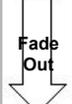
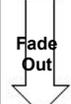
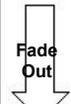


Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME					
AFTER	42	 Pick Up %	DAMON	HEAD + SHOULD	1+3											1.PICKUP as Damon Turns Around	BRILL BUILDING RUNYON'S DES			
			AT DESK	3S																
				50%																
		 Open Iris To	DAMON	HALF BODY	1+3											1.OPEN IRIS as Damon Walks DS	ELEVATOR TO RUNYON LAND			
			MSC																	
				50%																
BEFORE	50										 Pick Up %	ELEVATOR GIRL	HALF BODY	1+3	3.PICKUP Girl DSL as she Enters with Elevator Mechanism	ELEVATOR TO RUNYON LAND				
												DSL	2S							
													50%							
W/	58	 Fade Out	DAMON	HALF BODY	1+3						 Fade Out	ELEVATOR GIRL		1+3	1.FADE OUT Walking up to Revolving Door 3.FADE OUT exiting out of Square Light. SWAP COLOR 1+4	ELEVATOR TO RUNYON LAND				
			REVOLVING DOOR	3S													1S			
				OFF													OFF			
		 Pick Up %	DAMON	HALF BODY	1+3											1.PICKUP entering from Revolving Door	STREET			
			REVOLVING DOOR	1S																
				50%																
AFTER	58					 Pick Up %	GUY DANCER	HALF BODY	1+6		 Pick Up %	PIMP	HALF BODY	1+4	2.PICKUP Guy Dancer Entering DSR. NOTE: 2 Girls will come out FIRST 3.PICKUP Pimp Turning Around USL	STREET				
							DSR	2S					USL				3S			
								50%									25%			
AROUND	60										 Fade Out	PIMP	HALF BODY	1+4	3.FADE OUT Exiting USL. SWITCH COLOR 1+3	STREET				
												USL	2S							
													OFF							
AROUND	62	 Fade Down To %	DAMON	HEAD + SHOULD	1+3	 Pick Up %	BENNY	HEAD + SHOULD	1+3						1.FADE DOWN and IRIS DOWN as Damon Crosses SR to Door 2.PICKUP as BENNY X DS After Safe	SAFECRACKING				
			DSR	3S				USC		3S										
				25%						50%										
						 Fade Out	BENNY		1+3						2.FADE OUT as Benny X to Door SR	SAFECRACKING				
							DSR AT DOOR	2S												
								OFF												

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT
		DAMON	HALF BODY		1+3		BENNY	HALF BODY		1+3					1. FADE UP as Benny Comes through Door 2. PICKUP as Benny Comes through Door	SAFECRACKING
		DSR	2S	50%			DOOR SR	2S	50%							
AROUND	70						BENNY			1+3					2. FADE OUT as Benny Exits SL with Clock	SAFECRACKING
						DSL	3S	OFF								
			DAMON		1+3										1. FADE OUT as Damon Goes through Door DSL	POKER GAME
			DSL	3S		OFF										
AFTER	72		DAMON	HALF BODY	1+3		NICELY-NICELY	HALF BODY		1+3		GANGSTER	CHEST		1. PICKUP Damon coming in through Door 2. PICK UP Nicely as Damon Walks Through Door 3. PICK UP Gangster at Table as Damon Walks Through Door	POKER GAME
			DSL	3S		25%		MSC AT TABLE	3S		50%			MSC AT TABLE		
													50%			
			DAMON		1+3							COP	HALF BODY		1. FADE UP Damon to 50% Cop Entering 3. BUMP UP Cop DSL	SUBWAY
				1S		50%							DSL	0S		
												SEXY GIRL	CHEST		3. SWAP TO Girl After Gangster Gets Shot	POKER GAME
												MSC AT TABLE	50%	1+3		
												SEXY GIRL			3. FADE OUT Sexy Girl Crossing to Door. WILL IMMEDIATELY Go back to Gangster	POKER GAME
													1S	1+3		
							NICELY-NICELY			1+3		COP			2. FADE OUT as Nicely Exits into Pit 3. FADE OUT as COP exits DSR	SUBWAY
							1S	OFF						1S		
W/	78		BENNY/NICELY	3/4 BODY	1+3		RUSTY CHARLIE	3/4 BODY		1+3					2. PICKUP In Line with Chorus 3. PICKUP In Line with Chorus	RACETRACK
			DSC	3S		75%		DSC	3S		75%					

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME		
AROUND 86						↓ Fade Out	BENNY/NICELY		1S	1+3						2. FADE OUT as Benny/Nicely Turns to Exit. ASAP to Girl Entering MSL	RACETRACK
						↓ Fade Out	DSC		OFF								
						↓ Fade Out	SEXY GIRL	HEAD + SHOULD	2S	1+3						2. FADE OUT Sexy Girl After She Chalks Rusty's Pool Stick. Warning Benny/Harry SR	POOL HALL
						↑ Pick Up %	BENNY/HARRY	3/4 BODY	2S	1+3	↑ Pick Up %	HARRY/HORSE	HALF BODY	2S	1+3	2. PICKUP Benny/Harry entering MSR 3. PICKUP Harry Entering With Benny MSR	BOXING GYM
							MSR	50%				MSR	50%				
											↓ Fade Out	HARRY/HORSE	2S	1+3	3. FADE OUT as HARRY Exits . WARNING Nicely Entering MSR	BOXING GYM	
												OFF					
AROUND 94						↑ Pick Up %	ANGIE THE OX	HALF BODY	3S	1+3	↑ Pick Up %	NICELY-NICELY	HALF BODY	3S	1+3	2. PICKUP Angie Entering MSR 3. PICKUP Nicely Entering MSR	HOT DOG STAN
							MSR	50%				MSR	50%				
						↑ Pick Up %	SARAH BROWN	HALF BODY	2S	1+5	↑ Pick Up %	SARAH BROWN	HALF BODY	2S	1+5	2. PICKUP Sarah Entering From Pit 3. PICKUP Sarah ASAP	NEWSSTAND-NO CROSS
							PIT	FULL				PIT	FULL				
						↓ Fade Out	ANGIE THE OX	HALF BODY	3S	1+3						2. FADE OUT Angie Exiting SR. Standby Sarah PIT DL. Switch Color 1+5	HOT DOG STAN
							MSC	OFF									
											↓ Fade Out	NICELY-NICELY	HALF BODY	2S	1+3	3. FADE OUT Nicely Crossing US of Stand. Switch Color 1+5. WARNING Damon DSL.	HOT DOG STAN
													OFF				
	↑ Pick Up %	RUSTY CHARLIE	HALF BODY	3S	1+5	↑ Pick Up %	BENNY	HALF BODY	3S	1+5						1. PICKUP Rusty Entering SR 2. PICKUP Benny Entering SL	NEWSPAPER STA FUGUE
		MSR	FULL				MSL	75%									

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE	
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME			
W/ 103	Bump Up	DAMON		HALF BODY	1+3						Bump Up	DAMON		HALF BODY	1+5	1.BUMP UP TO FULL WITH Q103	NEWSSTAND-NO CROSS	
		DSL		0S								DSL		0S				
				FULL										FULL				
	Fade Out	DAMON			1+5											1.FADE OUT as Damon Exits SR. WARNING RUSTY Entering MSR.	NEWSPAPER STA FUGUE	
		DSR		2S										OFF				
W/ 102	Fade Up To %	DAMON			1+3											1.FADE UP Intensity as Hot Dog Stand Turns	HOT DOG STAN	
				3S										75%				
W/ 120	Fade Out	RUSTY CHARLIE			1+5	Fade Out	BENNY			1+5	Fade Out	NICELY-NICELY			1+5	1.FADE OUT W/ Q120. WARNING SARAH Ent. 2.FADE OUT W/ Q120. 3.FADE OUT W/ Q120.	NEWSPAPER STA FUGUE	
		DSC		3S			DSC		3S				DSC					3S
				OFF				OFF					OFF					
AFTER 120	Pick Up %	SARAH BROWN		HALF BODY	1+5						Pick Up %	SARAH BROWN		HALF BODY	1+5	1.PICKUP Sarah Clear of Newstand USL 3.PICKUP Sarah Clear of Newstand USL	NEWSSTAND-FOL	
		USL		2S								USL		2S				
				75%										75%				
	Fade Out	SARAH BROWN			1+5						Fade Out	SARAH BROWN			1+5	1.FADE OUT Sarah Turning USR. WARNING Harry PIT DL 3.FADE OUT Sarah Turning USR. Warning Harry Pit DL	"FOLLOW THE FO EXIT"	
				1S										1S				
				OFF									OFF					
	Pick Up %	BENNY		HALF BODY	1+5	Pick Up %	NICELY-NICELY		HALF BODY	1+5					1.NOTE: Call FS1 & FS2 at Same Time. PICKUP BENNY at Newspaper Stand 2.PICKUP NICELY at Newspaper Stand	"FOLLOW THE FO EXIT"		
		NEWSPAPER STAND		3S			NEWSPAPER STAND		3S									
				75%					FULL									
											Pick Up %	HARRY/HORSE			1+5	3.PICKUP Harry Entering from Pit DL	"FOLLOW THE FO EXIT"	
												PIT DL	3S					
													75%					
											Fade Out	HARRY/HORSE			1+5	3.FADE OUT as Harry Exits. WARNING Brannigan Ent. SL	"FOLLOW THE FO EXIT"	
													3S					
													OFF					

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT
												LT. BRANNIGAN	HALF BODY	1+5	3.PICKUP Brannigan Enters USL	"FOLLOW THE FO EXIT"
												USL	3S			
													75%			
		BENNY		3S	1+5		NICELY/BENNY	FULL BODY		1+5					1.FADE OUT On Brannigan's Line" ... Brannigan is BREATHING". 2.OPEN IRIS To Include Benny	"ENGAGED FOUR YEARS"
		MSC		OFF												
		NATHAN DETROIT	3/4 BODY	1S	1+5										1.PICKUP NATHAN Entering MSR	"ENGAGED FOUR YEARS"
		MSR	FULL													
												LT. BRANNIGAN	2S	1+5	3.Exits SL. ASAP to Nicely MSC	"ENGAGED FOUR YEARS"
													OFF			
							BENNY	HALF BODY		1+5		NICELY-NICELY	HALF BODY	1+5	2.IRIS DOWN TO Benny Crossing to Nathan. FADE DOWN TO 75% 3.PICKUP Nicely MSC	"ENGAGED FOUR YEARS"
												MSC	2S			
													FULL			
W/	138						BENNY	2S	1+5		ANGIE THE OX	HALF BODY	1+5	2.FADE OUT as ANGIE Starts Singing 3.PICKUP Angie MSR	"THE OLDEST ESTABLISHED"	
												MSC				2S
																FULL
												ANGIE THE OX	2S	3.FADE OUT After Line: "Nathan, Detroit"	"THE OLDEST ESTABLISHED"	
													OFF			
AFTER	144		SHOE SHINER	FULL BODY			NICELY/BENNY	3/4 BODY	1+5						1.OPEN IRIS TO Include Shoe Shiner 2.PICKUP NICELY/BENNY as Nathan is at SL STOOP	SHOESHINE
								3S								
								75%								
			NATHAN DETROIT	HALF BODY											1.Iris Down as Nathan Gets up from SL Stoop	SHOESHINE

Followspot Cue Sheet - MASTER

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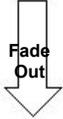
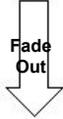
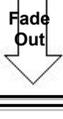
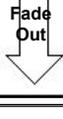
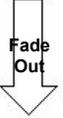
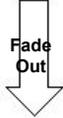
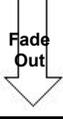
Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME		
AFTER	150	Iris Down To	NATHAN DETROIT	HEAD		Pick Up	LT. BRANNIGAN	HEAD + SHOULD	1S	1+5						1.IRIS DOWN NATHAN behind Coffin 2.PICKUP Brannigan In Coffin	FUNERAL HOMI
							COFFIN		75%								
		Open Iris To	NATHAN DETROIT	3/4 BODY		Fade Out	LT. BRANNIGAN		2S	1+5						1.OPEN IRIS as Nathan Cross DS 2.FADE OUT Brannigan In Coffin. WARNING Nicely.	FUNERAL HOMI
							COFFIN		OFF								
AROUND	154					Pick Up	NICELY-NICELY	3/4 BODY	3S	1+5	Pick Up	BENNY	3/4 BODY	3S	1+5	2.PICKUP Nicely as they Cross DS 3.PICKUP Benny as they Cross DS	FUNERAL HOMI
							DSC	FULL				DSC	FULL				
											Bump Up	COP	HALF BODY	0S	1+5	3.BUMP UP Cop On Stoop SR As he loses Newspaper	SHOESHINE
												SR STOOP	FULL				
AFTER	150					Fade Out	NICELY/BENNY		2S	1+5	Fade Out	COP	1S	1+5	2.FADE OUT NICELY/BENNY Cross into Funeral 3.FADE OUT Cop Off Stoop	SHOESHINE	
									OFF				OFF				
AFTER	132										Fade Out	NICELY-NICELY	3S	1+5	3.FADE OUT Nicely on ALL: "But the 1000 Bucks..." Warning Angie MSR	"THE OLDEST ESTABLISHED"	
													OFF				
AFTER	164	Open Iris To	NATHAN/BENNY	3/4 BODY		Iris Down To	NICELY-NICELY	HALF BODY			Fade Out	BENNY	3S	1+5	1.OPEN IRIS To Include BENNY After Button 2.IRIS DOWN TO Half Body After Button 3.FADE OUT Benny on Nathan's Line "...crap game will float again". ASAP to Angie DSC-R	MINDY'S	
			DSC	FULL									OFF				
											Fade Out	ANGIE THE OX	2S	1+5	3.FADE OUT Angie after line: "Sky Masterson's in town". ASAP to Benny DSC	MINDY'S	
													OFF				
		Iris Down To	NATHAN DETROIT	HALF BODY							Pick Up	BENNY	HALF BODY	3S	1+5	1.IRIS DOWN TO Nathan When FS3 Pickup on BENNY 3.PICKUP Benny DSC	MINDY'S
				2S	1+5							DSC	75%				

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME		
							NICELY-NICELY		2S OFF	1+5		BENNY		2S OFF	1+5	2.FADE OUT Exiting to Revolving Door. WARNING ADELAIDE ENTERING SL 3.FADE OUT Exiting to Revolving Door.	MINDY'S
							ADELAIDE	HALF BODY	2S	1+5						2.PICKUP Adelaide Entering MSL	MINDY'S
												NICELY/BENNY	FULL BODY	2S 75%	1+5	3.PICKUP Nicely/Benny Entering From Revolving Door. INCORPORATE HARRY	MINDY'S
							ADELAIDE		1S OFF	1+5		NICELY/BENNY	HALF BODY	1S OFF	1+5	2.FADE OUT Adelaide Exiting with the Boys. ASAP Pickup SKY Entering MSL 3.FADE OUT Nicely/Benny Exiting with Adelaide. IRIS DOWN Picking Up Adelaide	MINDY'S
							SKY MASTERSON	HALF BODY	2S	1+5						2.PICKUP SKY Entering MSL	MINDY'S
												BENNY/NICELY	FULL BODY	2S 75%	1+5	3.PICKUP Benny/Nicely Entering MSL After Sky's Monologue	MINDY'S
		NATHAN DETROIT		1S OFF	1+5							BENNY/NICELY		1S OFF	1+5	1.FADE OUT Nathan at Revolving Door. Will Immediately Pickup In Mindy's Diner 3.FADE OUT Benny/Nicely at Revolving Door. Will Immediately Pickup In Mindy's Diner	MINDY'S
							SKY MASTERSON		1S OFF	1+5						2.FADE OUT SKY at Revolving Door. Will Immediately Pickup In Mindy's Diner	MINDY'S
		NATHAN DETROIT	HALF BODY	2S	1+5		SKY MASTERSON	HALF BODY	2S	1+5		BENNY	HALF BODY	2S	1+5	1.PICKUP Nathan as He Enters From Revolving Door 2.PICKUP Sky as He Enters From Revolving Door 3.PICKUP Benny as He Enters From Revolving Door	MINDY'S
		REVOLVING DOOR	FULL				REVOLVING DOOR	FULL				REVOLVING DOOR	75%				

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME		
												BENNY/NICELY				3. FADE OUT as BENNY/NICELY Turn Around	MINDY'S
												DINER	2S OFF	1+5			
												SARAH BROWN	HALF BODY 2S FULL	1+5	3. PICKUP Sarah Entering DSR with Band	MINDY'S	
												DSR					
W/ 182		NATHAN		1S OFF	1+5		SKY MASTERSON		1S OFF	1+5		SARAH BROWN	1S OFF	1+5	1. FADE OUT NATHAN 1 Beat after the word "CIDER" 2. FADE OUT Sky 1 Beat after the word "CIDER". 3. FADE OUT Sarah 1 Beat after the word "CIDER". ASAP TO DAMON Entering DL PIT	MINDY'S	
		SARAH BROWN	HALF BODY MISSION DOOR	3S 75%	1+5		ARVIDE ABERNATHY	HALF BODY MISSION DOOR	3S 75%	1+5					1. PICKUP Sarah Entering Through Door 2. PICKUP Arvide Entering Through Door	INSIDE THE MISSION - I'LL KNOW	
												SKY MASTERSON	HALF BODY MISSION DOOR	3S 75%	3. PICKUP Sky Entering Through Door	INSIDE THE MISSION - I'LL KNOW	
												DAMON	HALF BODY 2S 50%	1+5	3. PICKUP Damon Entering From Pit DL	INSIDE THE MISSION - I'LL KNOW	
												DAMON	3S OFF	1+5	3. FADE OUT Damon Crossing SL	INSIDE THE MISSION - I'LL KNOW	
												SKY MASTERSON	MISSION DOOR	2S OFF	1+5	3. FADE OUT Exiting Door	INSIDE THE MISSION - I'LL KNOW
		SARAH BROWN	MISSION DOOR	3S OFF	1+5										1. FADE OUT Exiting Door. Switch Color 1+4	INSIDE THE MISSION - I'LL KNOW	

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME		
AROUND 211											↑ Pick Up %	SKY MASTERSON MSR	HALF BODY 3S 50%	1+5	3.PICKUP VISUAL Sky Entering DSR at End of Song	"I'LL KNOW - FINIS	
W/ 214						↑ Pick Up %	NATHAN DETROIT PULPIT DR	HEAD + SHOULD 3S 50%	1+3						2.PICKUP Nathan at DR Pulpit with 1st Ring	PHONE BOOTH/BILTMOR GARAGE	
AROUND 172	↓ Fade Down To %	NATHAN DETROIT DINER	HEAD + SHOULD 2S 50%	1+5	↓ Fade Down To %	SKY MASTERSON DINER	HEAD + SHOULD 2S 50%	1+5	↓ Fade Down To %	BENNY/NICELY DINER	HALF BODY 2S 50%	1+5	1.FADE DOWN TO 50% and Iris to H&S as Nathan Sits Down 2.FADE DOWN TO 50% and Iris to H&S as Sky Sits Down 3.FADE DOWN TO 50% as Benny/Nicely Sit Down	MINDY'S			
	↑ Fade Up To %	NATHAN	HALF BODY 2S FULL	1+5	↑ Fade Up To %	SKY MASTERSON	HALF BODY 2S FULL	1+5						1.FADE UP TO Full as Nathan Crosses DS 2.FADE UP TO Full as SKY Crosses DS	MINDY'S		
										↓ Fade Out	SKY MASTERSON	3S OFF	1+5	3.FADE OUT as Sky Turns Around. Switch Color 1+4	"I'LL KNOW - FINIS		
	↑ Pick Up %	JOEY BILTMORE DSL	HALF BODY 2S 75%	1+4										1.PICKUP Joey Entering DSL.	PHONE BOOTH/BILTMOR GARAGE		
W/ 222	▽ Bump Out	JOEY BILTMORE	0S OFF	1+4										1.BUMP OUT Joey With Q222. Switch Color 2	PHONE BOOTH/BILTMOR GARAGE		
W/ 224					▽ Bump Out	NATHAN DETROIT	0S OFF	1+3						2.BUMP OUT Nathan With Q224. Switch Color 6	PHONE BOOTH/BILTMOR GARAGE		
	↑ Pick Up %	M.C. DSC	FULL BODY 2S FULL	F2 R54										1.PICKUP M.C. On As Actor Followspots roll onto him	HOT BOX 1 - BUSH & A PECK		

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT	FRAME
W/ 234		M.C.		1S	F2 R54											1. FADE OUT M.C. As he Exits SL. Switch Color 1+5	HOT BOX 1 - BUSH & A PECK
		DSC		OFF			ADELAIDE	FULL BODY		F6 R33						2. BUMP UP Adelaide Behind Ladies. ON DRUM BEAT.	HOT BOX 1 - BUSH & A PECK
							ADELAIDE	HEAD		F6 R33						2. IRIS DOWN Head as steps US	HOT BOX 1 - BUSH & A PECK
W/ 258							ADELAIDE			F6 R33						2. BUMP OUT W/ Q258	HOT BOX 1 - BUSH & A PECK
W/ 262		NATHAN DETROIT	HALF BODY	3S	1+5		ADELAIDE	HALF BODY		1+5						1. PICKUP Nathan Entering SR Staircase 2. PICKUP Adelaide At Dressing Table	DRESSING ROOM AELAIDE'S LAMEI
		SR STAIRCASE	75%				DRESSING TABLE	50%									
												MIMI	HALF BODY		1+5	3. PICKUP MIMI Entering SL As Nathan/Adelaide Hug	DRESSING ROOM AELAIDE'S LAMEI
												DSL	2S				
												MIMI			1+5	3. FADE OUT Mimi as she Exits SL. SWITCH COLOR 1+3	DRESSING ROOM AELAIDE'S LAMEI
												DSL	3S				
		NATHAN DETROIT		2S	1+5											1. FADE OUT Nathan as he exits SR Staircase. WARNING: SWITCH COLOR 1+6	DRESSING ROOM AELAIDE'S LAMEI
		SR STAIRCASE		OFF													
W/ 266		ADELAIDE		3S	1+6		ADELAIDE			1+5						1. FADE UP TO 75% with Q266 2. FADE UP TO 75% with Q266	DRESSING ROOM AELAIDE'S LAMEI
		DRESSING TABLE	75%				DRESSING TABLE	75%									

Followspot Cue Sheet - MASTER

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Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT	FRAME
W/ 276	Fade Out	ADELAIDE		1S	1+6	Fade Out	ADELAIDE		1S	1+5						1.FADE OUT with Transition. SWITCH FRAME 1+3 2.FADE OUT with Transition. SWITCH FRAME 1+3	DRESSING ROOM ADELAIDE'S LAMEI
AFTER 278	Pick Up %	NICELY-NICELY	HALF BODY	1S	1+3	Pick Up %	SKY MASTERSON	HALF BODY	1S	1+3	Pick Up %	NICELY-NICELY	HALF BODY	1S	1+3	1.PICKUP Nicely Entering MSR with Band 2.PICKUP Sky Entering MSR with Band 3.PICKUP Nicely Entering MSR with Band	OUTSIDE MISSIC 2/ALL OVER TOW G&D
		MSR	FULL			Pick Up %	MSR	75%			Pick Up %	MSR	FULL				
						Fade Out	SKY MASTERSON		2S	1+3						2.FADE OUT Sky Exiting MSL. WARNING Benny Entering MSR	OUTSIDE MISSIC 2/ALL OVER TOW G&D
						Pick Up %	BENNY	HALF BODY	2S	1+3						2.PICKUP Benny Entering MSR	OUTSIDE MISSIC 2/ALL OVER TOW G&D
						Pick Up %	MSR	75%									
W/ 292	Fade Down To %	NICELY-NICELY		25%	1+3	Fade Down To %	BENNY		25%	1+3						1.FADE DOWN TO 25% on Q292 (Cross to SL Step) 2.FADE DOWN TO 25% on Q292 (Cross to SR Step)	OUTSIDE MISSIC 2/ALL OVER TOW G&D
											Pick Up %	ADELAIDE	HALF BODY	2S	1+3	3.PICKUP Adelaide Entering USL	OUTSIDE MISSIC 2/ALL OVER TOW G&D
											Pick Up %	REVOLVING DOOR	75%				
											Fade Out	NATHAN DETROIT		2S	1+3	3.FADE OUT Nathan Exiting SR. WARNING Nicely MSC	OUTSIDE MISSIC 2/ALL OVER TOW G&D
											Fade Out			OFF			
	Fade Up To %	NICELY-NICELY	HALF BODY	3S	1+3	Fade Up To %	BENNY	HALF BODY	3S	1+3	Pick Up %	NICELY-NICELY	HALF BODY	3S	1+3	1.FADE UP Nicely to Full when he starts Singing 2.FADE UP Benny to Full when he starts Singing 3.PICKUP Nicely when he starts Singing	OUTSIDE MISSIC 2/ALL OVER TOW G&D
			FULL			Fade Up To %		75%			Pick Up %		FULL				
W/ 306	Open Iris To	NICELY-NICELY	FULL BODY	0S	1+3	Open Iris To	BENNY	FULL BODY	0S	1+3	Open Iris To	NICELY-NICELY	FULL BODY	0S	1+3	1.OPEN IRIS TO Full Body on Button 2.OPEN IRIS TO Full Body on Button 3.OPEN IRIS TO Full Body on Button	OUTSIDE MISSIC 2/ALL OVER TOW G&D

Followspot Cue Sheet - MASTER

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Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME		
												ANGIE THE OX	HALF BODY	1+5	3.PICKUP Angie After Button	MINDY'S	
												DSC-R	3S				
													75%				
							ARVIDE ABERNATHY							2S	1+5	2.FADE OUT Arvide Exiting into Pit DR. Switch Color 1+3	INSIDE THE MISSION - I'LL KNOW
													OFF				
												RUSTY CHARLIE	HEAD + SHOULDERS	1+3	3.SWAP TO RUSTY/GIRL ENTERING USL	OUTSIDE MISSION 2/ALL OVER TOW G&D	
												USL					
													75%				
												RUSTY CHARLIE		1+3	3.FADE OUT RUSTY AS HE SITS DOWN. WARNING GIRL AT USC DOOR	OUTSIDE MISSION 2/ALL OVER TOW G&D	
												MISSION DOOR	2S				
													OFF				
												GIRL	HALF BODY	1+3	3.PICKUP Girl As she Opens The Door	OUTSIDE MISSION 2/ALL OVER TOW G&D	
												US DOOR	1S				
													75%				
w/	300											RUSTY CHARLIE		1+3	3.FADE OUT As BOYS EXIT. WARNING Adelaide/Nathan Entering USL	OUTSIDE MISSION 2/ALL OVER TOW G&D	
													1S				
													OFF				
			NICELY-NICELY				BENNY					SARAH BROWN	HALF BODY	1+5	1.FADE OUT Nicely Exiting SL. SWITCH COLOR 1+5 2.FADE OUT Benny Exiting SL. SWITCH COLOR 1+5 3.PICKUP SARAH Entering MSL	OUTSIDE MISSION GEN CARTWRIGHT	
				1+3								MSL	2S				
				OFF									FULL				
			GEN. CARTWRIGHT	HALF BODY	1+5										1.PICKUP General Entering DSL	OUTSIDE MISSION GEN CARTWRIGHT	
			DSL	2S													
				FULL													
							SKY MASTERSON	HALF BODY	1+5						2.PICKUP SKY Entering Mission Door	OUTSIDE MISSION GEN CARTWRIGHT	
								2S									
								FULL									

Followspot Cue Sheet - MASTER

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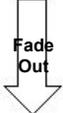
Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT	FRAME
AFTER	314	Fade Out	GEN. CARTWRIGHT	2S	1+5	Fade in Place	SKY MASTERSON		2S	1+5	Fade Out	SARAH BROWN		2S	1+5	1.NOTE: CALL! FADE OUT General 3 Beats After Q314. 2.FADE OUT SKY 3.Beats After Q314. 3.FADE OUT Sarah 3.Beats After Q314.	OUTSIDE MISSION GEN CARTWRIGHT
		Pick Up %	BENNY	HALF BODY												1.PICKUP BENNY Entering From Pit DL	"CARNATIONS"
			PIT	2S	1+5												
				75%		Pick Up %	NATHAN DETROIT	HALF BODY			Fade Out	HARRY/HORSE		3S	1+5	2.PICKUP NATHAN Entering USL 3.FADE OUT Harry As Nathan Enters. WARNING NICELY Entering MSL	"CARNATIONS"
							USL	3S	1+5					OFF			
W/	318										Pick Up %	HARRY/HORSE	HALF BODY			3.PICKUP HARRY Entering MSR with Q318	"CARNATIONS"
												MSR	3S	1+5			
				75%													
											Pick Up %	NICELY-NICELY	HALF BODY			3.PICKUP NICELY Entering MSL	"CARNATIONS"
												MSL	3S	1+5			
				75%													
		Pick Up %	HARRY/HORSE	HALF BODY							Fade Out	NICELY-NICELY		1S	1+5	1.PICKUP HARRY SR 3.FADE OUT NICELY Exiting SL. WARNING BIG JULIE	"CARNATIONS"
				2S	1+5									OFF			
				75%													
											Pick Up %	BIG JULIE	HALF BODY			3.PICKUP Big Julie as HARRY Introduces Him	"CARNATIONS"
				2S	1+5	Open Iris To	NATHAN/BENNY	FULL BODY								1.FADE OUT as FS2 is At Full Body on Nathan's Line "When Nathan Detroit Arranges..." 2.Open IRIS to Include Benny on Nathan's Line "When Nathan Detroit Arranges..."	"CARNATIONS"
				OFF													
		Pick Up %	LT. BRANNIGAN	HALF BODY												1.PICKUP BRANNIGAN Entering MSL	"CARNATIONS"
				2S	1+5												
				75%													

Followspot Cue Sheet - MASTER

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Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME		
												BIG JULIE				3. FADE OUT Big Julie As Brannigan Cross US* ASAP Adelaide SL	"CARNATIONS"
												ADELAIDE	HALF BODY			3. PICKUP ADELAIDE Entering MSL	"CARNATIONS"
							NATHAN/ADELAIDE		FULL BODY			ADELAIDE				1. CALL FS2 & FS3 Action at the Same Time 2. OPEN IRIS TO Include Adelaide 3. FADE OUT ADELAIDE on When Gangsters Are Singing to Adelaide	"CARNATIONS"
												BIG JULIE	HALF BODY			2. PICK UP Big Julie as Group is Singing	"CARNATIONS"
												BIG JULIE				3. FADE OUT Big Julie 1 Beat After He's Done Talking. ASAP to Adelaide	"CARNATIONS"
							NATHAN DETROIT		HALF BODY			ADELAIDE	3/4 BODY			2. IRIS DOWN TO Nathan with FS3 on Adelaide 3. PICK UP ADELAIDE alongside Nathan	"CARNATIONS"
		LT. BRANNIGAN														1. FADE OUT Brannigan Exiting SL. WARNING To Harry MSR	"CARNATIONS"
		HARRY/BIG JULIE										ADELAIDE				1. PICK UP HARRY MSR As Adelaide Exits. Include Big Julie if you can. 3. FADE OUT Adelaide Exiting into Pit DL. ASAP to Benny DSC-L	"CARNATIONS"
												BENNY	HALF BODY			3. PICK UP Benny Right After Adelaide exits	"CARNATIONS"

Followspot Cue Sheet - MASTER

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Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT	FRAME
																2. FADE OUT Nathan Crossing USL. SWITCH COLOR 1+6 3. FADE OUT Benny Crossing USL. SWITCH COLOR 1+6	"CARNATIONS"
BEFORE	328																
W/	342																
AROUND	352																

Followspot Cue Sheet - MASTER

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Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT	FRAME
W/ 370		SARAH BROWN		0S	1+6		SKY MASTERSON		0S	1+6		WOMAN DANCER		2S	1+6	1.BUMP OUT After Line "I'll Have Another One" 2.BUMP OUT After Line "I'll Have Another One" ASAP to DAMON DSR 3.FADE UP TO 50% W/ Q370	"HAVANA"
			OFF					OFF					50%				
W/ 372		SARAH BROWN	HEAD + SHOULD	3S	1+6		SKY MASTERSON	HEAD + SHOULD	3S	1+6		WOMAN DANCER		3S	1+6	1.FADE UP With Q372 2.FADE UP With Q372	"HAVANA"
			75%					50%					25%				
W/ 374												WOMAN DANCER		3S	1+6	3.FADE UP TO 50% after Line "Two Dulce de Leche"	"HAVANA"
													50%				
												COP		2S	1+6	3.FADE OUT COP Exiting DSR	"IF I WERE A BEL
													OFF				
		SARAH BROWN		1S	1+6		SKY MASTERSON		1S	1+6						1.FADE OUT Sarah Dancing Behind Pillar. WILL IMMEDIATELY FADE UP 2.FADE OUT SKY Dancing Behind Pillar. WILL IMMEDIATELY FADE UP	"IF I WERE A BEL
		PILLAR		50%			PILLAR		37.5%								
W/ 399		COP	HALF BODY	1S	1+6											1.PICKUP COP Entering DSL	"JUST LIKE A MISSIONARY"
		DSL		25%													
												COP		1S	1+6	3.FADE OUT Cop As he Turns Around. WARNING PICKUP On Sarah US	"JUST LIKE A MISSIONARY"
													OFF				
W/ 402							SKY MASTERSON	HALF BODY	2S	1+6		SARAH BROWN	HALF BODY	2S	1+6	1.GARY CALL: CALL FS2 & FS3 at the same Time As Fog is Dissapating 2.PICKUP SKY As Fog is Dissapating 3.PICKUP Sarah As Fog is Dissapating	BACK FROM HAVA
							USC		50%			USC		50%			
		COP		2S	1+6											1.FADE OUT COP exiting DSL. WARNING ADELAIDE ENT. SL	BACK FROM HAVA
				OFF													

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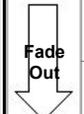
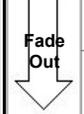
Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE				
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT	FRAME	
		ADELAIDE	MSL	HALF BODY 2S 50%	1+6											1.PICKUP Adelaide Entering MSL	I'VE TRIED ALL TI OTHER ROOMS	
		ADELAIDE		3S OFF	1+6											1.FADE OUT Adelaide Crossing Behind Sarah. WARNING Pickup Sarah. Switch Color 1+5	I'VE TRIED ALL TI OTHER ROOMS	
							SKY MASTERSON	MISSION DOOR	HEAD + SHOULD	1+6		SARAH BROWN	MISSION DOOR	HEAD + SHOULD	1+6	2.IRIS DOWN TO Head And Shoulder as SKY goes into Pit 3.IRIS DOWN & FADE UP TO 75% as Sarah goes into Pit.	WALK TO/AT TH DOCKS	
AFTER	418						SKY MASTERSON	MISSION DOOR	3S OFF	1+6		SKY/SARAH	MISSION DOOR	FULL BODY 3S FULL	1+6	2.FADE OUT When Mission Door Travels On. Switch to Color 1+5 3.OPEN IRIS SKY/SARAH AND FADE UP TO FULL When FS2 Goes Out	OUTSIDE MISSION THE RAID	
W/	424		SARAH BROWN	MISSION DOOR	HALF BODY 3S 75%	1+5		SKY MASTERSON	MISSION DOOR	HALF BODY 3S 50%	1+5		SKY/SARAH	MISSION DOOR	3S OFF	1+6	1.PICKUP Sarah W/ Q424 2.PICKUP SKY W/ Q424 3.FADE OUT W/ Q424. Switch COLOR 1+5. ASAP to Arvide	OUTSIDE MISSION THE RAID
													ARVIDE ABERNATHY	MISSION DOOR	HALF BODY 1S 75%	1+5	3.PICKUP Arvide As soon as Possible	OUTSIDE MISSION THE RAID
													ARVIDE ABERNATHY	MISSION DOOR	2S OFF	1+5	3.FADE OUT Arvide On Whistle Blow. Warning Nathan At Mission Door	OUTSIDE MISSION THE RAID
													NATHAN DETROIT	MISSION DOOR	3/4 BODY 2S 75%	1+5	3.PICKUP Nathan Coming out of Mission	OUTSIDE MISSION THE RAID
													BIG JULIE	MISSION DOOR	3/4 BODY	1+5	3.SWAP TO Big Julie After Nathan's Line "CANASTA"	OUTSIDE MISSION THE RAID

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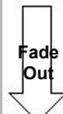
Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT
												BIG JULIE		1+5	3.FADE OUT After B.J. Line "...Losing 10 G's". ASAP to Brannigan Entering SL	OUTSIDE MISSION THE RAID
												LT. BRANNIGAN	3/4 BODY	1+5	3.PICKUP Brannigan Entering MSL	OUTSIDE MISSION THE RAID
												LT. BRANNIGAN		1+5	3.FADE OUT Brannigan After His Line "...full blast in a MISSION" SWITCH COLOR TO 6	OUTSIDE MISSION THE RAID
		SARAH BROWN	HEAD		1+5										1.IRIS DOWN to Head as she is close to MISSION DOOR	OUTSIDE MISSION THE RAID
		SARAH BROWN		1S	1+5										1.FADE OUT Sarah Exiting Mission Door	OUTSIDE MISSION THE RAID
W/	432						SKY MASTERSON		0S	1+5					2.BUMP OUT SKY on Q432	OUTSIDE MISSION THE RAID
															1.INTERMISSION 2.INTERMISSION 3.INTERMISSION	INTERMISSION
AFTER	458		M.C.	FULL BODY	F2 R54										1.PICKUP M.C. On As Actor Followspots roll onto him	HOT BOX 2 - TAK BACK YOUR MIN
			DSC	FULL												
AFTER	464		M.C.		F2 R54										1.FADE OUT M.C. Exiting SL. SWITCH COLOR 6. StandBy Waiter Pit DL	HOT BOX 2 - TAK BACK YOUR MIN
				1S												
				OFF												

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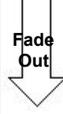
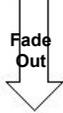
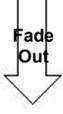
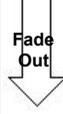
Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME				
							ADELAIDE	COLLAR		F6 R33							2.BUMP UP Adelaide As She Turns Around. SIZE TO COLLAR	HOT BOX 2 - TAKE BACK YOUR MIN	
							ADELAIDE	FULL BODY		F6 R33							2.OPEN IRIS As Adelaide Walks DS	HOT BOX 2 - TAKE BACK YOUR MIN	
W/	495						ADELAIDE			F6 R33							2.FADE OUT Crossing US	HOT BOX 2 - TAKE BACK YOUR MIN	
W/	500		WAITER	HALF BODY	1+6							DAMON	HALF BODY	1+6			1.PICKUP Waiter Entering PIT DL 3.PICKUP Damon Entering PIT DR	HOT BOX TABLE LAMENT REPRIS	
			PIT DL	2S 50%								PIT DR	2S 50%						
												DAMON		1+6			3.FADE OUT Damon Sitting Down. WARNING Nicely Entering MSR	HOT BOX TABLE LAMENT REPRIS	
							SKY MASTERSON	HEAD + SHOULD		1+6								2.PICKUP SKY Entering USR.	HOT BOX TABLE LAMENT REPRIS
							USR STOOP												
			WAITER		1+6													1.FADE OUT Waiter Exiting SL. Warning Adelaide Entering Pit DR	HOT BOX TABLE LAMENT REPRIS
			USL	2S OFF															
												NICELY-NICELY	HALF BODY	1+6				3.PICKUP Nicely Entering MSR	HOT BOX TABLE LAMENT REPRIS
												MSR	2S 50%						
			ADELAIDE	HALF BODY	1+6													1.PICKUP Adelaide Entering Pit DR	HOT BOX TABLE LAMENT REPRIS
			PIT DR	3S 75%															

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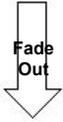
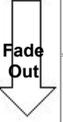
Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT	FRAME
												NICELY-NICELY		1S	1+6	3. FADE OUT Nicely Exiting SR. SWITCH COLOR 1+5	HOT BOX TABLE LAMENT REPRIS
W/	512		ADELAIDE											2S	1+6	1. FADE OUT Adelaide With Q512. SWITCH COLOR 1+5. WARNING SKY ENT. Mission Door	HOT BOX TABLE LAMENT REPRIS
							SARAH BROWN	HALF BODY				ARVIDE ABERNATHY	HALF BODY			2. PICKUP Sarah Entering From Pit DR 3. PICKUP Arvide Entering From Pit DR	INSIDE MISSION WISH
							PIT DR	3S	1+5			PIT DR	3S	1+5	50%		
			SKY MASTERSON	HALF BODY										2S	1+5	1. PICKUP SKY Entering Mission Door	INSIDE MISSION WISH
														50%			
							SARAH BROWN							1S	1+5	2. FADE OUT Sarah Exiting Mission Door. Warning Nicely	INSIDE MISSION WISH
												ARVIDE ABERNATHY				3. FADE OUT Arvide Exiting Mission Door. SWITCH COLOR 1+3	INSIDE MISSION WISH
														1S	1+5		
W/	532						NICELY-NICELY	HALF BODY						1S	1+5	2. PICKUP Nicely USL on SKY's Line "But I'll Stop"	MANHOLE
							USL	50%									
AROUND	534		SKY MASTERSON				NICELY-NICELY							2S	1+5	1. FADE OUT SKY With Q534 Exiting Into Sewer. SWITCH COLOR 1+3 2. FADE OUT Nicely With Q534 Exiting Into Sewer. SWITCH COLOR 1+3	MANHOLE
														OFF			
			CRAP SHOOTER #1	HALF BODY										2S	1+3	1. PICKUP Crapshooter #1 DSC After He Flips in the Air	SEWER
														75%			

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT	FRAME
		CRAP SHOOTER #1		3S	1+3											1.FADE OUT Crapshooter #1 After Throws Dice. ASAP Crapshooter #2	SEWER
		CRAP SHOOTER #2	HALF BODY	3S	1+3											1.PICKUP Crapshooter #2 MSC	SEWER
		MSC		75%													
		CRAP SHOOTER #2		3S	1+3											1.FADE OUT CRAPSHOOTER #2 As he Faints	SEWER
				OFF													
							CRAPSHOOTER #2.5		2S	1+3		BIG JULIE	HALF BODY			2.FADE OUT Crapshooter 2.5 As Big Julie Is close to him	SEWER
									OFF			USC	2S	1+3	3.SWAP TO Big Julie Walking As He Joins the Crapshooter		
												BIG JULIE			3.FADE OUT Big Julie After He Craps Out Walking SL	SEWER	
				2S									2S	1+3			
				OFF									OFF				
		CRAP SHOOTER #3	HALF BODY	2S	1+3											1.PICKUP Crapshooter #3 USC On Footlights.	SEWER
		USC		75%													
		CRAP SHOOTER #3	3/4 BODY		1+3											1.OPEN IRIS BACK AND FORTH AS HE CROSSES DS.	SEWER
w/	548		CRAP SHOOTER #3	3S	1+3		NATHAN DETROIT	HALF BODY	3S	1+3		BIG JULIE	HALF BODY			1.FADE OUT AFTER BUTTON	SEWER
				OFF			MSR		50%			MSL	3S	1+3	2.PICKUP Nathan MSR After Button		
													50%		3.PICKUP Big Julie MSL After Button		
			HARRY/HORSE	HALF BODY												1.PICKUP Harry MSL on B.J. Line "Give me the dice. I'm shooting 500"	SEWER
			MSL	5S	1+3												
				50%													

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE	
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME			
	↓ Fade Out	HARRY/HORSE			1+3											1. FADE OUT Harry After Harry's Line "...B.J. will arrange the other half." ASAP to BENNY MSC	SEWER	
			3S															
			OFF															
	↑ Pick Up %	BENNY MSC	HALF BODY		1+3											1. PICKUP Benny MSC On Floor	SEWER	
			3S															
			50%															
	↓ Fade Out	BENNY			1+3											1. FADE OUT Benny on B.J. Line "Well That Cleans Me." Standby SKY Entering SR Stairs	SEWER	
			3S															
			OFF															
	↑ Pick Up %	SKY MASTERSON SR STAIRS	HALF BODY		1+3											1. PICKUP SKY Entering SR Stairs	SEWER	
			2S															
			75%															
											↓ Fade Out	BIG JULIE		2S	1+3	3. FADE OUT Big Julie As He Falls Down. WARNING PICKUP Harry	SEWER	
													OFF					
											↑ Pick Up %	HARRY/HORSE USL	HALF BODY	2S	1+3	3. PICKUP Harry Crossing DS. NOTE: HE IS LEFT OF BIG JULIE	SEWER	
													50%					
											↓ Fade Out	HARRY/HORSE		2S	1+3	3. FADE OUT Harry When He Crosses US	SEWER	
													OFF					
											↑ Pick Up %	HARRY/HORSE USL	HALF BODY	3S	1+3	3. PICKUP Harry After He Picks Up Big Julie. NOTE: HE IS LEFT OF BIG JULIE	SEWER	
													50%					
											↓ Fade Out	HARRY/HORSE		2S	1+3	3. FADE OUT Harry On Benny's Line "BY ME TOO" SWITCH COLOR TO 1+2. Warning Pickup On SKY	SEWER	
													OFF					

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE	
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME			
							NATHAN DETROIT		2S	1+3						2. FADE OUT NATHAN After He Puts Down his Money. He walks US. SWITCH COLOR 1+5	SEWER	
W/ 556		SKY MASTERSON		3S	1+3							SKY MASTERSON	HEAD + SHOULD		1+2	1. FADE UP TO 75% W/ Q558 3. PICKUP SKY W/ Q558. NOTE: WATCH THE LED SCREEN	"LUCK BE A LAD"	
W/ 576		SKY MASTERSON		0S	1+3							SKY MASTERSON		0S	1+2	1. BUMP OUT SKY W/ Q576. SWITCH COLOR 1+5 3. BUMP OUT SKY W/ Q576. SWITCH COLOR 1+5	"LUCK BE A LAD"	
							HARRY/HORSE	HALF BODY	1S	1+5		BIG JULIE	HALF BODY	1S	1+5	2. PICK UP Harry Entering DSR 3. PICK UP Big Julie Entering DSR	"AUTOMAT"	
		NATHAN DETROIT	HALF BODY	1S	1+5		DSR	50%								1. PICKUP Nathan Entering DSR	"AUTOMAT"	
												BIG JULIE/HARRY		2S	1+5	3. FADE OUT Big Julie after Line"...No Decent person will talk to me" SWITCH COLOR 1+6	"AUTOMAT"	
							ADELAIDE	HALF BODY	2S	1+6							2. PICKUP Adelaide As B.J./Harry Exit SL	"AUTOMAT"
		NATHAN DETROIT	HALF BODY	1S	1+6											1. PICKUP Nathan Clear of Revolving Door	"AUTOMAT"	
		REVOLVING DOOR	50%									WAITRESS	HALF BODY	2S	1+6	3. PICKUP Waitress Entering MSR	"AUTOMAT"	
												MSR	50%					

Followspot Cue Sheet - MASTER

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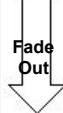
Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT
											↑ Pick Up %	GEN. CARTWRIGHT	3/4 BODY	1+5	3.PICKUP General As Soon As SKY Exits. Incorporate Sarah If you Can	INSIDE MISSION 3 - DOWN...
												MISSION DOOR	1S			
													75%			
	↑ Pick Up %	NATHAN DETROIT	HEAD + SHOULD	2S 75%	1+5										1.PICKUP Nathan ASAP	INSIDE MISSION 3 - DOWN...
		MISSION DOOR														
						↓ Fade Out	ARVIDE ABERNATHY	3S OFF	1+5						2.FADE OUT Arvide On General's Line "It is wonderful to see our Mission..." WARNING BENNY	INSIDE MISSION 3 - DOWN...
	↑ Pick Up %	BENNY	HALF BODY	2S 75%	1+5										2.PICKUP BENNY On Nathan's Line "BENNY! Give Testimony..."	INSIDE MISSION 3 - DOWN...
		CHAIR														
	↓ Fade Out	BENNY				↓ Fade Out	BENNY	3S OFF	1+5						2.FADE OUT 1 Beat after his line "I'm alright" WARNING BIG JULE	INSIDE MISSION 3 - DOWN...
	↑ Pick Up %	BIG JULIE	HALF BODY	2S 75%	1+5										2.PICKUP B.J. on Nathan's Line "BIG JULE"	INSIDE MISSION 3 - DOWN...
		CHAIR														
	↓ Fade Out	BIG JULE				↓ Fade Out	BIG JULE	3S OFF	1+5						2.FADE OUT 1 Beat after B.J.'s Sits Down. WARNING HARRY	INSIDE MISSION 3 - DOWN...
	↓ Fade Out	NATHAN DETROIT		3S OFF	1+5	↑ Pick Up %	HARRY/HORSE	HALF BODY	3S 75%	1+5					1.FADE OUT Nathan as HARRY Stands. Warning SARAH SR 2.PICKUP Harry On Nathan's Line "HARRY!"	INSIDE MISSION 3 - DOWN...
	↑ Pick Up %	SARAH BROWN	HALF BODY	2S 75%	1+5										1.PICKUP Sarah on General's Line "I don't think I understand"	INSIDE MISSION 3 - DOWN...
		DSR														

Followspot Cue Sheet - MASTER

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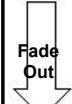
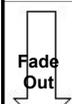
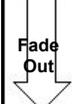
Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT	FRAME
		SARAH BROWN		3S	1+5											1. FADE OUT Sarah on HARRY's Line "...My sins is that when Sky rolled... WARNING NATHAN	INSIDE MISSION 3 - DOWN...
		NATHAN DETROIT	HEAD + SHOULD	3S	1+5		HARRY/HORSE		3S	1+5						1. PICKUP Nathan As HARRY SITS Down 2. FADE OUT Harry 1 Beat After He Sits Down. Warning NICELY	INSIDE MISSION 3 - DOWN...
		MISSION DOOR	75%				NICELY-NICELY	HALF BODY	2S	1+5						2. PICKUP Nicely on Nathan's Line "... Brother Nicely-Nicely Johnson..."	INSIDE MISSION 3 - DOWN...
							CHAIR	75%									
		NATHAN DETROIT		OFF	1+5											1. FADE OUT Nathan on B.J.'s Line "Get up, you fat water Buffalo" SWITCH COLOR 1+6	INSIDE MISSION 3 - DOWN...
W/	614		NICELY-NICELY	HALF BODY	2S	1+6				GEN. CARTWRIGHT			3S	1+5	1. PICKUP Nicely Starting to Sing. NOTE: CALL CROSS FADE WITH FS2 3. FADE OUT General W/ Q614. SWITCH COLOR 1+4	"SIT DOWN, YOU' ROCKIN' THE BOA	
		DSC	75%										OFF				
W/	615						NICELY-NICELY		4S	1+5		NICELY-NICELY	HALF BODY	3S	1+4	2. FADE OUT Nicely on Verse "Ear the People all said sit Down..." SWITCH COLOR 1+4 3. PICKUP Nicely on Verse "Ear the People all said sit Down..."	"SIT DOWN, YOU' ROCKIN' THE BOA
									OFF			DSC	75%				
							GEN. CARTWRIGHT	HALF BODY	2S	1+4						2. PICKUP General as Nicely Cross to 6SR AFTER Nicely Line "Nicely passing out the whiskey"	"SIT DOWN, YOU' ROCKIN' THE BOA
							DSR	75%									
W/	620						GEN. CARTWRIGHT		2S	1+4						2. FADE OUT General On Q620	"SIT DOWN, YOU' ROCKIN' THE BOA
									OFF								
W/	630						GENERAL/SARAH	3/4 BODY	3S	1+4						2. PICKUP General/Sarah W/ Q630. KEEP ON SARAH MORE.	"SIT DOWN, YOU' ROCKIN' THE BOA
							DSR	75%									

Followspot Cue Sheet - MASTER

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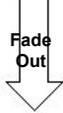
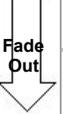
Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE		
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME				
						 Fade Up To %	SARAH BROWN		HALF BODY									2. FADE UP TO FULL To Sarah As Nicely Gets off Chairs SL	"SIT DOWN, YOU' ROCKIN' THE BO"
						 Fade Out	SARAH BROWN		2S	1+4								2. FADE OUT Sarah as She Crosses DSC-L. WARNING GENERAL	"SIT DOWN, YOU' ROCKIN' THE BO"
						 Pick Up %	GEN. CARTWRIGHT		HALF BODY									2. PICKUP General as Nicely Crosses 6SR	"SIT DOWN, YOU' ROCKIN' THE BO"
						 Fade Out	GEN. CARTWRIGHT		2S	1+4								2. PICKUP General as Nicely Crosses 6SR	"SIT DOWN, YOU' ROCKIN' THE BO"
						 Fade Out	DSR		FULL									2. FADE OUT General as She Crosses SL. SWITCH COLOR 1+5	"SIT DOWN, YOU' ROCKIN' THE BO"
AFTER	646	 Fade Out	NICELY-NICELY			 Pick Up %	NATHAN DETROIT		HEAD + SHOULD									1. FADE OUT Nicely After Brannigan Moves. SWITCH COLOR 1+5. ASAP to Brannigan 2. PICKUP Nathan After Brannigan Moves 3. FADE OUT Nicely After Brannigan Moves. SWITCH COLOR 1+5. ASAP	"FOLLOW THE FO (GANGSTERS)"
						 Fade Out	MISSION DOOR		75%										
		 Pick Up %	LT. BRANNIGAN						HALF BODY									1. PICKUP Brannigan ASAP 3. PICKUP Sarah ASAP	"FOLLOW THE FO (GANGSTERS)"
			MISSION DOOR						2S	1+5									
						 Fade Out			75%									2. FADE OUT Nathan on Brannigan's Line "Miss Sarah, you were standing..." WARNING Arvide	"FOLLOW THE FO (GANGSTERS)"
						 Pick Up %	ARVIDE ABERNATHY		HALF BODY									2. PICKUP Arvide on Sarah's Line "I never saw them before in my life." INCORPORATE General	"FOLLOW THE FO (GANGSTERS)"
						 Fade Out			2S	1+5									
						 Pick Up %	NATHAN DETROIT		HEAD + SHOULD									1. FADE OUT Brannigan When He Exits. WARNING Big Jule 2. PICK UP Nathan ASAP	"FOLLOW THE FO (GANGSTERS)"
			MISSION DOOR				MISSION DOOR		75%										

Followspot Cue Sheet - MASTER

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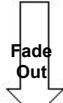
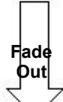
Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME		
							ARVIDE ABERNATHY		2S OFF	1+5						2. FADE OUT Arvide on Brannigan's Line "...crap game here in this MISSION..." ASAP to Nathan	"FOLLOW THE FO (GANGSTERS)"
		BIG JULIE	CHAIR	HALF BODY 5S FULL	1+5											1. PICK UP Big Jule on Nathan's Line "We did Shoot crap here last night..."	"FOLLOW THE FO (GANGSTERS)"
W/ 647		BIG JULIE		5S OFF	1+5											1. FADE OUT B.J. on Nathan's Line "But I did another terrible thing..." WARNING General	"FOLLOW THE FO (GANGSTERS)"
		GEN. CARTWRIGHT	DSL	HALF BODY 5S FULL	1+5											1. PICKUP General on Nathan's Line "Well, that makes me feel a lot better."	"FOLLOW THE FO (GANGSTERS)"
W/ 650		GEN. CARTWRIGHT		2S OFF	1+5											1. FADE OUT General W/ Q650. SWITCH COLOR 1+6	"FOLLOW THE FO (GANGSTERS)"
												SARAH BROWN	MISSION DOOR	2S OFF	1+5	3. FADE OUT Sarah As Mission Door Turns. SWITCH COLOR 1+4	CENTRAL PARK
												SARAH BROWN	HEAD + SHOULDERS 1+4	2S 25%	1+4	3. PICKUP Sarah Clear Mission Door Turning.	CENTRAL PARK
		ADELAIDE	SR PARK BENCH	HALF BODY 3S 50%	1+6		DAMON	PIT DL	UMBRELLA 2S 10%	1+4		SARAH BROWN	HALF BODY		1+4	1. PICKUP Adelaide Entering SR W/ Park Bench 2. PICK UP DAMON Entering From Pit DL. IRIS to Umbrella 3. OPEN IRIS As She Crosses DS	CENTRAL PARK
W/ 655							DAMON		2S OFF	1+4						2. FADE OUT 1 Beat after Sarah's line "Oh, Go Away!" SWITCH COLOR 1+6. ASAP to SARAH	CENTRAL PARK

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME		
							SARAH BROWN	HALF BODY		1+6		SARAH BROWN				2.PICKUP Sarah DSL. 3.FADE OUT Sarah After FS2 Picks up. SWITCH COLOR 1+5	CENTRAL PARK
							DSL	3S						4S	1+4		
								50%						OFF			
W/	648						NATHAN DETROIT			1+5						2.FADE OUT Nathan W/ Q648. WARNING Damon Pit DL. SWITCH COLOR 1+4	"FOLLOW THE FOOTSTEPS (GANGSTERS)"
								2S									
								OFF									
AFTER	668		ADELAIDE				SARAH BROWN			1+6						1.FADE OUT Adelaide On 6SL. SWITCH COLOR 1+5 2.FADE OUT Sarah On 6SR. SWITCH COLOR 1+5	CENTRAL PARK
								2S									
								OFF									
												NICELY-NICELY	HALF BODY		1+5	3.PICKUP Nicely Entering USL	NATHAN'S HOT DOG STAND
														2S			
														50%			
W/	678											NICELY-NICELY			1+5	3.FADE OUT Nicely At Hot Dog Stand. WARNING HARRY	NATHAN'S HOT DOG STAND
														4S			
														OFF			
			ADELAIDE	HALF BODY												1.PICKUP Adelaide Entering MSL	NATHAN'S HOT DOG STAND
				2S	1+5												
				75%													
							NATHAN DETROIT	50%		1+5						2.PICKUP Nathan In Hot Dog Stand	NATHAN'S HOT DOG STAND
								1S									
							HOT DOG STAND	75%									
												HARRY/HORSE	HALF BODY		1+5	3.PICKUP Harry on Nathan's Line "... the Lieutenant.-Thank you..."	NATHAN'S HOT DOG STAND
														2S			
														75%			
							NATHAN DETROIT			1+5						2.FADE OUT Nathan As He Closes Hot Dog Stand. WILL IMMEDIATELY PICK HIM UP	NATHAN'S HOT DOG STAND
								1S									
							HOT DOG STAND	OFF									

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME		
W/ 696	Pick Up %	NATHAN/ADELAIDE		FULL BODY		Pick Up %	SKY/SARAH		FULL BODY		Fade Out	DAMON				1.PICKUP W/ Q696 2.PICKUP W/ Q696 3.FADE OUT Damon W/ Q696. SWITCH COLOR 6	"GUYS AND DOLI FINALE
				1S	1+5				1S	1+5				2S	1+5		
				FULL					FULL					OFF			
W/ 398	Fade Out	SARAH BROWN				Fade Out	SKY MASTERSON				Pick Up %	COP		HALF BODY		1.FADE OUT Sarah With Q398. WARNING COP DSL 2.FADE OUT SKY With Q398 3.PICKUP COP Entering DSR	"IF I WERE A BEL
				1S	1+6				1S	1+6				1S	1+6		
				OFF					OFF					25%			
	Iris Down To	DAMON		HEAD + SHOULD	1+3						Iris Down To	ELEVATOR GIRL		HEAD + SHOULD	1+3	1.IRIS DOWN When Revolving Door is close to Center 3.IRIS DOWN When Revolving Door is close to Center	ELEVATOR TO RUNYON LAND
						Pick Up %	SEXY GIRL		HALF BODY	1+3	Fade Down To %	RUSTY CHARLIE			1+3	2.PICKUP Sexy Girl W/ Guy Entering MSL 3.FADE DOWN TO 50% As Chorus Exits	POOL HALL
									2S					2S			
							MSL		75%					50%			
						Iris Down To	BENNY		HALF BODY	1+3						2.IRIS DOWN to Benny When FS3 picks up Harry	BOXING GYM
	NOTE!!!					Fade Out	SARAH BROWN		HALF BODY	1+5	Fade Out	SARAH BROWN		DSC	1+5	1.CALL OUT FS2 & FS3 At Center 2.FADE OUT Sarah At Center. WARNING BENNY Entering MSL. 3.FADE OUT Sarah At Center. WILL Immediately Pickup Nicely Turning	NEWSPAPER STA FUGUE
									2S					2S			
							DSC		OFF			DSC		OFF			
						Fade Out	BENNY			1+3						2.FADE OUT as Benny Cross Newstand.	BOXING GYM
									3S								
									OFF								
W/ 106											Fade Out	DAMON			1+5	3.FADE OUT Damon W/ Q106. ASAP to Sarah	NEWSSTAND-NO CROSS
														1S			
														OFF			
											Pick Up %	NICELY-NICELY		HALF BODY	1+5	3.PICKUP Nicely Turning Around	NEWSPAPER STA FUGUE
														3S			
														FULL			

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE					
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT	FRAME		
												HARRY/HORSE	HALF BODY	1+4	3.PICKUP Harry Entering DSL	PHONE BOOTH/BILTMOF GARAGE			
											DSL	2S							
												HARRY/HORSE	2S	1+4	3.FADE OUT Harry Exiting DSL. Switch Color 1+5	PHONE BOOTH/BILTMOF GARAGE			
												OFF							
												RUSTY CHARLIE	HALF BODY	1+3	3.DUMP & Restore After Rusty Gets to Door.	OUTSIDE MISSIC 2/ALL OVER TOW G&D			
												US DOOR	75%						
												NATHAN DETROIT		1+3	3.SWAP To Nathan in front of Nicely	OUTSIDE MISSIC 2/ALL OVER TOW G&D			
W/	308		NICELY-NICELY	HALF BODY	1+3		BENNY	HALF BODY	1+3		NICELY-NICELY	2S	1+3	1. IRIS DOWN TO Half Body W/ Q308 2. IRIS DOWN TO Half Body W/ Q308 3. FADE OUT Nicely With Q308. WARNING Sarah Ent. SL	OUTSIDE MISSIC 2/ALL OVER TOW G&D				
				2S				2S								OFF			
				FULL				75%											
AROUND	329		1st Couple	FULL BODY	1+6									1.PICKUP 1st Couple Entering DSL. Guy First, Then Girl	"HAVANA"				
				1S															
				DSL															
W/	334		1st Couple	3S	1+6		3rd Couple	3S	1+6		2nd Couple	3S	1+6	1.FADE OUT 1st Couple W/ Q334 2.FADE OUT 3rd Couple W/ Q334 3.FADE OUT 2nd Couple W/ Q334	"HAVANA"				
				OFF				OFF								OFF			
							SKY MASTERSON	HEAD + SHOULD	1+6		SARAH BROWN	2S	1+6	2. IRIS DOWN As Sky Cross US. 3. FADE DOWN TO 25% As Sky Crosses US	"JUST LIKE A MISSIONARY"				
							USC					25%							
							SKY MASTERSON	HALF BODY	1+6		SARAH BROWN	3S	1+6	2. OPEN IRIS to Half Body as SKY Crosses DS 3. FADE UP TO 75% ON SKY'S Line "Obediah!"	"JUST LIKE A MISSIONARY"				
								50%				75%							

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Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE	
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME			
AFTER 536											↑ Pick Up %	CRAP SHOOTER #1/2	HALF BODY		1+3	3.PICKUP CRAPSHOOTER 1/2 When He holds Up His Hand for Dice	SEWER	
												DSR STAIRS	1S					
											↓ Fade Out	CRAP SHOOTER #1/2		2S	1+3	3.FADE OUT CRAPSHOOTER As Other Crapshooter #1 Flips In the Air	SEWER	
														OFF				
	↓ Fade Out	NATHAN DETROIT														1.FADE OUT Nathan Entering Revolving Door. SWITCH COLOR 1+6.	"AUTOMAT"	
		REVOLVING DOOR		1S	1+5									OFF				
AFTER 708	↓ Fade Out	NATHAN/ADELAIDE				↓ Fade Out	SKY/SARAH									1.FADE OUT .7S On BlackOut. SWITCH COLOR 6 2.FADE Out .7S On Blackout. SWITCH COLOR 6	"GUYS AND DOL FINALE	
				.7S	1+5				.7S	1+5				OFF				
	↑ Pick Up %	CRAPSHOOTER	FULL BODY			↑ Pick Up %	GIRL	FULL BODY			↑ Pick Up %	DAMON	FULL BODY			1.PICKUP Crapshooter At Center 2.PICKUP Girl Dancer At Center 3.PICKUP Damon At Center	CURTAIN CALL	
		DSC	1S	F6 R33			DSC	1S	F6 R33			DSC	1S	F6 R33				
			FULL					FULL					FULL					
	↓ Fade Out	NICELY-NICELY				↓ Fade Out	NICELY/BENNY				↓ Fade Out	BENNY				1.FADE OUT Walking US. Warning Sky/Sarah US 3.FADE OUT Walking US. Warning Nathan/Adelaide	CURTAIN CALL	
				2S	F6 R33				2S	F6 R33				2S	F6 R33			
				OFF					OFF					OFF				
AROUND 728	↑ Pick Up %	SKY/SARAH	FULL BODY			↑ Pick Up %	SARAH/NATHAN	FULL BODY			↑ Pick Up %	NATHAN/ADELAIDE	FULL BODY			1.PICKUP SKY/Sarah At USC 2.PICKUP Sarah/Nathan At USC 3.PICKUP Nathan/Adelaide At USC	CURTAIN CALL	
		USC	1S	F6 R33			USC	1S	F6 R33			USC	1S	F6 R33				
			FULL					FULL					FULL					
W/ 750	↓ Fade Out	SKY/SARAH				↓ Fade Out	SARAH/NATHAN				↓ Fade Out	NATHAN/ADELAIDE				1.FADE OUT AS THEY EXIT 2.FADE OUT AS THEY EXIT 3.FADE OUT AS THEY EXIT	CURTAIN CALL	
				2S	F6 R33				2S	F6 R33				2S	F6 R33			
				OFF					OFF					OFF				
											↑ Pick Up %	CONDUCTOR	HEAD + SHOULD			3.PICKUP Conductor As LED Screen Is Clear	CURTAIN CALL	
												BAND	2S	F6 R33				
													FULL					

Followspot Cue Sheet - MASTER

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Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME		
W/ 718											↓ Fade Out	CONDUCTOR		2S OFF	F6 R33	3. FADE OUT Conductor as Chorus Enters.	CURTAIN CALL
						↑ Pick Up %	CRAPSHOOTER #2.5 DSC	HALF BODY 2S 75%	1+3		↑ Pick Up %	CRAPSHOOTER #2.5 DSC	HALF BODY 2S 75%	1+3		2. PICKUP Crapshooter 2.5 SR of Center 3. PICKUP Crapshooter 2.5 SL of Center	SEWER
	↓ Fade Out	LT. BRANNIGAN		2S OFF	1+5											1. FADE OUT Brannigan after his line "They don't ask for a blood test." ASAP to HARRY	"CARNATIONS"
	↑ Pick Up %	HARRY/HORSE DSR	HALF BODY 2S 75%		1+5											1. PICKUP Harry DSR	"CARNATIONS"
	↓ Fade Out	HARRY/HORSE		2S OFF	1+5											1. FADE OUT Harry <u>When Everyone is Congratulating Nathan/Adelaide</u> Warning to Brannigan	"CARNATIONS"
	↑ Pick Up %	LT. BRANNIGAN MSC	HALF BODY 2S 75%		1+5											1. PICKUP Brannigan MSC-L After Congratulations	"CARNATIONS"
											⊙ Iris Down To	ARVIDE ABERNATHY PIANO	HEAD + SHOULDERS 2S	1+5		3. IRIS DOWN TO Head & Shoulders Arvide at Piano	INSIDE MISSION WISH
											⊙ Open Iris To	ARVIDE ABERNATHY	HALF BODY 2S	1+5		3. OPEN IRIS TO Half Body As Arvide Clear Of Piano	INSIDE MISSION WISH
W/ 492	↑ Pick Up %	HOT BOX GIRLS DSC	FULL BODY 1S 10%	F6 R33		⊙ Iris Down To	ADELAIDE	HALF BODY 2S 50%	F6 R33		↑ Pick Up %	HOT BOX GIRLS DSC	FULL BODY 1S 10%	F6 R33		1. PICKUP Hot Box Girls W/ Q492 2. IRIS DOWN to Half Body W/ Q492 3. PICKUP Hot Box Girls W/ Q492	HOT BOX 2 - TAKE BACK YOUR MIN

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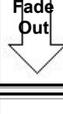
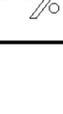
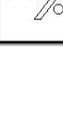
Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT	FRAME
BEFORE 494	Fade Out	HOT BOX GIRLS		2S	F6 R33	Open Iris To	ADELAIDE	FULL BODY		F6 R33	Fade Out	HOT BOX GIRLS		2S	F6 R33	1. FADE OUT Hot Box Girls Walking US. ADD Frame 1 2. OPEN IRIS TO Full Body Walking US. 3. FADE OUT Hot Box Girls Walking US. ADD Frame 1	HOT BOX 2 - TAKE BACK YOUR MIN
				OFF				3S						50%			
						Fade Out	GUY DANCER		2S	1+6						2. FADE OUT Guy Dancer Exiting USR. SWITCH COLOR 1+3. Warning Benny US	STREET
							USR		OFF								
						Iris Down To	SKY MASTERSON	HEAD + SHOULDERS		1+5						2. IRIS DOWN TO H&S As Sky Turns Around. Sarah Just Exited.	OUTSIDE MISSION THE RAID
							MSC	6S									
						Bump Up	ADELAIDE		0S	F6 R33						2. BUMP UP TO FULL When Adelaide Picks Up Her Clothes DS	HOT BOX 2 - TAKE BACK YOUR MIN
							DSC		FULL								
											Fade Out	RUSTY CHARLIE		2S	1+3	3. FADE OUT as RUSTY EXITS SL. ASAP Harry Entering MSR	POOL HALL
							EXIT SL		OFF								
						Pick Up %	DAMON	HALF BODY		1+6						2. PICKUP Damon DSR ASAP	"HAVANA"
							MSR TABLE CORNER	1S									
								50%									
						Fade Out	DAMON		1S	1+6						2. FADE OUT Damon Close to Sky. ASAP to SKY	"HAVANA"
									OFF								
W/ 488						Fade Down To %	ADELAIDE		1S	F6 R33						2. FADE DOWN TO 50% When She Starts Dancing with Girls	HOT BOX 2 - TAKE BACK YOUR MIN
									50%								
						Fade Up To %	DAMON	HALF BODY		1+4						2. IRIS DOWN TO Half Body and FADE UP TO 25% as Damon Turns Around	CENTRAL PARK
									2S								
									25%								

Followspot Cue Sheet - MASTER

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Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME		
		BENNY		1S OFF	1+5											1. FADE OUT Benny After Nicely Exits MSL. ASAP to HARRY SR	"CARNATIONS"
		SARAH BROWN		3S 75%	1+6		SKY MASTERSON		3S 50%	1+6						1. FADE DOWN TO 75% After They Get up From Table 2. FADE DOWN TO 50% After They Get up From Table	"HAVANA"
W/ 588		NATHAN DETROIT		3S 75%	1+6		ADELAIDE		3S 75%	1+6						1. FADE UP TO 75% W/ Q588 2. FADE UP TO 75% W/ Q588	"AUTOMAT"
							GIRL KISS	HALF BODY PIT DL	3S 75%	1+5						2. PICKUP Girl Kiss Entering Out of PIT DL	NEWSSTAND-FOL
							GIRL KISS		3S OFF	1+5						2. FADE OUT Girl Kiss After She Blows a Kiss to Sarah	NEWSSTAND-FOL
AFTER 140										COP	US BARBERSHOP		2S 50%	1+5	3. PICKUP Cop As he Takes off Sheets	BARBER SHOP	
W/ 144										COP	US BARBERSHOP		2S OFF	1+5	3. FADE OUT COP As Nathan Crosses to SL STOOP	BARBER SHOP	
										BENNY	AROUND NATHAN		2S 25% THEN	1+5	3. FADE DOWN TO 25% When Benny Cross in Front of Nathan. Immediately Back to 75%.	"CARNATIONS"	
		SARAH BROWN		2S 75%	1+5		ARVIDE ABERNATHY		2S 75%	1+5		GEN. CARTWRIGHT		2S 75%	1+5	1. FADE UP TO 75% As They Clear The Pit 2. FADE UP TO 75% As They Clear The Pit 3. FADE UP TO 75% As They Clear The Pit	INSIDE MISSION 3 - DOWN...

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12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1					SPOT 2					SPOT 3					NOTES	SCENE
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME		
AROUND 36											↑ Pick Up %	CONDUCTOR	HEAD + SHOULD	F6 R33	3.PICKUP Conductor As LED Screen Is Clear	OVERTURE	
												BAND	2S 75%				
											↓ Fade Out	CONDUCTOR	HEAD + SHOULD	F6 R33	3.FADE OUT As Conductor Turns Around. SWITCH COLOR 1+3	OVERTURE	
												BAND	2S OFF				
W/ 290											↓ Fade Out	NICELY-NICELY		1+3	3.FADE OUT Nicely W/ Q290. WARNING Rusty USL	OUTSIDE MISSIC 2/ALL OVER TOW G&D	
													1S OFF				
						↓ Fade Out	SKY MASTERSON		2S OFF	1+6					2.FADE OUT SKY Exiting SR. SWITCH COLOR 1+5	HOT BOX TABLE LAMENT REPRIS	
						↑ Pick Up %	CRAPSHOOTER #1/4	HEAD + SHOULD	1S 25%	1+3					2.PICKUP CRAPSHOOTER #1/4 Below Sewer Pipe On Fosse Lift	SEWER	
						↓ Fade Out	CRAPSHOOTER #1/4		2S OFF	1+3					2.FADE OUT entering into Scene Light	SEWER	
											↓ Fade Down To %	SARAH BROWN	HALF BODY 2S 50%	1+6	3.FADE DOWN TO 50% Sarah out of Pit	WALK TO/AT TH DOCKS	
	NOTE!!!					↓ Fade Out	HARRY/HORSE		3S OFF	1+5	Open Iris To	BIG JULIE/HARRY	3/4 BODY 2S 50%	1+5	1.CALL FS2 & FS3 Action 2.FADE OUT Harry As FS3 Picks Up Both B.J./Harry. SWITCH COLOR 1+6 3.OPEN IRIS To Include Harry As Nathan goes into Revolving Door	"AUTOMAT"	
AROUND 330											↑ Pick Up %	2nd Couple	FULL BODY 1S FULL	1+6	3.PICKUP 2nd Couple Entering DSR. Girl First, Then Guy	"HAVANA"	

Followspot Cue Sheet - MASTER

12/30/2018 2:35:20 PM

Lighting Design: Usnavi
Associate LD:
Assistant LD: 3/4 Body

CUE	SPOT 1				SPOT 2				SPOT 3				NOTES	SCENE			
	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET	LOCATION	IRIS TIME INT	FRAME	ACTION	TARGET			LOCATION	IRIS TIME INT	FRAME
W/ 74											↓ Fade Out	GANGSTER		1S	1+3	3.FADE OUT Gangster W/ Q74	POKER GAME
												MSC TABLE		OFF			
											↑ Pick Up %	CONDUCTOR	HEAD + SHOULD		F6 R33	3.PICKUP Conductor As Dice Flies Out	HOT BOX 2 - TAKE BACK YOUR MIN
												BAND	2S				
											↓ Fade Out	CONDUCTOR		3S	F6 R33	3.FADE OUT Conductor As Header comes in	HOT BOX 2 - TAKE BACK YOUR MIN
													OFF				
	Swap To	ARVIDE ABERNATHY	HALF BODY		1+6											1.SWAP TO Arvide (piano solo) As Nicely gets off Chair	"SIT DOWN, YOU' ROCKIN' THE BOA
		MSL	75%														
	↓ Fade Out	ARVIDE ABERNATHY			1+6											1.FADE OUT Arvide after Piano Solo. ASAP to Nicely	"SIT DOWN, YOU' ROCKIN' THE BOA
			2S														
	↑ Pick Up %	NICELY-NICELY	HALF BODY		1+6											1.PICKUP Nicely After Arvide's Solo	"SIT DOWN, YOU' ROCKIN' THE BOA
			2S														
			75%														