Scene	Dance	Lighting	Scene	Scenic	Projection	Audio	Scene
				If no curtain, will need true blackouts to be established			
		Lighting, especially cyc lights, should avoid washing out the		during tech rehearsal spikes: crucifix, center stage, quarters, eighths, curtain	1.5 second dissolve		
-	General Notes	projections, if possible	-	drop zone	between slides	-	-
				Curtain closed at top of show			
1.0	Act 1	Preset. Curtain warmers	1.0	Small dark 2 foot diameter table and dark chair preset and spiked stage left	Blackout	iPod Playback (Playlist)	1.0
		1) Blackout with music stand lights on			Didekodt	(i layiist)	
1.1	Morir por tu Amor	2) Fade in bright wash	1.1	Curtain opens at verbal cue	1 - Sunrise	All musicians	1.1
1.2	Cerro Prieto	Bright wash	1.2		1 - Sunrise		1.2
1.3	Jarabillos	Bright wash	1.3		1 - Sunrise		1.3
1.4	Lupita's Entrance	Bright wash; highlighting downstage center with soloist	1.4		2 - Morning		1.4
1.5	Jarabe Ranchero	Bright wash	1.5		2 - Morning		1.5
1.6	La Presumida	Bright wash	1.6				1.6
1.7			1.7		3 - Sunset		1.7
	El Jalisciense	Bright wash; highlighting downstage left where characters interact			3 - Sunset		
1.8	El Gavilán	Bright wash	1.8		4 - Night		1.8
1.9	Pelea de Gallos	Red wash; highlighting center (big area light downstage center) where dueling men are	1.9		4 - Night		1.9
		1) Bright wash; highlighting down stage center where couple			· · · · · · · · · · · · · · · · · · ·		1.1
1 10	Querreque	meets at end of song 2) Next cue has to be immediate, will give a verbal cue	1.10		4 - Night		0
1.10	Querreque	2) Next cue has to be immediate, will give a verbal cue	1.10				1.1
1 1 1		Blue wash; highlighting downstage center where dying scene	1.11		Upon death, fade into 5 -		1.1
1.11	Xochipitzahuatl	occurs	1.11	Curtain closes at end of scene upon death 1) Pipe lowered to bring flowers into view (preset)	Death Scene		
		Low house lights; audience should know it's a 10 minute break, not		2) Fabric panels lowered into view (preset)	6 - Interlude Animation on	Recorded track on	
2.0	Act 2	full intermission, but stage manager will advise on any timing adjustments, Dark blue or dark rose illumination on wing panels	2.0	<ul><li>3) Strike table and chair</li><li>4) Bouquets placed near musicians monitors</li></ul>	curtain (we are aware that	ipod plays; low	2.0
2.0	ACT Z	adjustments, Dark blue of dark rose illumination on wing panels	2.0	4) Bouquets placed near musicians monitors	this is not an ideal screen) 7 - Catrina Introduction	volume (ambiance)	2.0
					Fade in 8 - Catrina's Sisters		
2.1	Catrina Apparition	<ol> <li>Path of light across floor initiating from stage left</li> <li>verbal cue for bright blue wash, all booms</li> </ol>	2.1		after characters cross stage		2.1
2.2	1 //		2.2		walking on path of light		2.2
	Catrinitas	Bright blue and pink wash			8 - Catrinitas		-
2.3	Llorona	Bright wash	2.3		9 - Tree With Butterly		2.3
				1) Petals drop with <b>verbal cue</b> at center stage (rigged on pipe furthest downstage) Intensity of			
24		Blue wash; Fade in bright area light downstage center (with verbal	2.4	drop should start light and get heavier over time	9 - Climax Mictlan to		24
2.4	Bruja	cue); verbal cue for path of light from stage left at end	2.4	<ul><li>2) Curtain closes at scene end</li><li>1) Flowers and fabric panels are flown out</li></ul>	blackout with curtain close		2.4
		15 minutes intermission, but stage manager will advise on any		2) Petals swept up			
INT	Intermission	timing adjustments	INT	3) Strike bouqets	Blackout		INT
3.0	Act 3		3.0	Preset crucifix on floor downstage right with "Lupita" text facing the audience	Blackout		3.0
3.1	El buey	Bright wash	3.1		10 - Black and White Plaza		3.1
3.2	Cucurrucucú	Fade into blue wash; area light down stage right on crucifix	3.2		10 - Black and White Plaza		3.2
3.3	Amor Eterno	Warm wash	3.3		10 - Black and White Plaza		3.3
3.4			3.4		11 - Final Plaza		3.4
3.5	El Buey	Bright wash	3.5				3.5
3.6	Jarabe Nayarita	Bright wash; blackout at end of scene	3.6	Curtain close at end of scene	11 - Final Plaza		3.6
J.0	BOWS	Bright wash	J.0	Curtain opens for bows, curtain close after bows	Blackout		J.0