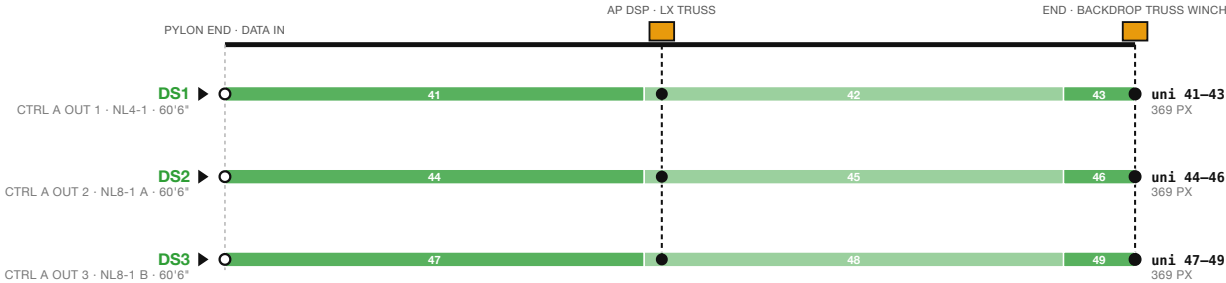
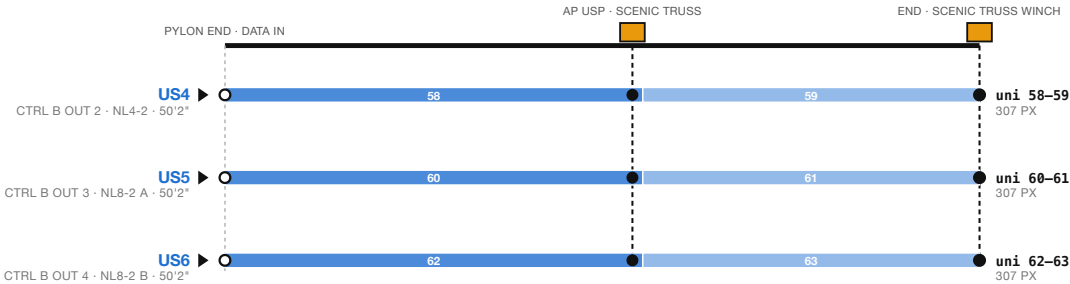


STAGE GROUPS · EVERY ROPE AT TRUE LENGTH AND TRUE 5'6" STACKING, SHADED BANDS ARE UNIVERSES

CABLES DS · 3 ROPES · INJECTORS FLOWN AT DSP + BACKDROP TRUSS



CABLES US · 3 ROPES · INJECTORS FLOWN AT USP + SCENIC TRUSS



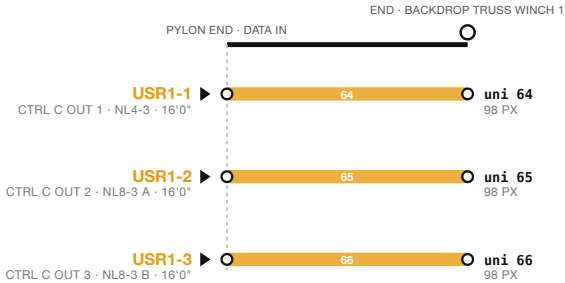
20 FT · HORIZONTAL AND VERTICAL AT THE SAME SCALE

CTRL A CTRL B CTRL C CTRL D PWR-NJCT injector Chain motor Rigging ring / dead pickup Tee tap · power injection 12/3 drop · 3fer / 2fer chain Data in from pylon

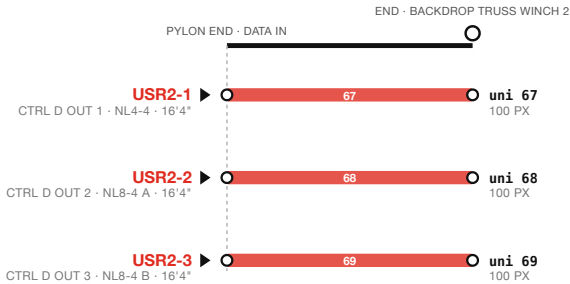
What this sheet shows that the patch table cannot. Every tee tap sits exactly where two rope segments meet, because the injection columns ARE the segment joins. Data enters each rope once at the pylon end and runs the whole length through the rope, so the universes climb left to right and pass straight through every tee. Nothing restarts at a join, and no universe boundary lines up with a physical join.

UPSTAGE RIGHT CABLES AND THE AUDIENCE ROPES · SAME SCALE AS PAGE 1

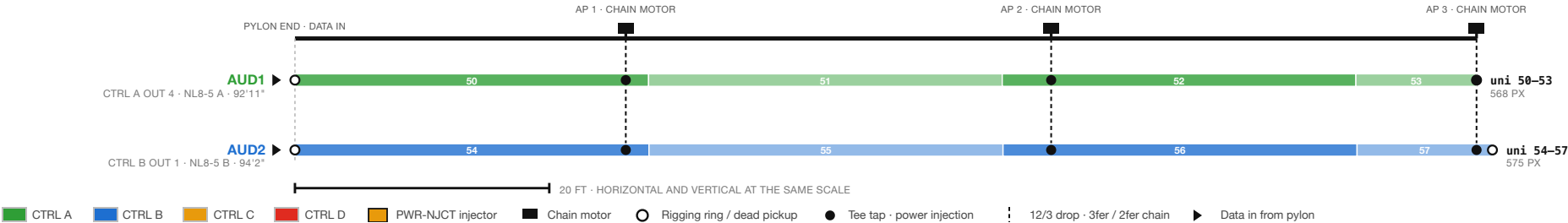
CABLES USR1 · 3 SEPARATE CABLES · SINGLE-END FED · NO INJECTOR



CABLES USR2 · 3 SEPARATE CABLES · SINGLE-END FED · NO INJECTOR



AUDIENCE CABLES · 2 ROPES · INJECTORS AT AP 1 / 2 / 3 ON CHAIN MOTORS, NO WINCH



Controllers of record (Sep 15 configs). CTRL A = DS1 / DS2 / DS3 + AUD1 (out 4). CTRL B = AUD2 (out 1) + US4 / US5 / US6. CTRL C = USR1-1 / 1-2 / 1-3. CTRL D = USR2-1 / 2-2 / 2-3. The audience NL8 trunk is the one deliberate split across two boxes (A out 4 + B out 1, side by side on the rack). Rack port on each rope label: NL4-n single or NL8-n leg a / b.