

- 85: 47'-3"
84: 46'-9"
83: 46'-3"
82: 45'-9"
81: 45'-3"
80: 44'-9"
79: 44'-3"
78: 43'-9"
77: 43'-3"
76: 42'-9"
75: 42'-3"
74: 41'-9"

73: 40'-9"
72: 40'-3"
71: 39'-9"
70: 39'-3"
69: 38'-9"
68: 38'-3"
67: 37'-9"
66: 37'-3"
65: 36'-9"
64: 36'-3"
63: 35'-9"
62: 35'-3"
61: 34'-9"
60: 34'-3"
59: 33'-9" RP Screen
58: 33'-3" Black Scrim
57: 32'-9" #5 Black Legs; 24'-0" to CL
56: 32'-3" US BO Drop; +27'-0" HI Trim as Border
55: 31'-9"
54: 31'-3"

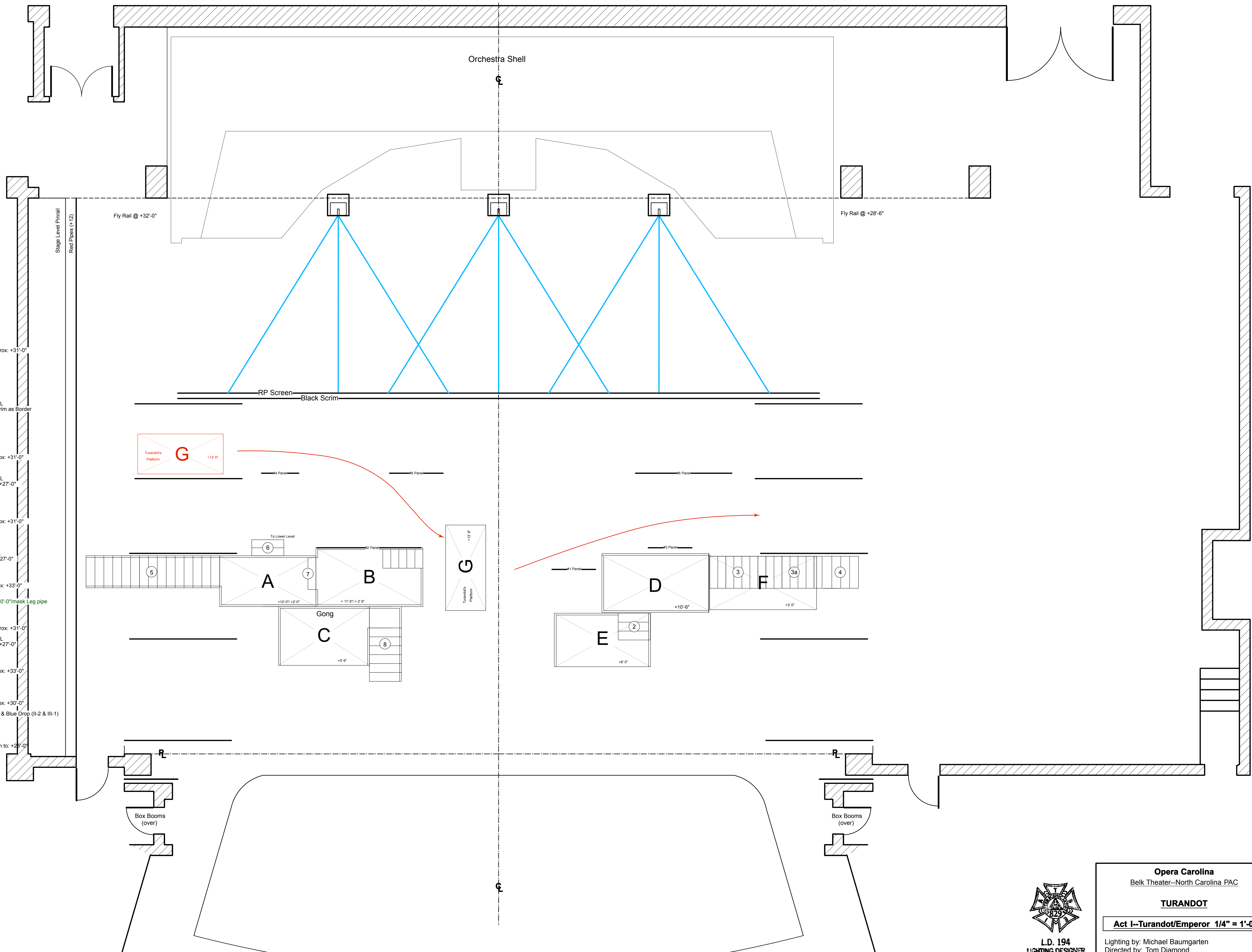
53: 30'-3"
52: 29'-9"
51: 29'-3" FOCUS TRACK #3
50: 28'-9"
49: 28'-3"
48: 27'-9" 6 ELECTRIC; Trim to approx: +31'-0"
47: 27'-3"
46: 26'-9"
45: 26'-3" Panels 4, 5, 6
44: 25'-9" #4 Black Legs; 24'-0" to CL
43: 25'-3" #4 Black Border; Trim to: +27'-0"
42: 24'-9"
41: 24'-3"
40: 23'-9"
39: 23'-3" FOCUS TRACK #3
38: 22'-9"
37: 22'-3"
36: 21'-9" 5 ELECTRIC; Trim to approx: +31'-0"
35: 21'-3"
34: 20'-9" Mylar Bag

33: 19'-9" Mylar Bag
32: 19'-3" Panels 2 & 3
31: 18'-9" #3 Black Legs; 24'-6" to CL
30: 18'-3" #3 Black Border; Trim to: +27'-0"
29: 17'-9"
28: 17'-3" Panel 1
27: 16'-9"
26: 16'-3"
25: 15'-9" 4 ELECTRIC; Trim to approx: +33'-0"
24: 15'-3"
23: 14'-9" Act II-1 Legs; 11' to CL
22: 14'-3" Act II-1 Border; Trim to: +30'-0"/mask Leg pipe
21: 13'-9" FOCUS TRACK #2
20: 13'-3"
19: 12'-9"
18: 12'-3"
17: 11'-9" 3 ELECTRIC; Trim to approx: +31'-0"
16: 11'-3"
15: 10'-9" #2 Black Legs; 24'-6" to CL
14: 10'-3" #2 Black Border; Trim to: +27'-0"

13: 9'-3" FOCUS TRACK #1
12: 8'-9"
11: 8'-3"
10: 7'-9" 2 ELECTRIC; Trim to approx: +33'-0"
9: 7'-3"
8: 6'-9" CS Blackout Drop
7: 6'-3" Red Drop (Act III)

6: 4'-9" 1 ELECTRIC; Trim to approx: +30'-0"
5: 3'-9" Yellow Drop (Top of Show) & Blue Drop (II-2 & III-1)
4: 3'-3" Green Drop (II-1)
3: 2'-3" Main Curtain
2: 1'-3" #1 Black Legs 25'-0" to CL
1: 0'-9" Surtitle Screen/Border; Trim to: +28'-0"

PL
Line List



Opera Carolina
Belk Theater--North Carolina PAC

TURANDOT

Act I--Turandot/Emperor 1/4" = 1'-0"

Lighting by: Michael Baumgarten
Directed by: Tom Diamond
Scenery by: Anita Stewart
Plate 2 of 6
REVISED: 2 February 2015