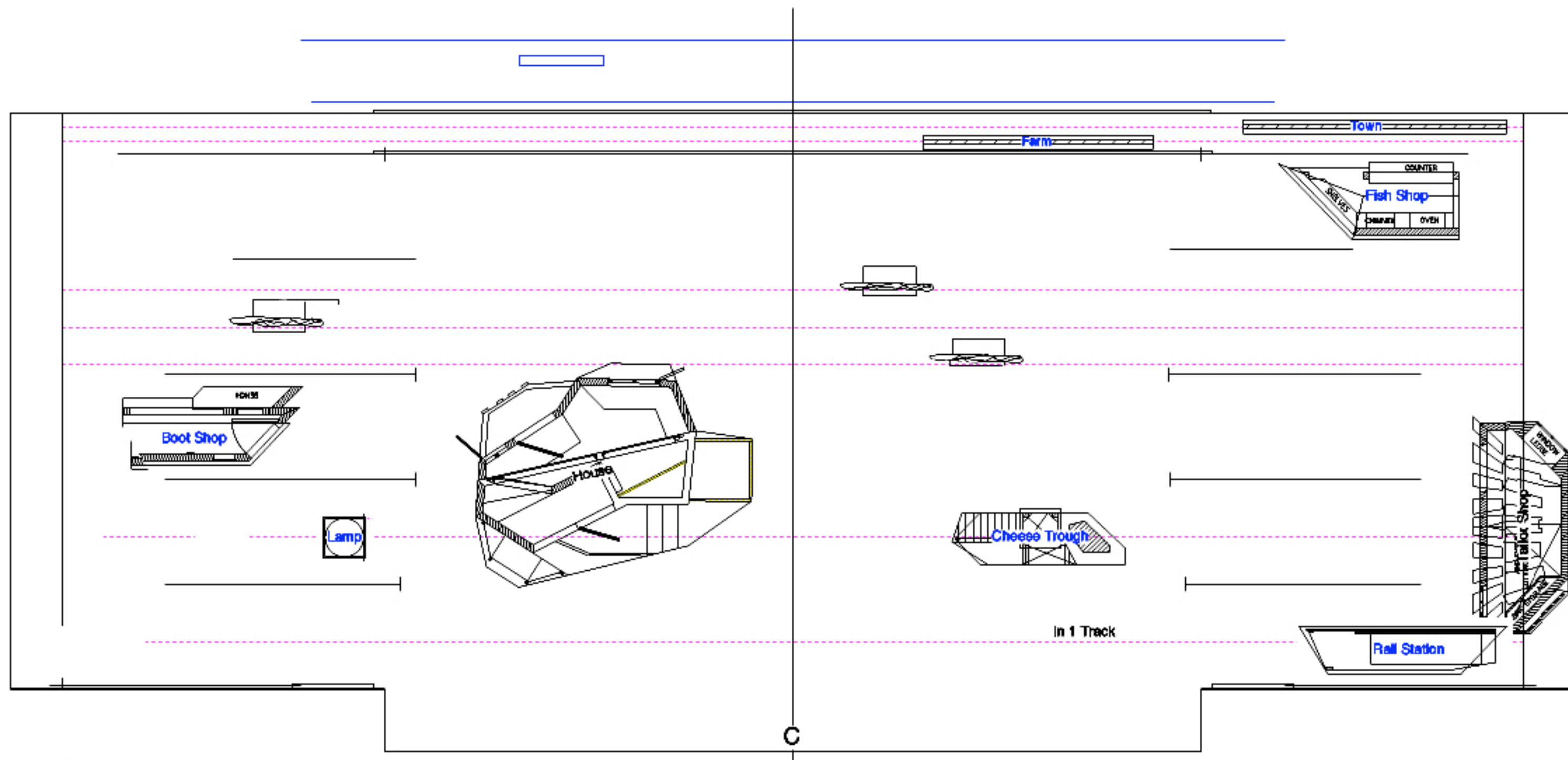


1. Bar Flown - 2L
2. Barn Flown - 3R
3. Pump Flown - 3L

NEW POSITIONS 12/14/08

Intermission/Preset (2.0)



1. Bar Flown - 2L
2. Barn Flown - 3R
3. Pump Flown - 3L

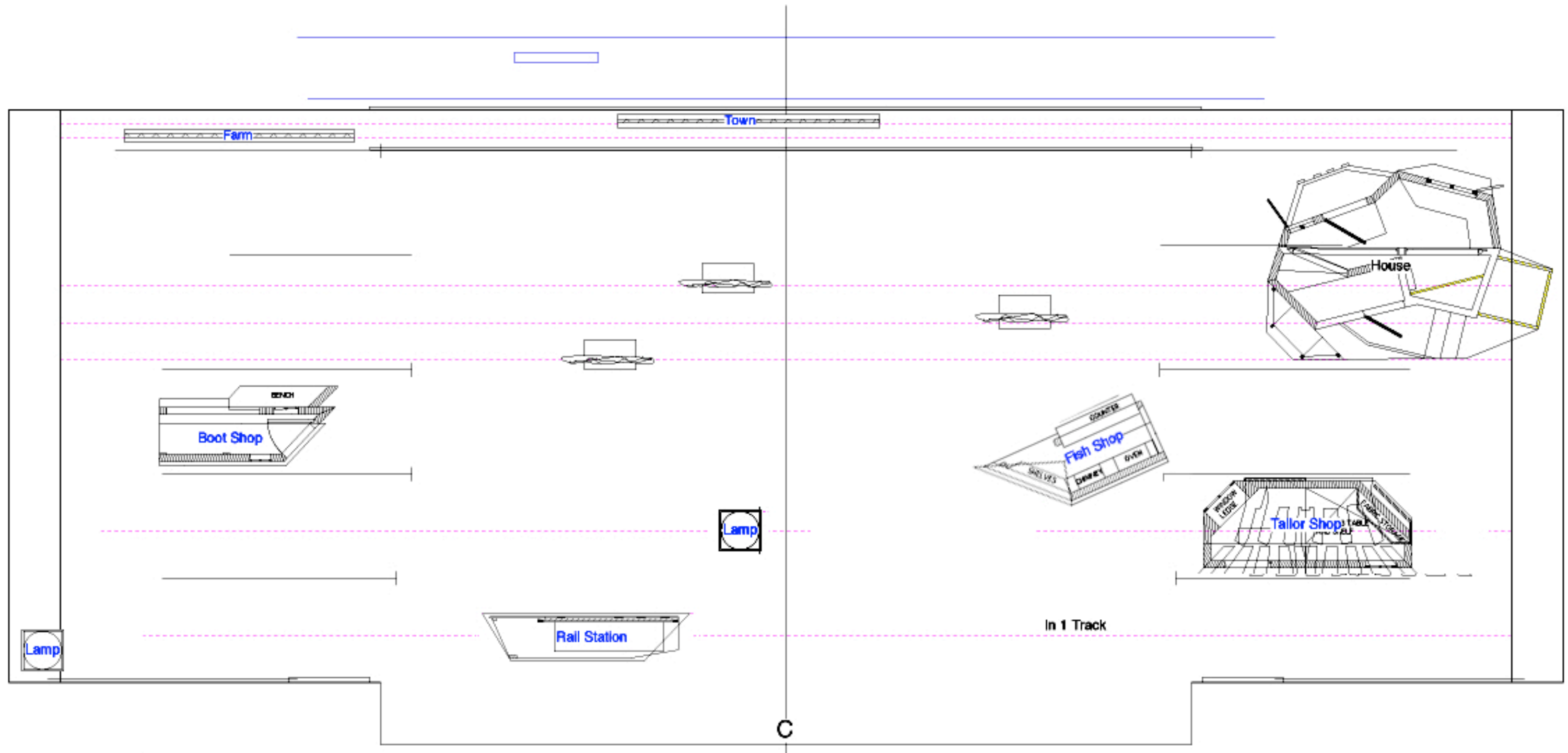
Cheese Trough (2.1)

NEW POSITIONS 12/14/08

Can the Tailor Shop be Flown until the CHEESE TROUGH is Struck?
RR stores IN SR top of the show.
Stage Hands move station all the way SR as the House exits UL and Off
Cheese exits All the way SL with Lamp entering SR on same track as shown.



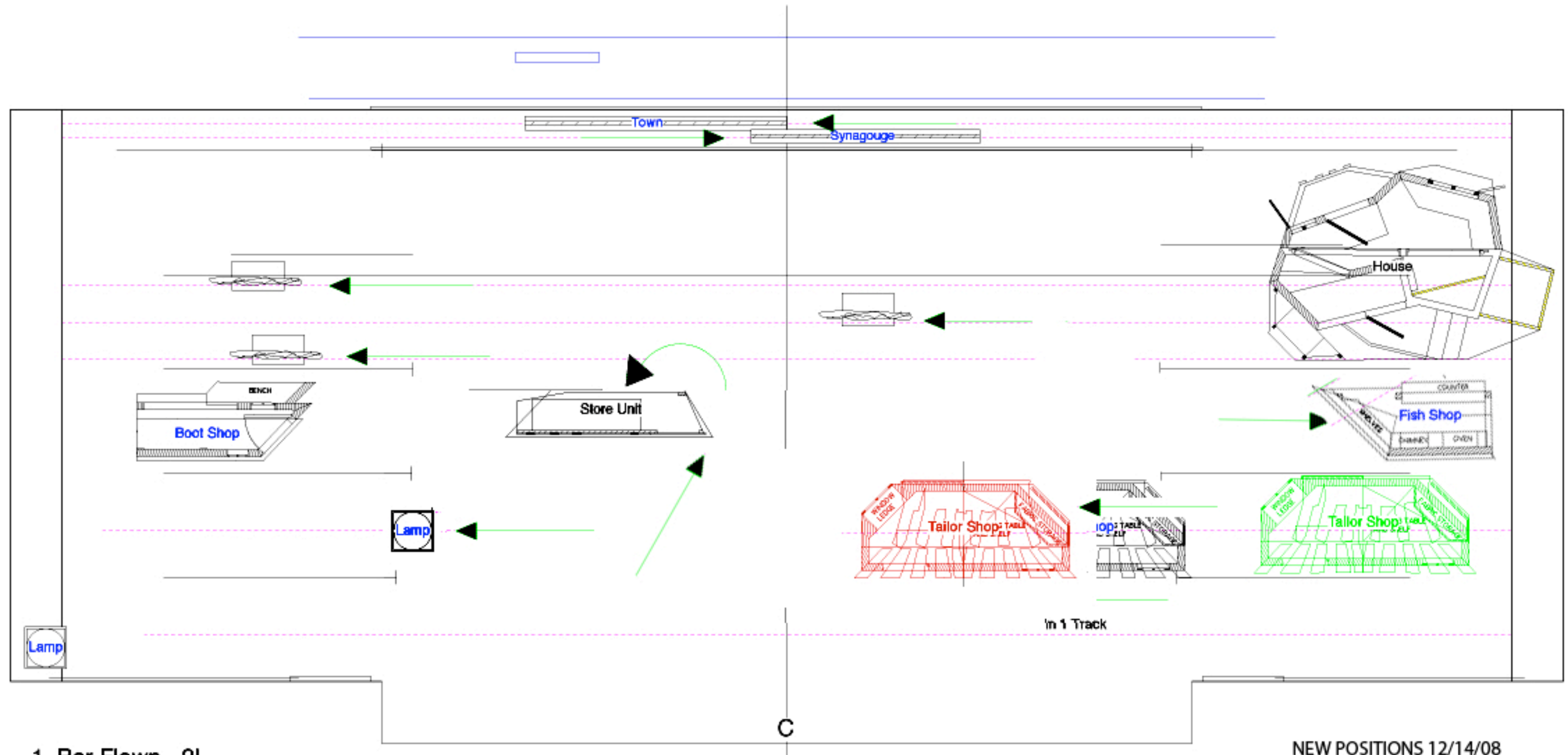
Transition to Street



1. Bar Flown - 2L
2. Barn Flown - 3R
3. Pump Flown - 3L
4. Cheese Flown 1L

Street
(2.2) / (2.3)

LAMP and TAILOR move first
 RR STATION moves up and flips around
 Lamp ON and positioned just onstage
 FISH off

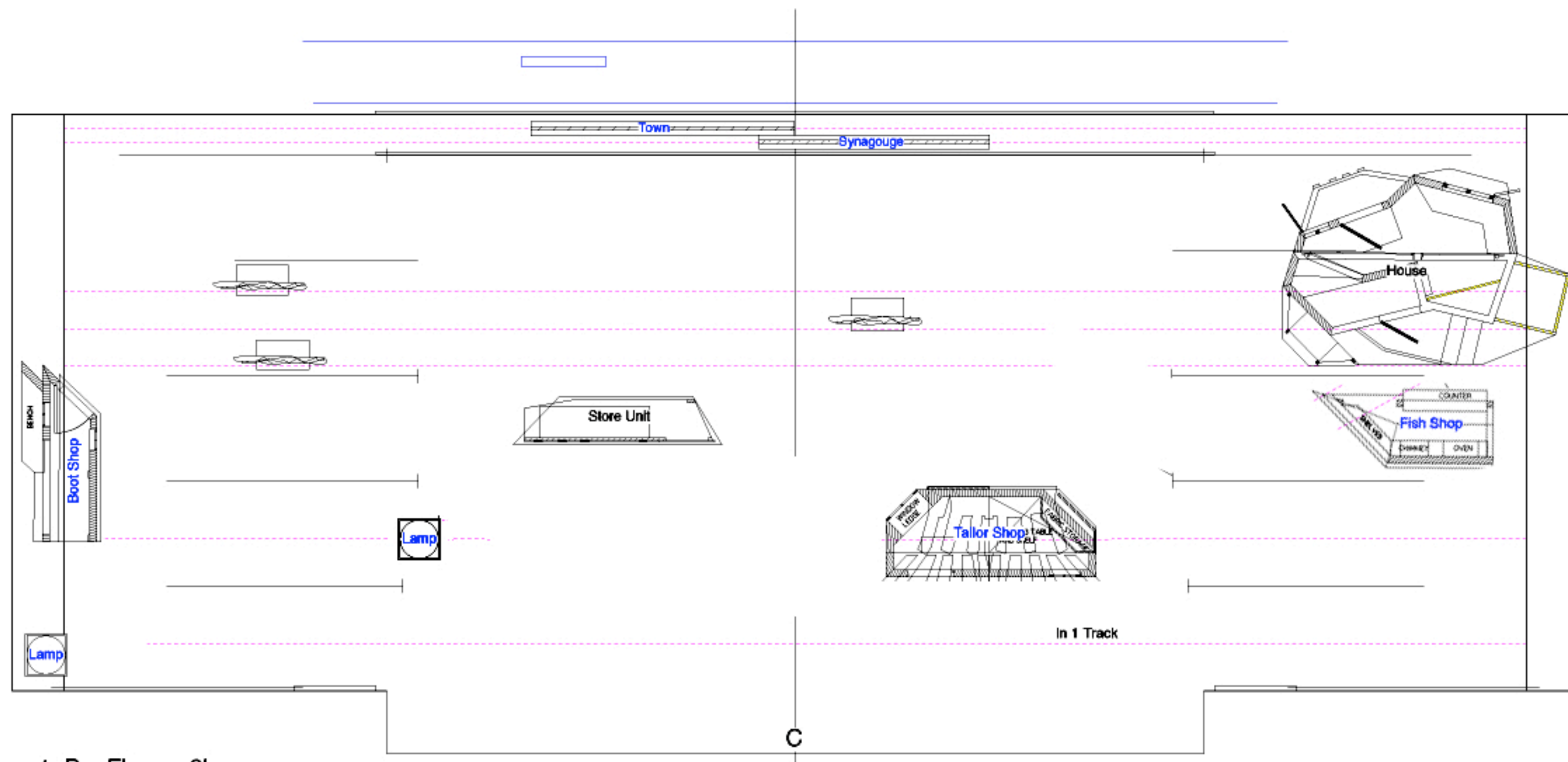


1. Bar Flown - 2L
2. Barn Flown - 3R
3. Pump Flown - 3L
4. Cheese Flown 1L

NEW POSITIONS 12/14/08

Transition to Outside Tailor

CHRIS ... is it possible that during the Street Scene outside the Tailor's as apt of the crowd scenean IA carp could quick relaese the lamp from the track? Otherwise in the transition to the Ballet 2.6 during the black-out the lamp and tailor shop will need to exit off in the same direction.

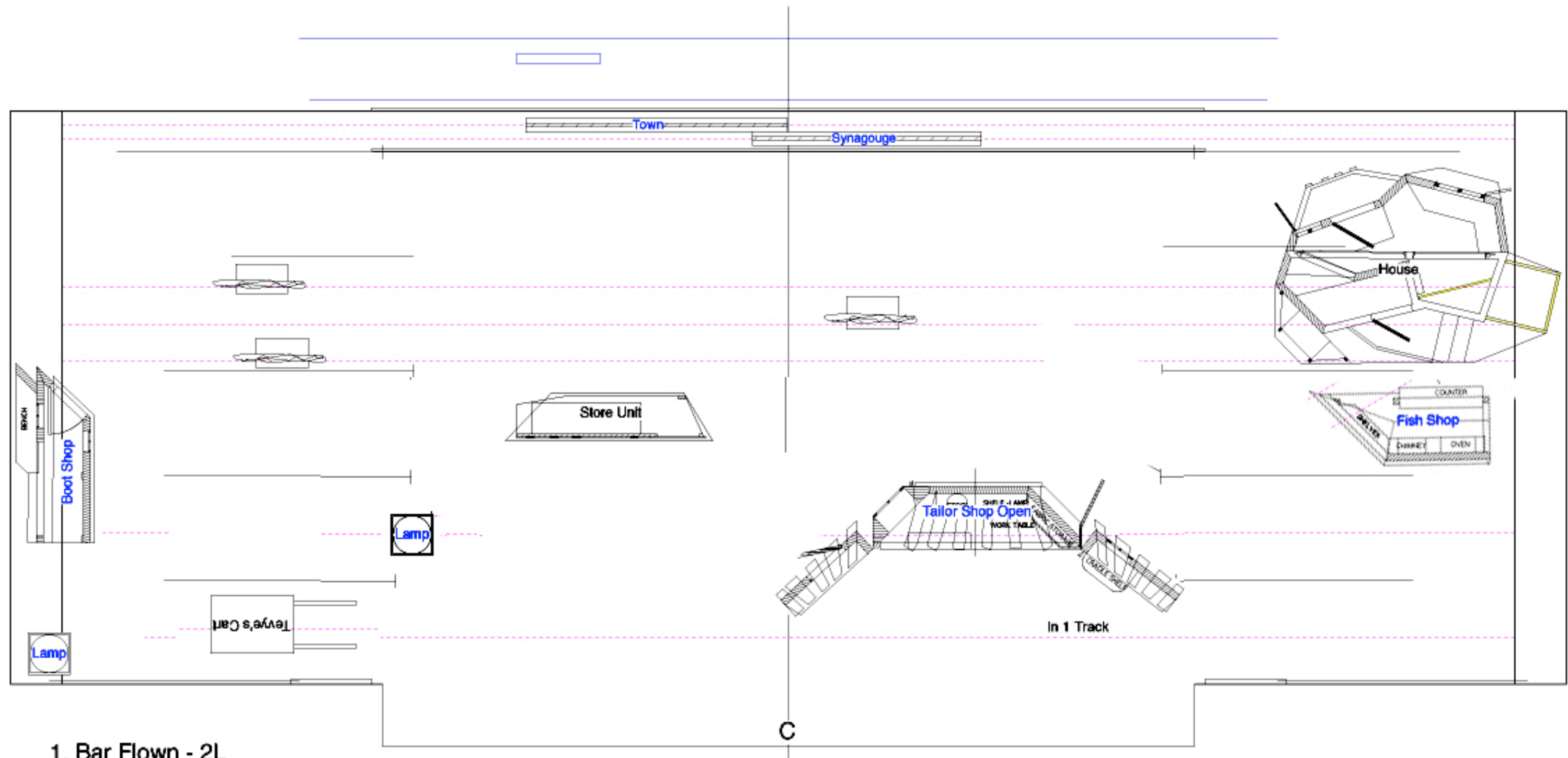


1. Bar Flown - 2L
2. Barn Flown - 3R
3. Pump Flown - 3L
4. Cheese Flown 1L
5. RR Flown - 4L

Outside Tailor (2.4)

NEW POSITIONS 12/14/08

Sammy, This is the position the Tailor Shop would need to be in if we use the lamp as you suggested. WE certainly have an interior and extreior now.

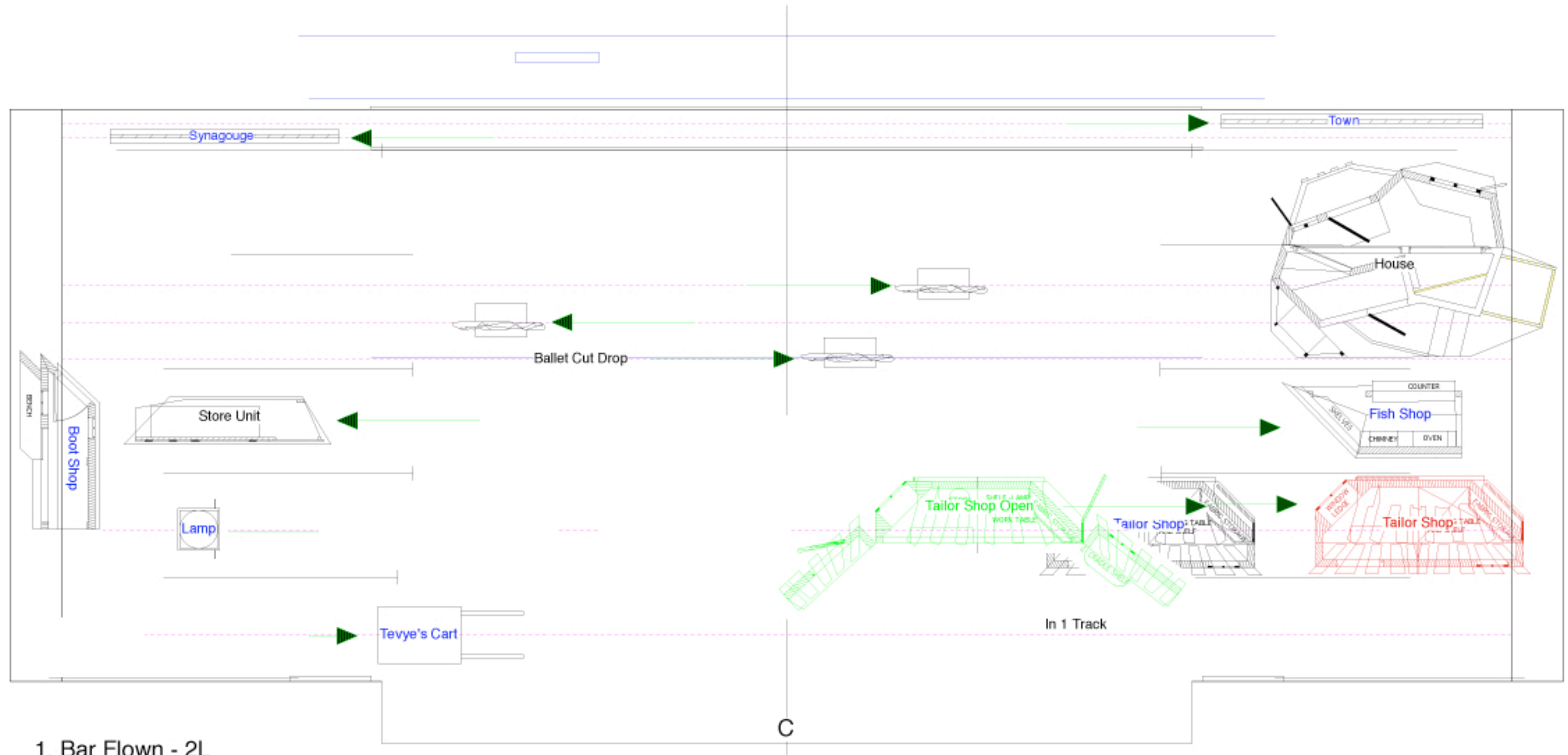


1. Bar Flown - 2L
2. Barn Flown - 3R
3. Pump Flown - 3L
4. Cheese Flown 1L
5. RR Flown - 4L

Tailor Interior (2.5)

NEW POSITIONS 12/14/08

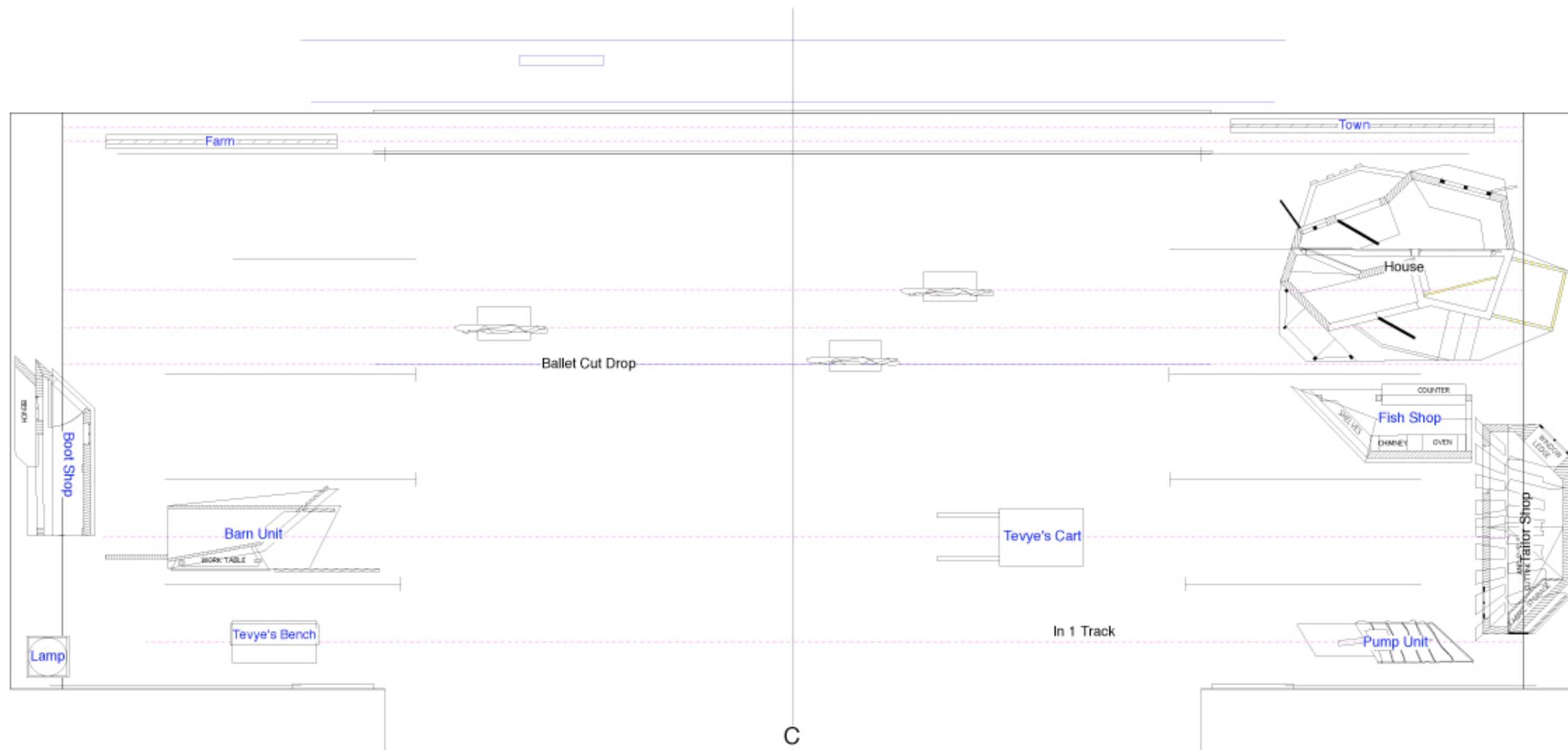
Hopefully the lamp can be disconnected from the track in order to exit SR in this Black-out transitions to the Ballet.
I am not certain where the cart enters, but if it is to come from SR, it will probably have to come from In One, as shown,



1. Bar Flown - 2L
2. Barn Flown - 3R
3. Pump Flown - 3L
4. Cheese Flown 1L
5. RR Flown - 4R

NEW POSITIONS 12/14/08

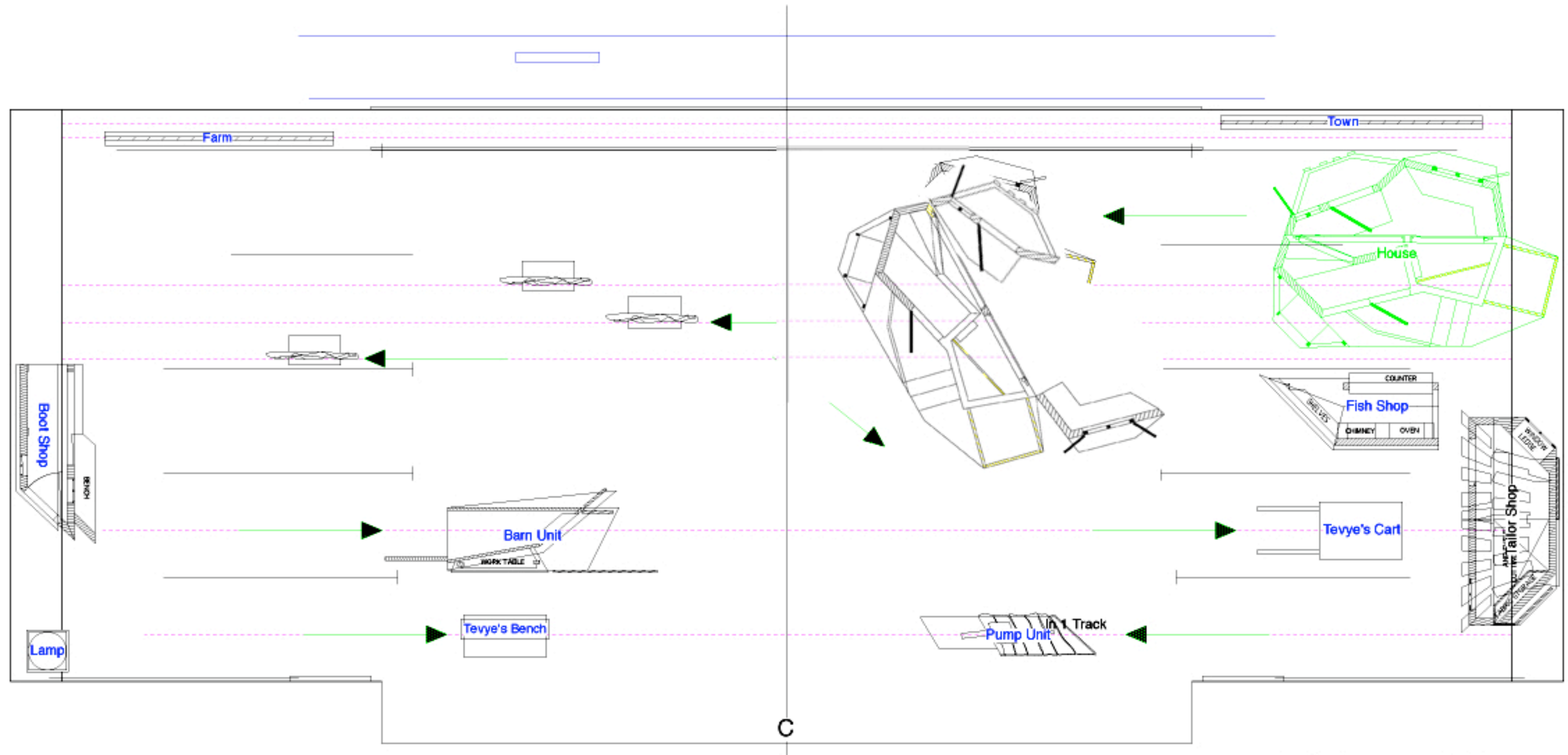
Transition to Country...Ballet



1. Bar Flown - 2L
2. Cheese Flown 1L
3. RR Flown - 4L

Country....Ballet (2.6)

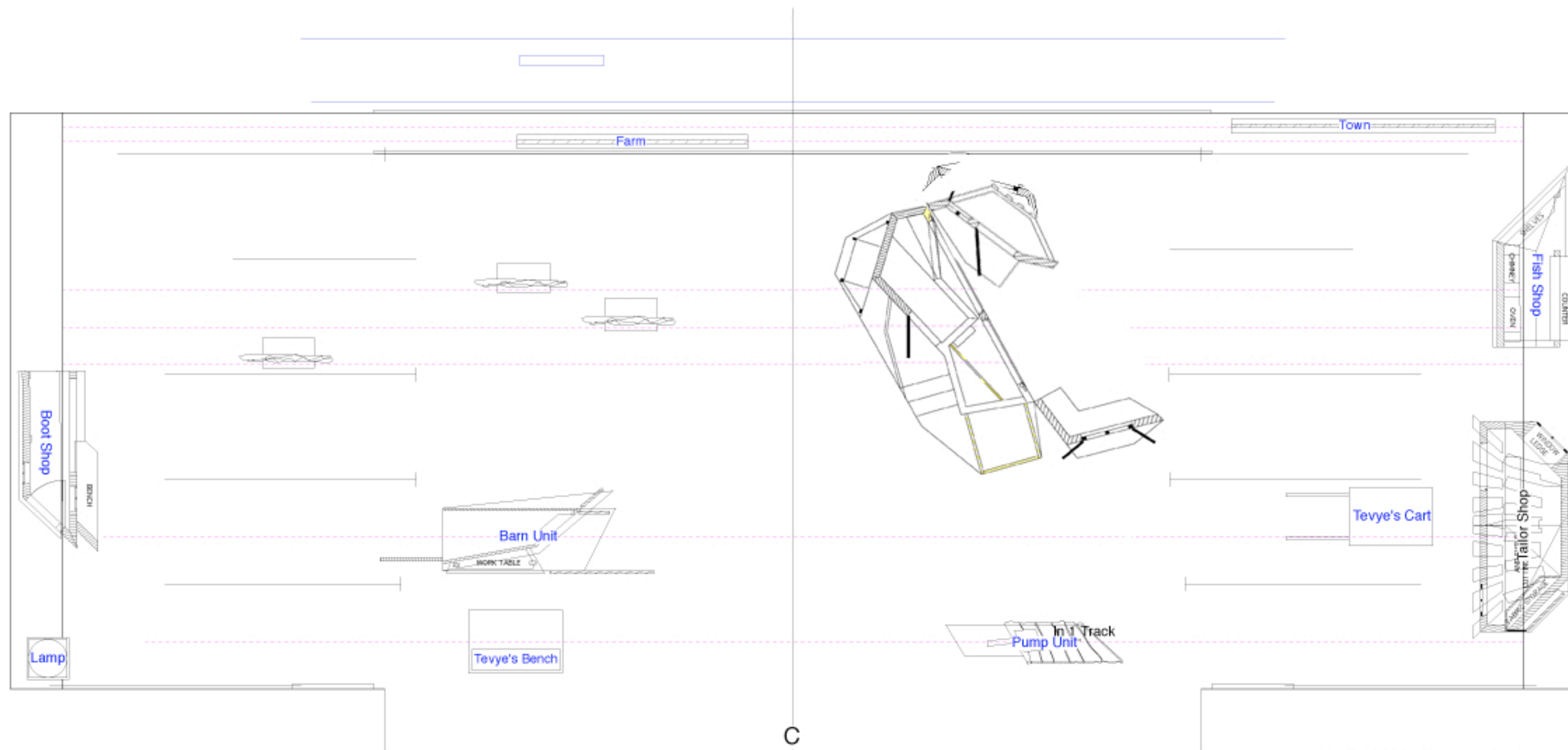
CHRIS, Sammy would like us to position the house as shown and open the DS wing as shown. During this scene, props will load the house with boxes, blankets, pots, and the chests for 2.8.



1. Bar Flown - 2L
2. Cheese Flown 1L
3. RR Flown - 4L

NEW POSITIONS 12/14/08

Transition to Barnyard



1. Bar Flown - 2L
2. Cheese Flown 1L
3. RR Flown - 4L

Barnyard (2.7)

NEW POSITIONS 12/14/08

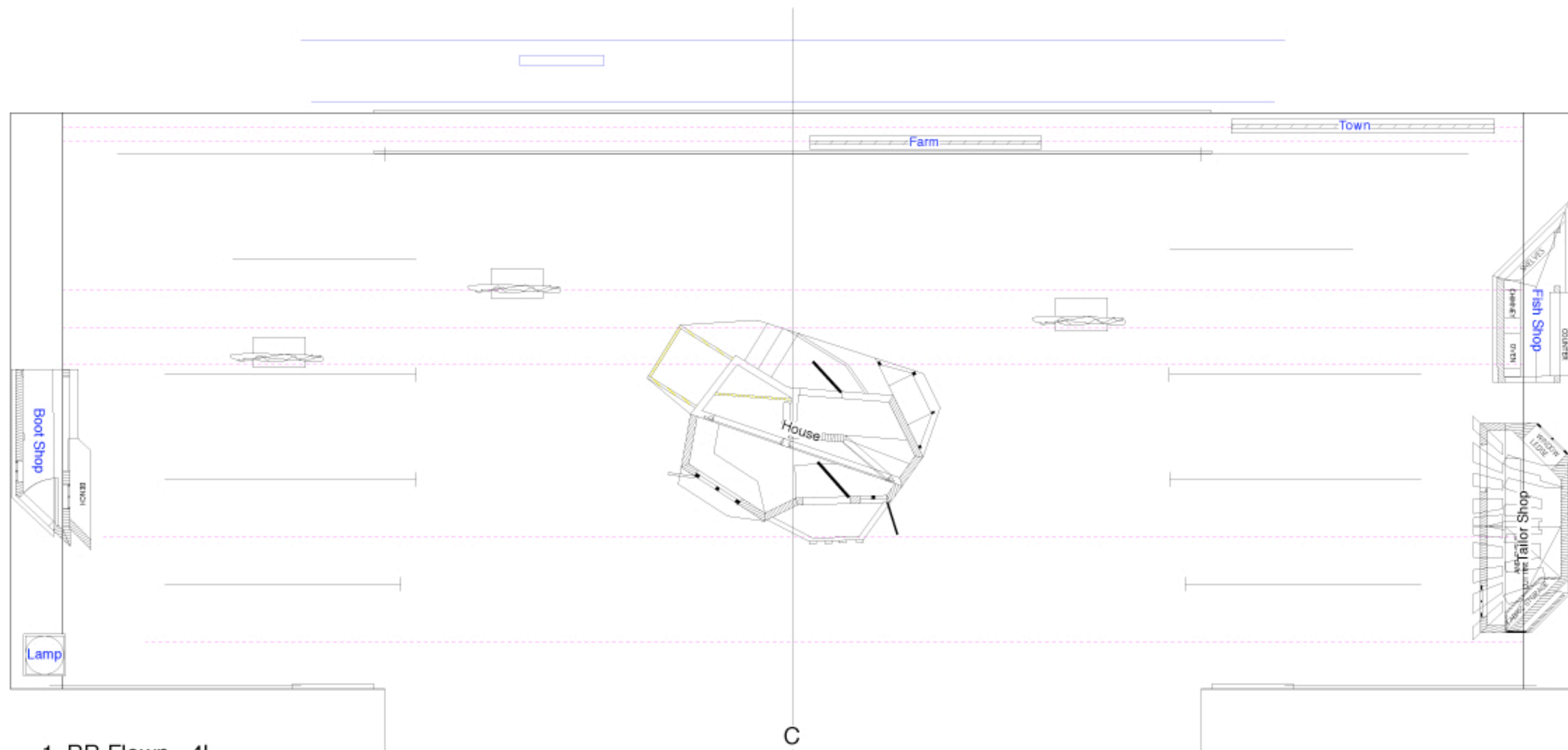
In this transition, the House DS wing closed and the House spins to spike for 2.8



1. Bar Flown - 2L
2. Cheese Flown 1L
3. RR Flown - 4L

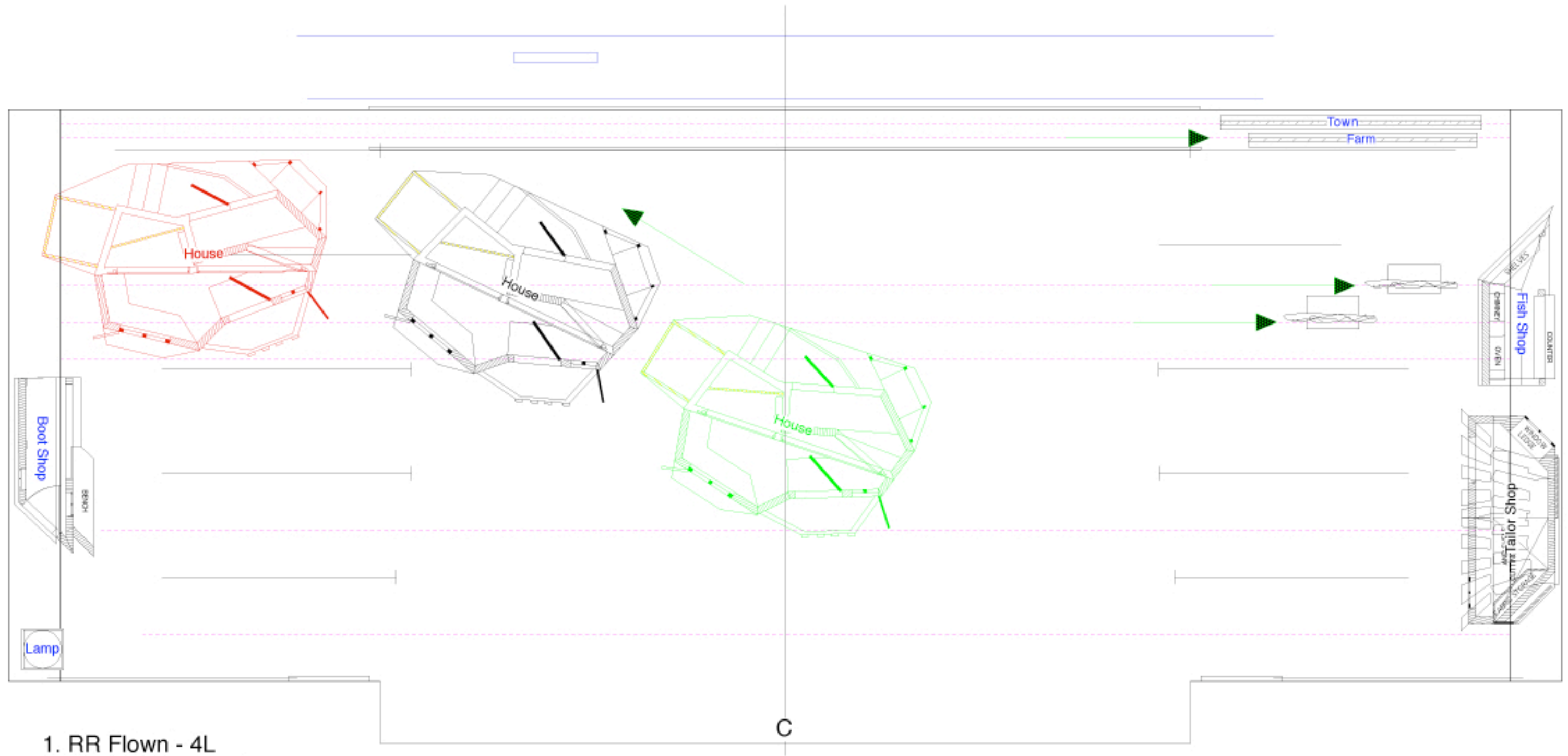
NEW POSITIONS 12/14/08

Transition to Tevye's Outside



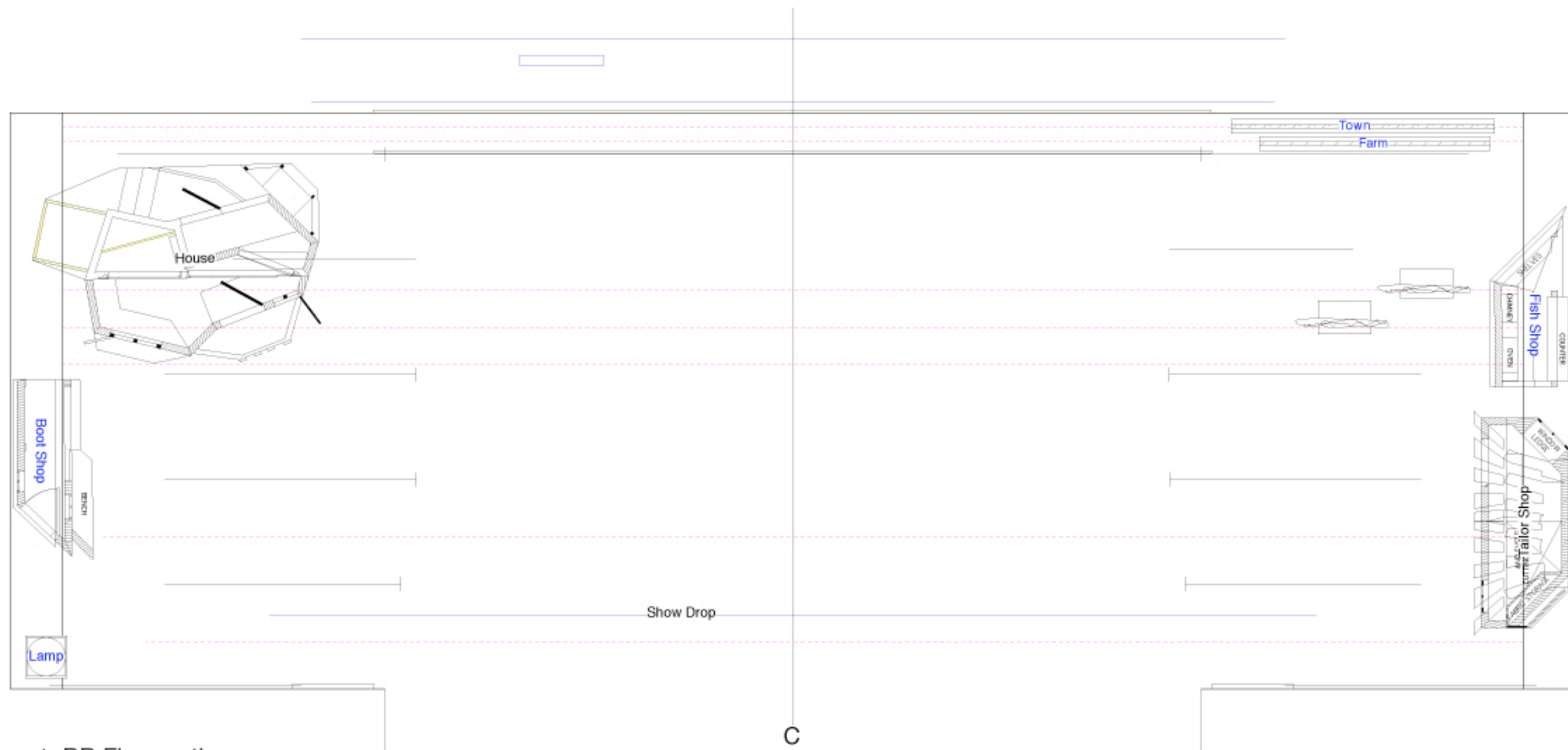
1. RR Flown - 4L
2. Cheese Flown - 1L
3. Bar Flown - 2L
4. Barn Flown - 3R
5. Pump Flown - 3L

Tevye's Outside (2.8)



1. RR Flown - 4L
2. Cheese Flown - 1L
3. Bar Flown - 2L
4. Barn Flown - 3R
5. Pump Flown - 3L

Transition to The Journey



1. RR Flown - 4L
2. Cheese Flown - 1L
3. Bar Flown - 2L
4. Barn Flown - 3R
5. Pump Flown - 3L

The Journey (2.9)