Mousetrap Light Cue List					
Cue	Page	Time	Cue Line/Action	What Happens	
.1		2:00	Warm up	1-163, 201-209, 221-238, 500-541 @ 75% (AF 2:00)	
.2		2:00	Cool Down	1-163, 201-209, 221-238, 500-541 <b>OUT</b> (AF 2:00)	
.3		10	Chroma Q Check	Bring <b>UP</b> intensity Chroma Qs (AF:10)	
.4		20	Chroma Q Check	Change Colors of Chroma Qs (AF :10)	
.5		10	Chroma Q Check	Fade <b>OUT</b> Chroma Qs (AF :10)	
.6		5	Fight Call Cue	Light on stage for show prep	
1		3	When House OPENS	Preshow Look - Dim light on stage behind the curtain	
2		3	House to HALF	House to <b>HALF</b> - Light on stage should be the look for the top of the show	
3		3	House OUT	House <b>OUT</b> (Blackout)	
4		3	With Curtain Cue	Curtain <b>OUT</b>	
5	8	0	With the sound cue for the Radio	Radio light <b>ON</b>	
6	8	0	Visual on Mollie	Main Lights <b>ON</b> Big, warm and bright.	
7	9	0	Visual on Mollie w/ Sound Cue for Radio	Radio Lights <b>OFF</b>	
8	9	0	Visual on Mollie	Floor Lamp <b>ON</b>	
9	9	0	Visual on Mollie	Desk Lamp <b>ON</b>	
10	12	0	Visual on Mollie	Radio Lights <b>ON</b>	
11	12	0	Visual on Mollie	Radio Lights <b>OFF</b>	
12	16	2:00	As Mrs. Boyle ENTERS	Slowly COOL things down	
13	24	2:00	Giles: "Probably drinks"	Slowly <b>DARKEN</b> things	
14	26	.5	At the END of the scene	BLUEOUT but keep the firplace and outdoors lit.	
15	27	2	At the TOP of the scene	Start with Sconces, Lamps, Chandeliers, and Picture lights	
16	27	2	Autofollow 1 second	Bring <b>UP</b> the rest of the scene. Warm.	
17	30	0	Visual on Miss Casewell w/ Sound Cue for Radio	Radio Lights <b>ON</b>	
18	32	0	Visual on Mollie w/ Sound Cue for Radio	Radio Lights <b>OFF</b>	
19	37	10	Giles: "Oh, that's all right."	Window Light <b>UP</b>	
20	37	10	When Mollie closes the curtains	Window Light <b>DOWN</b>	
21	38	10:00	When Trotter Enters	Slow CROSSFADE to a dark evening winter feel	
22	47	0	Visual on Mollie	WARM the entire house for an evening look	
23	52	0	Visual on Mrs. Boyle	Radio Lights <b>ON</b>	
24	52	0	Visual on The Hand	MURDER DARKNESS but keep the fireplace	
25	53	0	Visual on Mollie	RESTORE Cue 23	
26	53	1.5	With the Curtain	ALL front lights OUT	
27	53	3	House lights	House <b>UP</b> , stage dim	
28	53	3	Autofollow 1.5 seconds	Curtain Warmers <b>UP</b>	
29	54	3	House to HALF	House to HALF	
30	54	3	House OUT	House <b>OUT</b>	
31	54	2	With the Curatin Cue	Curtain warmers <b>OUT</b>	
32	54	2	Top of the Scene	RESTORE Cue 23 (minus the radio)	
33	93	0	Visual on Trotter	Table Lamp <b>OFF</b>	
34	94	0	Visual on Trotter	Floor Lamp <b>OFF</b>	
35	94	0	Visual on Trotter w/ Radio Sound Cue	Radio Lights <b>ON</b>	

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36	94	0	Visual on Metcalf w/ Radio Sound Cue	Radio Lights <b>OFF</b>
37	95	0	Visual on Metcalf	RESTORE cue 32
38	97	2	After all Exit	BLACKOUT
39	97	2	After a Beat	Interesting Stage Light UP
40	97	2	Curtain Call	BRIGHT
41	97	1.5	With the Curtain	EVERYTHING downstage of the proscenium OUT
42	97	3	When the Curtain is ALL THE WAY IN	House <b>UP</b>
43	97	2	Autofollow 2 Seconds	Curtain Warmers <b>UP</b>
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