

Father Comes Home from the Wars Cue List

Cue	Page	Time	Cue Line/Action	What Happens
.1		2:00	Warm up	
.2		2:00	Cool down	
.3		10	Movers Check	Movers UP Ch 301-304
.4		20	Movers Check	Movers Color Change and Move
.5		10	Movers Check	Movers Fade OUT
.6		10	LEDs Check	LEDs UP
.7		10	LEDs Check	LEDs Color Change
.8		10	LEDs Check	LEDs Down
.9		10	Fight Call Cue	All No Color UP
1		5	When House Opens	Preshow look UP
2		5	House to Half	House to Half
3		3	House OUT	House OUT
3.2		3	AF of 1.5 seconds	Stage OUT
3		3	AF of 1.5 seconds	Cyc OUT/Blackout
Part 1 A Measure of a Man				
4	11	3	As the MUSICIANS start to play	Soft light for the song
5	11	4	As the MUSICIANS get into place	Light UP on MUSICIANS
6	14	5/8	Once the MUSICIANS are done	Lights down on MUSICIANS and up for the scene
7	14	30	AF of 10 seconds	Warms things up coming out of night into pre-dawn
8	18	15	As CHORUS Enters	Brightens for dawn and visibility
9	26	15	HERO: "Father. Stay with me a while."	Brighten House and Center of upstage
10	32	15	As PENNY Enters	Make CYC more dawn-like
11	45	15	As HOMER Enters	Even more dawn-like
12	59	8	As the sun rises	Sunrise
13	59	10	AF of 10 seconds	Dim down to daylight
14	60	10	As HERO Exits	Shift focus to House and OLD MAN
15	60	5/10	When OLD MAN is done or when MUSICIANS enter	Bring focus to the MUSICIANS DSL
16	60	7	At the end of the song	Dim light for OLD MAN and MUSICIANS to exit
17	60	3	Once all have exited	BLACKOUT
First Intermission				
18	60	3	After a beat or so	Intermission Look
19	60	3	AF of 1.5 seconds	House Lights UP
20	60	5	House to Half	House to Half
21	60	3	House OUT	House OUT
21.2	60	3	AF of 1.5 seconds	Stage OUT
21.4	60	3	AF of 1.5 seconds	CYC OUT/Blackout
Part 2 A Battle in the Wilderness				
22	65	5	Top of the Act	Wilderness
23	110	5	As SMITH Exits	Heavy Amber Light

[illegible]