

## Line Plot

| <u>Line</u> | <u>Distance</u> | <u>Use</u>   |
|-------------|-----------------|--|
| 1           | 0'-10"          | Hard teaser  |
| B           | 1'-0"           | Hard tormenters  |
| 2           | 2'-0"           | Grand drape  |
| 3           | 3'-0"           | General purpose  |
| 4           | 3'-6"           | First leg set  |
| 5           | 4'-6"           | First electric ( <del>24</del> <sup>36</sup> circuits)             |
| 6           | 6'-0"           | General purpose  |
| 7           | 6'-6"           | General purpose  |
| 8           | 7'-3"           | First border   |
| 9           | 7'-9"           | Second leg set   |
| 10          | 8'-6"           | Traveler, black, gathered  |
| 11          | 9'-3"           | General purpose  |
| 12          | 10'-0"          | General purpose <del>32</del> <sup>32</sup>                        |
| 13          | 10'-9"          | Second electric ( <del>24</del> circuits)                          |
| 14          | 11'-6"          | General purpose  |
| 15          | 12'-3"          | General purpose  |
| 16          | 12'-9"          | Second border  |
| 17          | 13'-3"          | Third leg set  |
| 18          | 14'-0"          | General purpose <del>30</del> <sup>30</sup>                        |
| 19          | 15'-6"          | Third electric ( <del>21</del> circuits)                           |
| 20          | 16'-9"          | Third border   |
| 21          | 17'-3"          | Forth electric ( <del>12</del> <sup>18</sup> circuits, CYC lights) |
| 22          | 18'-3"          | General purpose  |
| 23          | 18'-9"          | Forth leg set  |
| 24          | 19'-6"          | General purpose  |
| 25          | 20'-0"          | Traveler, black, flat  |
| 26          | 21'-3"          | General purpose  |
| 27          | 22'-0"          | General purpose  |
| 28          | 22'-6"          | Cyclorama, white, filled scrim                                     |

All legs and borders are 25 oz black velour sewn flat.