

## Bat Boy The Musical Cue List

Cue	Page	Time	Cue Line/Action	What Happens
0.1	N/A	2:00	Warm Up	Channels 1-300 at <b>75%</b>
0.2	N/A	2:00	Cool Down	Channels 1-300 <b>OUT</b> (Autofollow 2:00)
0.3	N/A	20	Scrollers	Scrollers to <b>75%</b> (Autofollow 20)
0.4	N/A	20	Scroll	Scroll to <b>LAST FRAME</b> (Autofollow 20)
0.5	N/A	20	Scroll	Scroll to <b>FIRST FRAME</b> (Autofollow 20)
0.6	N/A	5	Scrollers	Scrollers <b>OUT</b> (Autofollow 5)
0.7	N/A	10	Movers	Movers <b>UP</b> (Autofollow 10)
0.8	N/A	20	Move	Movers <b>TRACK</b> and <b>COLOR</b> (Autofollow 20)
0.9	N/A	10	Fight Call	Movers <b>OUT</b> Fight Call Light (Autofollow 10)
1	N/A	5	Preshow	Preshow look <b>HAZE</b>
2	N/A	5	House to Half	House Lights to <b>HALF</b>
3	N/A	5	House Out	House Lights <b>OUT</b>
4	N/A	5	Blackout	Blackout (Autofollow 3)
5	7	10	Top of the show	Slow fade up with a single light on Bat Boy hanging upside down. Mover Bring up light as Bat Boy sings
6	7	8	When Bat Boy moves from his hanging position	Spot <b>OUT</b> on Bat Boy, eerie light <b>UP</b> on bridge
7	7	5/8	As the Taylor kids repel down	Eerie light <b>UP</b> on stage, eerie light on bridge <b>DIM</b>
8	8	3	Ron: "Sweet Jesus!"	Slightly <b>BRIGHTER</b> on the Taylors
9	8	6	As the Taylors look for Bat Boy	<b>RESTORE</b> to cue 7
10	8	5	As Bat Boy climbs down the wall	<b>BRIGHTEN</b> all the stage floor
11	8	5	As they fight with Bat Boy	<b>DIM</b> SR side of stage <b>HAZE OUT</b>
<b>Hold Me Bat Boy (Company)</b>				
12	9	1/6	Anticipate Colin's singing	Mover spot ON SR platform
				<b>MATCH</b> SL side of stage with SR as in Cue 11
13	9	5	As Alyssa enters under bridge	Bring <b>UP</b> channel 2
14	9	3	As Matt and Tony enter	Bring <b>UP</b> Ch 4, 13, and 15 take <b>OUT</b> mover on Colin
15	9	3	As Others enter	<b>EVEN</b> the stage out
16	9	3	All: "Hold me, Bat Boy..."	Side movers <b>TILT DOWN</b> then <b>BALLYWHO, SPIN, or SOMETHING</b>
17	9	3	All: "Love me, Bat Boy..."	Back movers <b>TILT DOWN</b> then <b>BALLYWHO, SPIN, or SOMETHING</b>
18	9	1	Matt: "He was dragged..."	All movers <b>TILT UP</b> just as Matt starts to sing
		Effect	Matt: "He was dragged..."	Start a half second alternating flash between down scrolls and down blues
				13 <b>UP</b> for singing
19	10	1/3	Shane: "They stripped him..."	4 <b>UP</b> for singing
				13 <b>OUT</b>
20	10	1/3	Colin: "They beat him like..."	8 <b>UP</b> for singing
				4 <b>OUT</b>
21	10	3	All: "So wrong!"	<b>BRIGHTEN</b> Singers on front of stage, 6-11 maybe
22	10	3	All: "Oh, hold the Bat Boy..."	Side movers <b>TILT DOWN</b> then <b>BALLYWHO, SPIN, or SOMETHING</b>
				Follow Spot <b>ON</b> Jacque

23	10	3		Back movers <b>TILT DOWN</b> then <b>BALLYWHO, SPIN, or SOMETHING</b> (Autofollow 2)
24	10	3	All: "Bring him to the light..."	All movers <b>TILT UP</b> when they hold the word "Light"
25	10	2	All: "Love the Bat Boy..."	Side movers <b>TILT DOWN</b> then <b>BALLYWHO, SPIN, or SOMETHING</b>
26	10	3	All: "Save the Bat Boy..."	Back movers <b>TILT DOWN</b> then <b>BALLYWHO, SPIN, or SOMETHING</b>
27	10	3	All: "...turn out all right."	All movers <b>TILT UP</b> when they hold the word "Right"
		5		Build all light intensity
28	10	1/3	Sherriff: "You say it's the Bat Boy?"	<b>FOCUS</b> DSR... <b>DIM</b> DSL
29	10	2/3	All: "Would no one defend him..."	<b>EVEN</b> the stage out
		Effect		Have Scrollers chase
30	11	1/3	As Sherriff pushes Bat Boy downstage	<b>FOCUS</b> Center, SL and SR <b>DIM</b> as in cue 28
31	11	2/3	All: "Or would they detest him..."	<b>COPY</b> of Cue 29
32	11	1/3	As Sherriff pushes Bat Boy downstage	<b>FOCUS</b> DSL... <b>DIM</b> DSR
33	12	1/3	Alyssa: "You can't let him die!"	Follow Spot <b>ON</b> Alyssa
				<b>MATCH</b> DLS with DSR
		Effect		Have Scrollers chase
34	12	1	Tony: "He has suffered and now..."	Follow Spot <b>ON</b> Tony
35	12	1.5	All: "...and you, oh!"	Follow Spots <b>OUT</b>
				<b>STOP</b> effect
36	12	1	All: "Hold me, Bat Boy..."	Side movers <b>TILT DOWN</b> then <b>OUT</b>
37	12	1	All: "Touch me, Bat Boy..."	Back movers <b>TILT DOWN</b> then <b>OUT</b>
38	12	2	All: "Won't you help me through..."	All movers <b>TILT UP</b> then <b>OUT</b>
39	12	1	All: "Love me Bat Boy..."	Side movers <b>TILT DOWN</b> then <b>OUT</b>
40	12	1	All: "Save me Bat Boy..."	Back movers <b>TILT DOWN</b> then <b>OUT</b>
41	12	2	All: "I've been calling out..."	All movers <b>TILT UP</b> then <b>OUT</b>
42	12	1	All: " Hold me Bat Boy..."	<b>BALLYWHO</b> side movers
43	12	1	All: "Touch me Bat Boy..."	<b>BALLYWHO</b> back movers
44	13	1	All: "Love me Bat Boy..."	Side movers <b>TILT UP</b>
45	13	1	All: "Save me Bat Boy..."	Back movers <b>TILT UP</b>
46	13	3	As they run Down Stage	Front light 1-5 up
		5		Back Movers <b>TRACK</b> to act as Back Light (Autofollow 1)
47	13	5	All: "Tonight!"	Intensify light for the build
48	13	0	At the end of the song	Everything <b>DOWN</b> except back light
49	13	2/4	After uproarious applause with music	Scene change light
<b>Scene 2</b>				
50	13	3	Start of Scene 2	Parker Living room DSL (Evening, stormy night)
<b>Christian Charity</b>				
51	14	4	With the start of the music	<b>OPEN</b> up the rest of the stage for Bat Boy and Sherriff
52	15	4	As they move SL around Sherriff: "I didn't know where..."	<b>DIM</b> SL side of stage to focus on SR
53	16	5	As the cage is brought on	<b>ADD</b> a little light for the cage, looks like it ends up DSC
54	17	5	As All 3 Start to sing, mid-page	<b>ADD</b> warmth DSR
55	17	5/8	As they load Bat Boy into the cage	<b>DIM</b> DSR but <b>BRIGHTEN</b> Living room

				Movers to Back Light cage, Revolutions to act as Area Specials
<b>Scene 3</b>				
56	18	3	End of the song	Parker Living room DSL and DC for Cage(Evening, stormy night)
57	19	3	For the start of the song	<b>BRIGHTEN</b> Center
58	19	Effect	Shelley: "Well, look at him..."	Lightning
		0		<b>DIM</b> Parker house lights with lightning flash
59	19	1		<b>RESTORE</b> to cue 57
60	20	10	Meredith: "Well, we name him..."	<b>RESTORE</b> to Parker living room, with center for cage
61	20	5	With the start of the music	<b>FOCUS</b> on Cage and Center
62	21	2	When Shelley starts 'rapping'	More <b>INTENSE</b>
		Effect		Movers focus on Cage, random flash with the beat
63			When Shelley stops 'rapping' to beat box	<b>STOP</b> effect
64	21	5	As Shelley and Rick move to the couch	<b>FOCUS</b> on Cage and Couch
65	22	20	As Rick starts singing	<b>FOCUS</b> on Cage with much <b>MENACE</b>
66	23	1	As Meredith enters	<b>RESTORE</b> to cue 56
67		Effect	Meredith: "Oh, sweetheart."	Lightning
		1		Lights <b>OUT</b> just blues, a touch <b>BRIGHTER</b> center for the Cage
<b>A Home for You</b>				
68	24	2.5	As Meredith lights candles	Low angle warm light <b>UP</b> maybe a slight flicker?
69	24	3	When Meredith places the candle	<b>INTENSIFY</b> the warm light Center
70	25	6	When both harmonize the OO OO OO OO OO OO	<b>SPREAD</b> the warmth
71	25	10	When Bat Boy goes back into the cage	<b>RESOTRE</b> cue 69 and <b>TIGHTEN</b> Revolutions
72	25	2	At the end of the song	<b>FADE</b> to blue for scene change
<b>Scene 4 (Slaughterhouse)</b>				
73	26	3	Top of scene	General lighting on stage, SR Platform <b>LIGHT</b> for Maggie <b>SIGN LIGHT</b>
74	26	3/6	As Maggie comes downstairs	SR Platform <b>OUT</b> , Stage a bit <b>BRIGHTER</b>
75	26	Effect	Maggie: "...coming out tonight in the storm..."	When she says, tonight, to remind her they are in a storm
<b>Another Dead Cow</b>				
76	27	4	Start of the song	<b>BRIGHTEN</b> scene
77	27	3	As Ned and Bud head downstage	Follow Spot <b>UP</b>
78	27	3	All: "Dang!"	Follow Spot <b>OUT</b>
79	28	1	All: "We got another dead cow..."	SR <b>BRIGHT</b> scrollers
80	29	1	All: "Got another dead cow..."	SL <b>BRIGHT</b> scrollers, SR <b>DIM</b>
81	29	1	All: "Well, something's bound to raise..."	SR, SL, and DOWN scrollers <b>BRIGHT</b>
82	29	3	As Lorraine (Matt) sits	<b>RESTORE</b> Cue 74
83	29	0	All: "Got another dead cow..."	SR, SL, and DOWN scrollers <b>BRIGHT</b>
84	29	1		SR, SL, and DOWN scrollers <b>DIM</b> (Autofollow 1)
85	29	0	All: "Got another..."	SR, SL, and DOWN scrollers <b>BRIGHT</b>
86	29	0.75		SR, SL, and DOWN scrollers <b>DIM</b> (Autofollow .75)

87	29	0	All: "G..."	SR, SL, and DOWN scrollers <b>BRIGHT</b>
88	29	0.5		SR, SL, and DOWN scrollers <b>DIM</b> (Autofollow .5)
89	29	5	All: "...Got another dead cow..."	Slow <b>BUILD</b>
90	30	5	On the last "Why?"	More of a <b>BUILD</b>
91	30	Effect	At the end of the song	Lightning
		1		Lights <b>OUT</b> except for scene change light
<b>Scene 5 (Parker Home)</b>				
92	30	3	As Parker enters	Same look as 67 when lights went out...with some candle light
93	30	2	As Parker lights up Bat Boy with candle	Low angle warm light <b>UP</b> maybe a slight flicker?
94	30	2	When Meredith enters	A little <b>BRIGHTER</b> all around
95	32	5	As the music starts	<b>WARM</b> the stage, heavy gobos
96	32	3	When Parker reaches Meredith	Follow Spot <b>ON</b> both
97	32	3	Parker: "them that it's not true."	<b>RESTORE</b> cue 94
98	32	3	As music starts again	Follow Spot <b>ON</b> Parker
99	33	3	Parker: "I prayed this day..." As dancers enter on top	Down movers <b>ON</b> platforms
100	33	3	As Dancers enter on stage	<b>HEAVY</b> back light
101	33	Effect	As Parker cuts neck of goose #1	Lightning/Spot <b>OUT</b>
102		Effect		Flash on center that fades out at .5 (Autofollow 0)
103	33	Effect	As Parker cuts neck of goose #2	Lightning
104		Effect		Flash on center that fades out at .5 (Autofollow 0)
105	33	Effect	As Parker moves Bat Boy to eat	Lightning
106		Effect		Flash on center that fades out at .5 (Autofollow 0)
107	33	Effect	Bat Boy bloody after eating	Lightning...Hold the center light on Bat Boy and Parker, Follow Spot <b>UP</b>
				Follow Spot holds on Bat Boy as crowd carries him
108	34	5	Parker: "Miiiiiiiine!"	<b>BUILD</b> as Parker holds the note
109	34	0.5	At the end of the song	Just back light and blue scene change
110	34	3		Back light <b>OUT</b> (Autofollow 2)
<b>Scene 6 (Hospital)</b>				
111	34	3	Top of scene	DSR for the Hospital Scene, <b>START</b> with the mover making a pool of light
112	34	3		<b>FILL</b> in with the rest of the scene light (Autofollow 3)
113	34	5	Mrs. Taylor: "...that little freak ain't dead!"	Take <b>OUT</b> the mover special
114	35	4	Ruthie: "Bat monster, bat monster...."	Bring <b>UP</b> the mover special
115	35	10	Taylors sing: "Sleep little Ruthie baby..." Second time	Take <b>OUT</b> scene light except for Mover Special
116	35	3	When the song is ended	FADE to blue for scene change
<b>Scene 7 (Parker Home)</b>				
117	36	3	Top of scene	Parker Living room, Morning, Bright
118	37	3	For the start of the song	<b>BRIGHTEN</b> a little
119	37	3	Meredith: "I'll show you a thing or two..."	<b>WARM</b> a little
120	38	4	As the sign walks across stage	<b>CHANGE</b> in time
121	39	4	As the sign walks across stage	<b>CHANGE</b> in time

122	40	3/6	As Parker and Bat Boy walk SR	<b>BRIGHTEN</b> SR and <b>DIM</b> SL
123	40	3	As Parker goes back SL	<b>BRIGHTEN</b> SL
124	41	3	As the Dance Break starts	Movers <b>TILT</b> Down with <b>SPINNING</b> Gobos and back light <b>UP</b>
125	41	3	Shelley: "Mom Edgar just finished..."	Movers <b>TILT</b> Up
126	41	3		Front light 3 <b>UP</b> (Autofollow 2)
127	41	3	As the Couch is moved upstage	<b>BRIGHTEN</b> Stage, Follow Spot <b>ON</b> Bat Boy
128	42	2	Bat Boy: "I'm gonna Vince Van Gogh em..."	Effect have scrollers chase
129	42	2	As Bat Boy crosses the bridge	Something Crazy with the lights
130	42	0	At the end of the song	Back light <b>UP</b> , Blue Scene Light <b>UP</b>
131	42	3		Back light <b>OUT</b> (Autofollow 2)

## Scene 8 (Town Hall)

132	43	3	Top of scene	Similar look to Cue 74, don't forget the Sign Light, Start with Up Center
133				<b>FILL</b> in with the rest of the scene light (Autofollow 3)
134	43	2	As the song starts	Effect have scrollers flash alternately
135	45	0	When Parker waves his arm	Stop the scroller effect
136	45	2	At the end of the song	<b>GO</b> to blue scene change light

## Scene 9 (Parker Home)

137	46	3	Top of the scene	Parker Home Living room light
138	46	2/5	As Meredith and Parker enter	<b>DIM</b> SL and <b>BRIGHTEN</b> SR
139	46	2/6	Meredith: "Edgar! Shelley!"	<b>RESTORE</b> to 137
140	47	2	As Bat Boy starts to sing	Mover <b>UP</b> to side light the living room, slightly <b>DIM</b> the rest
141	48	4	As Bat Boy sits again	Mover <b>OUT</b> , <b>RESTORE</b> the rest
142	48	3/6	As Bat Boy stands	Follow Spot <b>ON</b> Bat Boy, Cooler light in general
143	48	1	Parker: "Edgar! You have..."	<b>RESTORE</b> to cue 141
144	49	15	Parker: "Meredith..."	<b>DARKEN</b> stage
145	50	1/3	As Bat Boy tackles Parker	Back Light <b>UP</b> on center, Ch 3 <b>UP</b>
146	50	3	As Bat Boy gets off Parker	<b>RESTORE</b> to cue 143
147	50	3	As Parker starts to sing	Follow Spot <b>ON</b> Parker, <b>DIM</b> the rest
148	50	1	When Parker realizes Meredith is talking to him	<b>RESTORE</b> to cue 143
149	51	30	After Meredith exits	Bring <b>UP</b> fangs to half what the max will be.
150	51	10		<b>DARKEN</b> the stage (Autofollow 0)
151	51	7	Bat Boy: "Yea, though I walk through..."	<b>TIGHTEN</b> on center
152	52	3	Parker: "You little creep..."	Back Light <b>UP</b> Follow Spot <b>ON</b> Parker
152	52	3	Parker: "She will see what you are..."	<b>ROTATING</b> Gobos from side movers
154	53	3/5	As Parker exits and Women enter	Keep some light on Bat Boy, SL Platform <b>UP</b>
155	53	3	As folks enter	<b>UP</b> on bridge and on Parker (wherever he is)
156	54	3/5	As Bat Boy moves and Crowd enters	<b>UP</b> on DSL and DSR <b>DIM</b> SL Platform (SR Platform should match), DSC <b>OUT</b>
157	55	3/5	As Bat Boy moves back to center	<b>OUT</b> on DSL, <b>UP</b> on Center
158	55	3	Crowd: "Won't you send us comfort and joy!"	<b>DIM</b> DSR, <b>BRIGHTEN</b> Center
159	55	4	Bat Boy: "...get rid of theethee!"	On the held 'theethee' 3 Back Movers <b>UP</b> on Bat Boy
160	55	2	Parker: "By next week you'll be gone..."	Down mover <b>ON</b> SR Platform for Parker

161	56	2	Meredith and Shelley: "He will come out like..."	Down mover <b>ON</b> SL Platform for Meredith and Shelley
162	56	2	Crowd: "God, please give us your word..."	<b>BRIGHTEN</b> DSR
163	56	3	As Parker cuts the rabbit	<b>DIM</b> all but DSC
164	56	3	When Parker reaches the bed	<b>BRIGHTEN</b> DSR for hospital bed
165	56	7	Parker: "It's not me, Ruthie..."	<b>BRIGHTEN</b> Fangs to full
166	57	Effect	Chorus: "Comfort and joy..."	<b>PULSE</b> blue down light
167	57	3	All: "Ah Ah Ah Ah..."	<b>FOCUS</b> on Bat Boy heavy back light
168	57	0.5	End of the song	All visibility light <b>OUT</b>
169	57	4		Blackout (Autofollow 1)
170	57	3	Intermission	House lights <b>UP</b>
<b>INTERMISSION</b>				
171	57		End of Act 1	Intermission (Autofollow 2)
172	58	5	House to Half	House to <b>HALF</b>
173	58	5	House Out	House <b>OUT</b>
174	58	5	Stage Out	Stage <b>OUT</b> (Autofollow)
175	58	5	Top of Act 2	Start with the cyc (with music)
176	58	8-10		<b>ADD</b> back light and cross
177	58			<b>ADD</b> side and front light and podium (mover) (Leave room to brighten the congregation)
178	58			Spot <b>ON</b> Reverend (Low) (Autofollow)
179	58	5	As the Rev walks away from the podium	Light <b>DOWN</b> on podium
180	58	7	Rev: "Hello?"	<b>BRIGHTEN</b> the congregation
181	59	5	After the last "My soul."	Spot <b>OUT</b>
182	59	5	As the Rev walks back to the podium	<b>RESTORE</b> the podium light
183	59	1	Rev: "Who wants the healing?"	Light <b>UP</b> on SL stairs coming up from house
184	59	7	After the Parkers and Bat Boy clear the stairs	Light <b>DOWN</b> on SL stairs coming up from house and podium <b>UP</b> on DC
185	59	2:00	Autofollow from previous cue	Cyc <b>CHANGE</b> to sunset (Autofollow)
186	60	4	As Rev lays hands on Bat Boy, wait for the music	Front light <b>UP</b>
187	60	1	With the music, when Rev lets go of Bat Boy	<b>RESTORE</b> to cue 184
188	60	4	As Rev lays hands on Bat Boy, wait for the music	Front and Side light <b>UP</b>
189	60	1	With the music, when Rev lets go of Bat Boy	<b>RESTORE</b> to cue 187
190	60	4	As Rev lays hands on Bat Boy, wait for the music	Front, Side and Back Light <b>UP</b> , all other light <b>DOWN</b>
191	60	1	With the music, when Rev lets go of Bat Boy	<b>RESTORE</b> to cue 189
192	60	3	With the music as Bat Boy pleads with the congregation	Cross <b>BRIGHTEN</b> , warm the scene for the song. Side light, take <b>OUT</b> down light
193	60	3	As Bat Boy starts to sing	Spot <b>ON</b> Bat Boy
194	60	3	Bat Boy: "Let me walk among you."	Warm the scene more, down light <b>UP</b>
195	61	3	Bat Boy: "Let me join your carpool."	<b>INTENSIFY</b> with movement
196	61	3	As Bat Boy heads upstage, "Bring me to your churches..."	Bring <b>UP</b> the under bridge light
197	61	3	As Bat Boy climbs down, "Thank you all for listening..."	Bring <b>DOWN</b> the under bridge light
198	62	1	As Colin stands to say ok	Mover <b>ON</b> Colin, dim all else slightly except for spot on Bat Boy
199	62	3	As others say ok	<b>RESTORE</b> to previous cue
200	62	2		Effect <b>PULSE</b> Scrollers (Autofollow 2)
201	62	2	As people get up on benches	<b>BRIGHTEN</b> Front Light

202	62	4	The last: "Amen!"	<b>BRIGHTEN</b> Bat Boy as they hold the Amen
203	62	0.5	At the end of the song	All visibility light <b>OUT</b>
204	62	2	After a beat	<b>RESTORE</b> to cue 184
205	62	2	Parker: "There's something you all..."	SR Stairs from audience <b>UP</b>
206	63	4	After Parker gets on stage	SR Stairs from audience <b>OUT</b>
207	65	3/5	As Parker kneels down to give Rick the shot	Fangs <b>UP</b> , DSR <b>UP</b> , slightly <b>DIM</b> the rest
208	65	4	Parker: "I'm sorry, the wound..."	<b>RESTORE</b> to cue 206
209	65	Effect	Crowd: "Find the Bat Boy"	Scrollers and Blue down <b>PULSE</b>
210	65	3	Crowd: "Aaaaahhhh!!!"	<b>BRIGHTEN</b>
211	65	0.5	At the end of the song	<b>FADE</b> to blue for scene change
<b>Scene 2 (Outside, Night)</b>				
212	66	3	Top of the Scene	Cool night time look <b>ADD HAZE</b>
213	66	3	As the song starts	Follow Spot <b>ON</b> Shelley and Meredith
214	70	5	Meredith: "...ten feet underground!"	As she holds "underground" <b>BRIGHTEN</b> Meredith's Spot
215	70	1.5	At the end of the song	Spots <b>OUT</b>
216	70	3/15	Meredith: "Noooooooooooooooooooooooooooooooooo!"	<b>FADE</b> all visibility, Bring <b>UP</b> down mover right over her and her Follow Spot
217	70	6	As Meredith moves Center	Down Mover <b>OUT</b>
218	70	3	Meredith's last, "Fiiiiiiire!"	<b>BRIGHTEN</b> Meredith's Follow Spot
219	70	3	As Meredith walks off stage	Follow Spot <b>OUT</b> The spot does NOT follow her, but remains motionless as she exits
<b>Scene 3 (Clearing in the Woods)</b>				
220	71	3	Top of Scene	Same cool night time look, with moon
<b>Children, Children</b>				
221	71	5	At the start of the music	Make the scene a fantasy landscape of patterns and movement
222	71	3	As Pan enters	Follow Spot <b>UP</b> on Pan
223	72	5	As the animals enter	<b>BRIGHTEN</b> visibility a touch
224	72	4	All: "Children, Children don't be scared..."	<b>ADD</b> Movement from movers
225	73	Effect	Animal Orgy	Have Fun
230	73	3	Pan: "Draw near my dearly beloved..."	<b>RESTORE</b> with Pan's Spot <b>UP</b>
231	73	3	As they move upstage to have sex	<b>DIM</b> what's happening a bit
232	73	0.5	At the end of the song	All visibility light <b>OUT</b>
233	73	3		Scene change light (Autofollow 2)
<b>Scene 4 (Slaughterhouse Exterior)</b>				
234	74	3	Top of the scene	Evening Exterior, Oranger Moon, Not as peaceful <b>HAZE OUT</b>
235	74	1	As Jacque becomes the door	Mover spot <b>ON</b> Jacque
236	74	Effect	As Ron runs into the slaughterhouse	Most everything <b>OUT</b> and <b>STROBE</b> effect
237	74	0	Just as Ron reaches the door	<b>RESTORE</b> to 235
238	74	1	As Jacque exits	Mover Spot <b>OUT</b>
239	74	2	As Daisy enters	<b>ADD</b> warmth for torch light
240	74	2	As Sherriff Enters on SR Platform	<b>ADD</b> warm downlight on SR Platform

241	74	5	As Sherriff exits	SR Platform <b>OUT</b>
242	74	5	As Mrs. Taylor steps back from the Slaughterhouse	Effect <b>FIRE</b> flicker effect from underneath the platform
243	74	5		<b>WARM</b> the stage for the fire, back light? (Autofollow 1)
244	75	3	As Ron exits the building	<b>FIRE</b> effect out
245	75	2	As Bud enters on SL Platform	<b>ADD</b> Warm downlight on SL Platform (like in Cue 240)
246	75	4	Parker: "Certainly Sherriff glad to..."	Follow Spot <b>ON</b> Parker
247	76	2	Parker: "...he would saaaaaay."	After he says 'saaaaaay', Follow Spot <b>OUT</b> on Parker
248	76	3	All: "Aaaaaahhhhhh!"	<b>FADE</b> to blue for scene change
<b>Scene 5 (Clearing, same as before)</b>				
249	76	3	Top of Scene	Cool serene night time look
250	76	5		SL <b>FOCUS</b> (Autofollow 2)
251	76	3	As the song starts	Follow Spots <b>ON</b> Shelley and Bat Boy
252	78	8	Bat Boy and Shelley: "Hearrrrrrrrrrrrrrrrt!"	Back Light Movers <b>UP</b> on them
253	78	0.5	At the end of the song	Follow Spots <b>OUT</b>
254	79	2	As Meredith comes running in	A little <b>BRIGHTER</b> all around
255	79	3	As Shelley and Meredith exit	<b>FADE</b> to blue for scene change
<b>Scene 6 (Mouth of a Cave)</b>				
256	80	3	Top of Scene	Eerie cave light
257	80	2	Bat Boy SL Platform	<b>UP</b> on SL Platform
258	80	2/4	Bat Boy Center Bridge	<b>UP</b> on Center Bridge, <b>DOWN</b> on SL Platform
259	80	2/4	Bat Boy SR Platform	<b>UP</b> on SR Platform, <b>DOWN</b> on Center Bridge
260	80	3	As Bat Boy starts to sing	Follow Spot <b>UP</b> on Bat Boy
261	81	4	As Bat Boy Climbs down	<b>DOWN</b> on SR Platform
262	82	3	As the song ends	Follow Spot <b>DOWN</b>
263	82	3	As people enter	<b>BRIGHTEN</b> Cave
264	82	3	Meredith: "I remember everything..."	Follow Spots <b>ON</b> Meredith and Parker
265	82	5	As the table is brought on	Bring <b>UP</b> black lights
266	84	3	Meredith: "To say that he took me..."	<b>DIM</b> Parker's Follow Spot 30%
267	84	2/4	Parker: "The next morning..."	<b>DIM</b> Meredith's Spot, <b>BRIGHTEN</b> Parker's
268	84	2	Meredith: "In my heart..."	<b>BRIGHTEN</b> Meredith's Follow Spot
269	84	4	Parker: "The true horror was yet to come..."	Both follow spots <b>DIM/BRIGHTEN</b> Story space (Center)
270	85	3	After Bat Boy's birth...	<b>INTENSIFY</b> story area
271	85	3	Parker: "The job fell to me..."	<b>BRIGHTEN</b> Parker's follow spot <b>DIM</b> the story area to normal
272	85	3	All: "The bats your true fathers..."	<b>BRIGHTEN</b> Meredith's Follow Spot, and Stage
273	86	3	Bat Boy: "I wish you had been a coward..."	<b>RESTORE</b> to cue 263
<b>Finale: I Imagine You're Upset</b>				
274	86	3	At the start of the music	<b>DARKEN</b> all but Center <b>DIM</b> follow spot on Bat Boy
275	87	2	Crowd: "Sherriff you idiot..."	<b>INTENSIFY</b> the blues on the crowd
276	87	3	Bat Boy: "One thing alone..."	Back mover <b>ON</b> Shelley
277	88	3	As Shelley moves	Back mover <b>OUT BRIGHTEN</b> Center



278	88	2	As Parker moves in on Bat Boy	<b>DIM</b> all <b>ADD</b> both follow spots
279	89	5	Crowd: "Parker Damn you Parker..."	<b>BRIGHTEN</b> all the stage floor
				After Parker kills everyone both follow spots stay on Bat Boy
280	90	5	As music begins	Take <b>OUT</b> all visibility Spots now move to Shelley
281	90	2	Maggie: "Love your neighbor..."	Ch 2 or 3 <b>UP</b>
282	90	2	Rick: "Forgive"	<b>UP</b> on SL Platform
283	90	2	Institute Man: "Keep your vows..."	<b>UP</b> on Ch 5
284	90	2	Bud and Ned: "And a mountain is no place..."	<b>UP</b> on ch 2 and 4
285	90	2	Sherriff: "Revenge is something God..."	1-5 should <b>MATCH</b> at this point
286	90	2	"And don't kill Mrs. Taylor's kids..."	<b>BRIGHTEN</b> bridge
287	90	5	Meredith: "Let go the fears to which you cling..."	<b>BRIGHTEN</b> the whole of everything
				<b>As Bat Boy comes forward Spots move to him</b>
288	91	3	All: "Hold me, Bat Boy..."	Side movers <b>TILT</b> down
289	91	3	All: "Touch your Bat Boy..."	Back movers <b>TILT</b> down
290	91	3	All: "No more need to hide..."	All mover <b>TILT</b> up
291	91	3	All: "Know your Bat Boy..."	Side movers <b>TILT</b> down
292	91	3	All: "Love your Bar Boy..."	Back movers <b>TILT</b> down
293	91	10	The last sets of Ahhhhhhs	<b>GREAT BIG HUGE BUILD!!!</b>
294	91	0.5	At the end of the song	All visibility light <b>OUT</b>
295	91	3		Blackout (Autofollow 1)
296	N/A	3	Curtain Call	Curtain Call visual interest
297	N/A	3	Curtain Call	Bows
298	N/A	3	Curtain Call	Big Bow
299	N/A	3	Exit	End of show
300	N/A	3	House Up	House Lights <b>UP</b> (Autofollow 1.5)