

Cue Notes Report

	Priority	Type	Cue #	Scene/Song	Note	Created
<input type="checkbox"/>	VERY_LOW	Assistant	15	-	Cable management in booth: Organize control cables to prevent interference	Jan 15, 24
<input type="checkbox"/>	LOW	Think	78	Act2-Monologue	Followspot iris size: Consider tighter iris for dramatic monologue	Jan 17, 24
<input type="checkbox"/>	LOW	Think	999	Emergency	Backup console programming: Should we program backup for critical cues?	Jan 17, 24
<input type="checkbox"/>	LOW	Think	1400	Color-Theory	LED color matching: Should we use color temperature correction?	Jan 17, 24
<input type="checkbox"/>	LOW	Programmer	1900	Maintenance	Fixture maintenance log: Update all lamp hours in database	Jan 17, 24
<input type="checkbox"/>	LOW	Think	3000	Budget	Budget reconciliation: Was LED rental worth the cost?	Jan 17, 24
<input type="checkbox"/>	LOW	Stage_manager	3400	Archive	Archive show photos: Save production photos with lighting	Jan 17, 24
<input type="checkbox"/>	LOW	Programmer	3800	Learning	Programming techniques learned: Document new console features used	Jan 17, 24
<input type="checkbox"/>	LOW	Think	4200	Reflection	Lighting career reflection: What did this show teach me?	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Choreographer	34	Act1-DanceNumber	Dance number needs center special: Tight special on lead dancer for solo section	Jan 15, 24
<input type="checkbox"/>	MEDIUM	Paperwork	189	-	Update lighting plot with changes: Reflect all modifications made during tech week	Jan 16, 24
<input type="checkbox"/>	MEDIUM	Cue	1	Act1-Opening	Opening wash too bright: Reduce general wash to 85% for better mood	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Assistant	101	Act2-Scene3	Mirror ball motor replacement: Current motor too noisy during quiet scenes	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Associate	156	Act2-Finale	Final bow special sequence: Individual specials for each principal	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Designer	56	Act1-Scene8	Bedroom scene too dark: Add practical lamp on nightstand	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Spot	45	Act1-Forest	Gobos not sharp enough: Clean lenses and check focus	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Programmer	156	Act2-Finale	LED strip color calibration: Match RGB values across all strips	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Associate	67	Act1-Balcony	Balcony scene moonlight: Add top light with L200 for moonlight effect	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Designer	34	Act1-Tavern	Tavern scene atmosphere: Warmer color, more side light	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Spot	78	Act2-Solo	Followspot color correction: Add CTB to match stage wash	Jan 17, 24

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<input type="checkbox"/>	MEDIUM	Programmer	178	Act2-Quick	Moving light position preset: Store positions for quick scene changes	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Associate	56	Act1-Forest	Forest scene depth: Add more layers with different colors	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Director	67	Act1-Comedy	Comedic timing on pratfall: Light bump on impact for emphasis	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Spot	156	Communication	Spot operator headset: Channel 3 static interference	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Associate	45	Act1-Throne	Throne room majesty: More dramatic top light angles	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Think	1	Planning	Automated vs manual cues: Which cues need manual triggers?	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Director	56	Act1-Mark	Actor cannot find mark: Add floor spike tape in better color	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Assistant	1100	Safety	Cable management backstage: Secure all cables with gaff tape	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Programmer	1200	Calibration	Color changer calibration: Recalibrate all VL3000s	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Associate	89	Act1-Courtyard	Courtyard scene romance: Softer edges on all specials	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Director	178	Act2-Crowd	Crowd murmur timing: Lights up before sound cue starts	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Associate	112	Act1-Library	Library scene intimacy: Single pool of warm light	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Think	2100	Color-Match	Sidelight color consistency: Are we mixing tungsten and LED?	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Director	234	Act2-Timing	Actors missing light cues: Need better cue calling visibility	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Assistant	2500	Returns	Inventory return checklist: Check all rental gear before return	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Associate	2800	Future	Season planning meeting: Discuss improvements for next show	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Designer	3100	Education	Student designer feedback: Schedule mentoring session	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Director	3200	Gratitude	Thank you notes to crew: Appreciate everyone who helped	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Spot	3500	Maintenance	Final equipment clean: Clean all lenses before storage	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Assistant	3700	Next-Show	Next show prep checklist: What do we need for spring musical?	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Designer	4300	Mentorship	New designer opportunities: Recommend assistant for next project	Jan 17, 24
<input type="checkbox"/>	MEDIUM	Director	4400	Collaboration	Director collaboration notes: How can we improve communication?	Jan 17, 24

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<input type="checkbox"/>	VERY_HIGH	Director	5	Act1-Scene1	First entrance special needs focus: Protagonist special hitting upstage too much	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Programmer	123	Act2-Storm	Storm sequence programming: Create lightning chase effect on backdrop	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Choreographer	89	Act2-Ensemble	Crowd scene visibility: Ensure all ensemble members visible	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Assistant	23	Act1-Scene4	Haze machine refill: Low fluid warning during Act 1	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Director	45	Act1-VillainEntry	Villain entrance too subtle: Add dramatic lighting change	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Assistant	400	Maintenance	Dimmer rack maintenance: Check all connections before tech	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Designer	23	Act1-Castle	Castle scene grandeur: Uplighting on columns needed	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Assistant	700	Electrical	Circuit breaker test: Test all breakers under full load	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Programmer	201	Act2-Battle	Strobe effect sequence: Program battle scene strobes	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Designer	134	Act2-Graveyard	Spooky graveyard mood: Add fog and blue/green color mix	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Spot	123	Equipment	Followspot iris adjustment: Iris sticking at 75% position	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Designer	156	Act2-Prison	Prison scene starkness: Remove all color, harsh whites only	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Spot	1600	Documentation	Spot cue sheet missing: Followspot #2 missing cue 15-20	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Assistant	1800	Safety	Extension cord inspection: Check all cords for damage	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Designer	189	Act2-Masquerade	Masquerade ball sparkle: Add glitter effects with moving lights	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Spot	2300	Equipment	Followspot color wheel: R26 gel torn, needs replacement	Jan 17, 24
<input type="checkbox"/>	VERY_HIGH	Associate	4000	Return	Equipment return inspection: Final check before vendor pickup	Jan 17, 24
<input type="checkbox"/>	CRITICAL	Cue	127	Act1-Scene3	Fade house lights on page 23: Slow fade to 50% over 3 seconds when actor enters	Jan 15, 24
<input type="checkbox"/>	CRITICAL	Director	78	Act2-Scene1	Need more dramatic lighting for death scene: Director wants stronger side light and deeper shadows	Jan 16, 24
<input type="checkbox"/>	CRITICAL	Designer	112	Act1-Forest	Add texture to forest scene: Use leaf breakup gobos on trees, R79 color	Jan 16, 24
<input type="checkbox"/>	CRITICAL	Stage_manager	145	-	Cue timing adjustments needed: Several cues running late, need to tighten timing	Jan 16, 24
<input type="checkbox"/>	CRITICAL	Programmer	98	-	Program backup sequences: Create alternate cues for emergency situations	Jan 16, 24

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<input type="checkbox"/>	CRITICAL	Think	178	Act2-Storm	Consider alternative approach to storm scene: Current lightning effect not convincing enough	Jan 15, 24
<input type="checkbox"/>	CRITICAL	Choreographer	34	Act1-DanceNumber	Dance number cyc color change: Sequence through R26, G200, B200 during chorus	Jan 17, 24
<input type="checkbox"/>	CRITICAL	Spot	45	Act1-Scene7	Ghost light effect malfunction: LED strip not responding to DMX signal	Jan 17, 24
<input type="checkbox"/>	CRITICAL	Stage_manager	112	Act2-Ghost	Fog machine timing: Start fog 30 seconds before ghost entrance	Jan 17, 24
<input type="checkbox"/>	CRITICAL	Stage_manager	89	Act1-Change	Quick change timing: Coordinate blackout with costume change	Jan 17, 24
<input type="checkbox"/>	CRITICAL	Stage_manager	900	Technical	Cue light malfunction: Replace LED in conductor cue light	Jan 17, 24
<input type="checkbox"/>	CRITICAL	Stage_manager	1500	Emergency	Backup power test: Test emergency lighting system	Jan 17, 24
<input type="checkbox"/>	CRITICAL	Stage_manager	2200	Strike	Strike schedule coordination: Plan lighting strike with scenic	Jan 17, 24
<input type="checkbox"/>	CRITICAL	Programmer	2600	Archive	Console show file backup: Save final show file to multiple drives	Jan 17, 24