Followspot Cue Sheet - MASTER 12/30/2018 2:35:20 PM

	/30/2018	2:35:20									Assistant LD: 3/4 Body				
	CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
AFTER	42	Pick Up	DAMON AT DESK	HEAD + SHOULD 3S 50%	1+3								-	1.PICKUP as Damon Turns Around	BRILL BUILDING RUNYON'S DES
		Open Iris To	DAMON MSC	HALF BODY	1+3	2							-	1.OPEN IRIS as Damon Walks DS	ELEVATOR TO RUNYON LAND
BEFORE	50					2				Pick Up	ELEVATOR GIRL DSL	HALF BODY 2S 50%	1+3	3.PICKUP Girl DSL as she Enters with Elevator Mechanism	ELEVATOR TO RUNYON LAND
W/	58	Fade Out	DAMON REVOLVING DOOR	HALF BODY 3S OFF	1+3					Fade Out	ELEVATOR GIRL	1S OFF	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
		Pick Up	DAMON REVOLVING DOOR	HALF BODY 1S 50%	1+3	2							-	1.PICKUP entering from Revolving Door	STREET
AFTER	58			-		Pick Up	GUY DANCER DSR	HALF BODY 2S 50%	1+6	Pick Up	PIMP USL	HALF BODY 3S 25%	1+4	2.PICKUP Guy Dancer Entering DSR. NOTE: 2 Girls will come out FIRST 3.PICKUP Pimp Turning Around USL	STREET
AROUN D	60									Fade Out	PIMP	HALF BODY 2S OFF	1+4	3.FADE OUT Exiting USL. SWITCH COLOR 1+3	STREET
AROUN D	62	Fade Down To	DAMON DSR	HEAD + SHOULD 3S 25%		Pick Up	BENNY	HEAD SHOUI 3S 50%	_D 1+3					1.FADE DOWN and IRIS DOWN as Damon Crosses SR to Door 2.PICKUP as BENNY X DS After Safe	SAFECRACKIN(
				-		Fade Out	BENNY DSR AT DOOR	2S OFF	1+3					2.FADE OUT as Benny X to Door SR	SAFECRACKIN(

	01:5		SPOT 1	IRIS TIME			SPOT 2	IRIS TIME FRA	МЕ		SPOT 3	IRIS TIME		NOTES	CCENE
_	CUE	ACTION		INT	FRAME	ACTION	TARGET LOCATION	TIME FRA	IME	ACTION	TARGET LOCATION	INT	FRAME	INUTES	SCENE
		Fade Up	DAMON	HALF BODY	1+3	\bigcap	BENNY	HALF BODY	1+3					1.FADE UP as Benny Comes through Door 2.PICKUP as Benny Comes through	SAFECRACKING
		LTo	DSR	2S 50%	1+3	Pick Up	DOOR SR	2S 50%	1+0				-	Door	
AROUN D	70					Fade Out	BENNY	38	1+3					2.FADE OUT as Benny Exits SL with Clock	SAFECRACKING
							DSL	OFF							
		Fade	DAMON											1.FADE OUT as Damon Goes through	POKER GAME
		Out	DSL	3S OFF	1+3								-	Door DSL	
AFTER		\bigcirc	DAMON	HALF BODY			NICELY-NICELY	HALF BODY			GANGSTER	CHEST		1.PICKUP Damon coming in through Door 2.PICK UP Nicely as Damon Walks	POKER GAME
	72	Pick Up	DSL	3S 25%	1+3	Pick Up	MSC AT TABLE	3S 50%	1+3	Pick Up	MSC AT TABLE	3S 50%	1+3	Through Door 3.PICK UP Gangster at Table as Damon Walks Through Door	
		Fade Up	DAMON							Витр	СОР	HALF BODY		1.FADE UP Damon to 50% Cop	SUBWAY
		To		1S 50%	1+3	1				Up	DSL	0S 50%	1+3	Entering 3.BUMP UP Cop DSL	
										(\$wap)	SEXY GIRL	CHEST	1.0	3.SWAP TO Girl After Gangster Gets	POKER GAME
										To	MSC AT TABLE	50%	1+3	Shot	
										Fade	SEXY GIRL			3.FADE OUT Sexy Girl Crossing to Door. WILL IMMEDIATELY Go back to	POKER GAME
										Out		1S OFF	1+3	Gangster	
							NICELY-NICELY			Fade	СОР			2.FADE OUT as Nicely Exits into Pit	SUBWAY
						Fade Out		1S OFF	1+3	Out		1S OFF	1+3	3.FADE OUT as COP exits DSR	
W/							BENNY/NICELY	3/4 BODY			RUSTY CHARLIE	3/4 BODY		2.PICKUP In Line with Chorus	RACETRACK
	78			-		Pick Up	DSC	3S 75%	1+3	Pick Up	DSC	3S 75%	1+3	3.PICKUP In Line with Chorus	

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	CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FRA INT	AME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
AROUN D						Fade	BENNY/NICELY							2.FADE OUT as Benny/Nicely Turns to Exit. ASAP to Girl Entering MSL	RACETRACK
	86					Out	DSC	1S OFF	1+3				-	East 7.0 % to Sir Enoung mod	
						Fade	SEXY GIRL	HEAD + SHOULD					_	2.FADE OUT Sexy Girl After She Chalks Rusty's Pool Stick. Warning	POOL HALL
						Out		2S OFF	1+3				-	Benny/Harry SR	
						Gick Up	BENNY/HARRY	3/4 BODY	1+3	Pick Up	HARRY/HORSE	HALF BODY	1+3	2.PICKUP Benny/Harry entering MSR 3.PICKUP Harry Entering With Benny	BOXING GYM
						Pick Up	MSR	2S 50%	- 1+0		MSR	2S 50%	110	MSR	
						-				Fade	HARRY/HORSE	28	1+3	3.FADE OUT as HARRY Exits . WARNING Nicely Entering MSR	BOXING GYM
										Put		OFF			
AROUN D	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
	0.4					Pick Up	MSR	50%	- 110		MSR	50%		en long many many	
						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
						Pick Up	PIT	FULL			PIT	FULL			
						Fade	ANGIE THE OX	HALF BODY 3S	1+3					2.FADE OUT Angie Exiting SR. Standby Sarah PIT DL. Switch Color 1	HOT DOG STAN
						-Put	MSC	OFF	-				-	+5	
										Fade Out	NICELY-NICELY	HALF BODY	1+3	3.FADE OUT Nicely Crossing US of Stand. Switch Color 1+5. WARNING	HOT DOG STAN
										Put		2S OFF	1+3	Damon DSL.	
		Pick Up	RUSTY CHARLIE	HALF BODY	1.5		BENNY	HALF BODY	1+5					1.PICKUP Rusty Entering SR 2.PICKUP Benny Entering SL	NEWSPAPER STA FUGUE
			MSR	3S FULL	173	Pick Up	MSL	3S 75%	173					E. 10101 being chiefing of	

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

	/30/2018	2:35:20	FIVI								Assistant LD: 3/4 Body				
	CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FRA INT	ME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
						2				Pick Up	LT. BRANNIGAN USL	HALF BODY 3S 75%	1+5	3.PICKUP Brannigan Enters USL	"FOLLOW THE FO EXIT"
		Fade Out	BENNY MSC	3S OFF	1+5	Open kis To	NICELY/BENNY	FULL BODY	1+5	_			-	1.FADE OUT On Brannigan's Line" Brannigan is BREATHING". 2.OPEN IRIS To Include Benny	"ENGAGED FOURT YEARS"
		Pick Up	NATHAN DETROIT MSR	3/4 BODY 1S FULL	1+5					-				1.PICKUP NATHAN Entering MSR	"ENGAGED FOURT YEARS"
				-						Fade Out	LT. BRANNIGAN	2S OFF	1+5	3.Exits SL. ASAP to Nicely MSC	"ENGAGED FOURT YEARS"
						lris Down To	BENNY	HALF BODY 75%	1+5	Pick Up	NICELY-NICELY MSC	HALF BODY 2S FULL	1+5	2.IRIS DOWN TO Benny Crossing to Nathan. FADE DOWN TO 75% 3.PICKUP Nicely MSC	"ENGAGED FOURT YEARS"
W/	138					Fade Out	BENNY	2S OFF	1+5	Pick Up	ANGIE THE OX	HALF BODY 2S FULL	1+5	2.FADE OUT as ANGIE Starts Singing 3.PICKUP Angie MSR	"THE OLDEST ESTABLISHED"
						3				Fade Out	ANGIE THE OX	2S OFF	-	3.FADE OUT After Line: "Nathan, Detroit"	"THE OLDEST ESTABLISHED"
AFTER	144	Open Iris To	SHOE SHINER	FULL BODY		Pick Up	NICELY/BENNY SL STOOP	3/4 BODY 3S 75%	1+5					1.OPEN IRIS TO Include Shoe Shiner 2.PICKUP NICELY/BENNY as Nathan is at SL STOOP	SHOESHINE
		To	NATHAN DETROIT	HALF BODY										1.Iris Down as Nathan Gets up from SL Stoop	SHOESHINE

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

CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FRA INT	AME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
					Fade Out	NICELY-NICELY	2S OFF	1+5	Fade Out	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
					Pick Up	ADELAIDE MSL	HALF BODY 2S FULL	1+5			-		2.PICKUP Adelaide Entering MSL	MINDY'S
									Pick Up	NICELY/BENNY REVOLVING DOOR	FULL BODY 2S 75%	1+5	3.PICKUP Nicely/Benny Entering From Revolving Door. INCORPORATE HARRY	MINDY'S
					Fade Out	ADELAIDE	1S OFF	1+5	Fade Out	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
					Pick Up	SKY MASTERSON	HALF BODY 2S FULL	1+5					2.PICKUP SKY Entering MSL	MINDY'S
					,				Pick Up	BENNY/NICELY MSL	FULL BODY 2S 75%	1+5	3.PICKUP Benny/Nicely Entering MSL After Sky's Monologue	MINDY'S
	Fade Out	NATHAN DETROIT REVOLVING DOOR	1S OFF	1+5					Fade Out	BENNY/NICELY REVOLVING DOOR	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
					Fade Out	SKY MASTERSON REVOLVING DOOR	1S	1+5					2.FADE OUT SKY at Revolving DOOR. Will Immediately Pickup In Mindy's Diner	MINDY'S
	Pick Up	NATHAN DETROIT REVOLVING DOOR	HALF BODY 2S FULL	1+5	Pick Up	SKY MASTERSON REVOLVING DOOR	28	1+5	Pick Up	BENNY REVOLVING DOOR	HALF BODY 2S 75%	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

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	_			-					Fade Out	BENNY/NICELY DINER	2S OFF	1+5	3.FADE OUT as BENNY/NICELY Turn Around	MINDY'S
									Pick Up	SARAH BROWN DSR	HALF BODY 2S FULL	1+5	3.PICKUP Sarah Entering DSR with Band	MINDY'S
182	Fade Out	NATHAN	1S OFF	1+5	Fade Out	SKY MASTERSON	1S OFF	1+5	Fade Out	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
	Pick Up	SARAH BROWN MISSION DOOR	HALF BODY 3S 75%	1+5	Pick Up	ARVIDE ABERNATHY MISSION DOOR	HALF BODY 3S 75%	1+5					1.PICKUP Sarah Entering Through Door 2.PICKUP Arvide Entering Through Door	INSIDE THE MIS - I'LL KNO'
			-	-					Pick Up	SKY MASTERSON MISSION DOOR	HALF BODY 3S 75%	1+5	3.PICKUP Sky Entering Through Door	INSIDE THE MIS
									Pick Up	DAMON	HALF BODY 2S 50%	1+5	3.PICKUP Damon Entering From Pit DL	INSIDE THE MI - I'LL KNC
									Fade Out	DAMON	3S OFF	1+5	3.FADE OUT Damon Crossing SL	INSIDE THE MI!
									Fade Out	SKY MASTERSON MISSION DOOR	2S OFF	1+5	3.FADE OUT Exiting Door	INSIDE THE MIS - I'LL KNO
	Fade Out	SARAH BROWN MISSION DOOR	3S OFF	1+5									1.FADE OUT Exiting Door. Switch Color 1+4	INSIDE THE MIS

	CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FRA	ME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
AROUN D	211	ACTION	TANGET LOCATION	INI		Action	TANGET LOCATION			Pick Up	SKY MASTERSON MSR	HALF BODY 3S 50%		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/BILTMOF GARAGE
AROUN D	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	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	NATHAN	HALF BODY 2S FULL	1+5	Fade Up	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/BILTMOF GARAGE
W/	222	Bump Out	JOEY BILTMORE	0S OFF	1+4					-			-	1.BUMP OUT Joey With Q222. Switch Color 2	PHONE BOOTH/BILTMOF GARAGE
W/	224			-		Bump	NATHAN DETROIT	0S OFF	1+3	-				2.BUMP OUT Nathan With Q224. Switch Color 6	PHONE BOOTH/BILTMOF GARAGE
		Pick Up	M.C.	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 IRIS TIME INT IRIS TIME INT SPOT 1 SPOT 3 SPOT 2 **SCENE NOTES** FRAME CUE ACTION TARGET LOCATION FRAME ACTION TARGET LOCATION ACTION TARGET LOCATION FRAME HOT BOX 1 - BUSH M.C. & A PECK 1.FADE OUT M.C. As he Exits SL. Fade F2 234 1S Switch Color 1+5 R54 Out DSC OFF HOT BOX 1 - BUSH **FULL ADELAIDE** & A PECK **BODY** 2.BUMP UP Adelaide Behind Ladies. Bump F6 ON DRUM BEAT. 0S **R33** /Up MSC **FULL** HOT BOX 1 - BUSH **HEAD ADELAIDE** & A PECK Iris F6 2.IRIS DOWN Head as steps US Down 4S **R33** To HOT BOX 1 - BUSH **ADELAIDE** & A PECK F6 2.BUMP OUT W/ Q258 258 Bump 0S **R33** Out OFF HALF DRESSING ROOM HALF **NATHAN DETROIT ADELAIDE** AELAIDE'S LAMEI **BODY** 1.PICKUP Nathan Entering SR **BODY** Staircase 262 Pick Up 1+5 1+5 3S Pick Up 3S 2.PICKUP Adelaide At Dressing Table 1/6 SR STAIRCASE DRESSING TABLE 75% 50% DRESSING ROOM HALF MIMI AELAIDE'S LAMEI **BODY** 3.PICKUP MIMI Entering SL As Pick Up 1+5 Nathan/Adelaide Hug 2S DSL 50% DRESSING ROOM MIMI AELAIDE'S LAMEI FADE OUT Mimi as she Exits SL. Fade SWITCH COLOR 1+3 3S Out DSL OFF DRESSING ROOM **NATHAN DETROIT AELAIDE'S LAMEI** 1.FADE OUT Nathan as he exits SR Fade Staircase. WARNING: SWITCH 1+5 2S COLOR 1+6 Out SR STAIRCASE OFF DRESSING ROOM **ADELAIDE ADELAIDE** AELAIDE'S LAMEI 1.FADE UP TO 75% with Q266 ade Up 266 Pick Up 1+6 1+5 2.FADE UP TO 75% with Q266 3S 3S

DRESSING TABLE

75%

_†%

75%

DRESSING TABLE

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W/	276	Fade Out	ADELAIDE	1S OFF	1+6	Fade Out	ADELAIDE	1S OFF	1+5					1.FADE OUT with Transition. SWITCH FRAME 1+3 2.FADE OUT with Transition. SWITCH FRAME 1+3	DRESSING ROOM AELAIDE'S LAMEI
AFTER	278	Pick Up	NICELY-NICELY MSR	HALF BODY 1S FULL	1+3	Pick Up	SKY MASTERSON MSR	HALF BODY 1S 75%	1+3	Pick Up	NICELY-NICELY MSR	HALF BODY 1S FULL	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
		_				Fade Out	SKY MASTERSON MSL	2S OFF	1+3					2.FADE OUT Sky Exiting MSL. WARNING Benny Entering MSR	OUTSIDE MISSIC 2/ALL OVER TOW G&D
		-	-			Pick Up	BENNY MSR	HALF BODY 2S 75%	1+3					2.PICKUP Benny Entering MSR	OUTSIDE MISSIC 2/ALL OVER TOW G&D
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 REVOLVING DOOR	HALF BODY 2S 75%	1+3	3.PICKUP Adelaide Entering USL	OUTSIDE MISSIC 2/ALL OVER TOW G&D
		-								Fade Out	NATHAN DETROIT	2S OFF	1+3	3.FADE OUT Nathan Exiting SR. WARNING Nicely MSC	OUTSIDE MISSIC 2/ALL OVER TOW G&D
		Fade Up	NICELY-NICELY	HALF BODY 3S FULL	1+3	Fade Up	BENNY	HALF BODY 3S 75%	1+3	Pick Up	NICELY-NICELY	HALF BODY 3S FULL	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
W/	306	Open Iris To	NICELY-NICELY	FULL BODY 0S	1+3	Open ris To	BENNY	FULL BODY 0S	1+3	Open ris 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

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

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

CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FR. INT	AME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
			-					-	Fade Out	BIG JULIE	2S OFF	1+5	3.FADE OUT Big Julie As Brannigan Cross US" ASAP Adelaide SL	"CARNATIONS"
			-					_	Pick Up	ADELAIDE MSL	HALF BODY 2S 75%	1+5	3.PICKUP ADELAIDE Entering MSL	"CARNATIONS"
	NOTEM		-	-	Open ris To	NATHAN/ADELAIDE	FULL BODY 2S	1+5	Fade Out	ADELAIDE	3S OFF	1+5	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"
			-					-	Pick Up	BIG JULIE DSR	HALF BODY 3S 75%	1+5	2.PICK UP Big Julie as Group is Singing	"CARNATIONS"
			-					-	Fade Out	BIG JULIE	3S OFF	1+5	3.FADE OUT Big Julie 1 Beat After He's Done Talking. ASAP to Adelaide	"CARNATIONS"
					Iris Down To	NATHAN DETROIT	HALF BODY 3S	1+5	Pick Up	ADELAIDE	3/4 BODY 75%	1+5	2.IRIS DOWN TO Nathan with FS3 on Adelaide 3.PICK UP ADELAIDE alongside Nathan	"CARNATIONS"
	Fade Out	LT. BRANNIGAN	2S OFF	1+5					-				1.FADE OUT Brannigan Exiting SL. WARNING To Harry MSR	"CARNATIONS"
	Pick Up	HARRY/BIG JULIE MSR	3/4 BODY 3S 75%	1+5					Fade Out	ADELAIDE	3S OFF	1+5	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"
									Pick Up	BENNY DSC-L	HALF BODY 3S 75%	1+5	3.PICK UP Benny Right After Adelaide exits	"CARNATIONS"

	CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FRA INT	ME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
				-		Fade Out	NATHAN DETROIT	3S OFF	1+5	Fade Out	BENNY	3S OFF	1+5	2.FADE OUT Nathan Crossing USL. SWITCH COLOR 1+6 3.FADE OUT Benny Crossing USL. SWITCH COLOR 1+6	"CARNATIONS"
		Fade Out	BIG JULIE	5S OFF	1+5	=				-				1.FADE OUT Big Julie as he Crosses USL. SWITCH COLOR 1+6	"CARNATIONS"
		Pick Up	SKY MASTERSON MOVING BOAT	HEAD + SHOULD 1S 50%		Pick Up	SARAH/DAMON MOVING BOAT	HEAD + SHOULD 1S FULL	1+6	_				1.PICKUP SKY On Moving Boat SR. TIGHT Body 2.PICKUP Sarah/Damon On Moving Boat SR. TIGHT Body	SPEEDBOAT TO HAVANA
BEFORE	328	Fade Out	SKY MASTERSON	1S OFF	1+6	Fade Out	SARAH/DAMON	1S OFF	1+6	-				1.FADE OUT SKY Before Hitting SL Truss 2.FADE OUT Sarah/Damon Before Hitting SL Truss	SPEEDBOAT TO HAVANA
		Pick Up	SARAH BROWN DSL	HALF BODY 2S FULL	1+6	Pick Up	SKY MASTERSON DSL	HALF BODY 2S 75%	1+6	Pick Up	WAITER DSL	HALF BODY 2S 50%	1+6	1.PICK UP Sarah Entering DSL 2.PICK UP SKY Entering DSL 3.PICKUP Waiter Entering DSL	"HAVANA"
		lris D6wn To	SARAH BROWN TABLE	HEAD + SHOULD	1+6	Iris Down To	SKY MASTERSON TABLE	HEAD + SHOULD	1+6	-				1.IRIS DOWN TO Sarah Sitting Down 2.IRIS DOWN TO SKY Sitting Down	"HAVANA"
W/	342	Open Iris To	SARAH BROWN	HALF BODY	1+6	Open ris To	SKY MASTERSON	HALF BODY	1+6	Fade Out	WAITER	1S OFF	1+6	1.OPEN IRIS TO Half Body When Sarah Gets Up 2.OPEN IRIS TO Half Body When SKY Gets Up 3.FADE OUT Waiter Turning US	"HAVANA"
AROUN D	352									Pick Up	WOMAN DANCER DSR	HALF BODY 1S 50%	1+6	3.PICKUP Woman Dancer Entering DSR	"HAVANA"
		Dump & Restore	SARAH BROWN TROLLEY	1S 75%	1+6	Dump & Restore	SKY MASTERSON TROLLEY	1S 50%	1+6					1.FADE OUT Sarah Entering Trolley. WILL IMMEDIATELY FADE UP 2.FADE OUT SKY Entering Trolley. WILL IMMEDIATELY FADE UP	"HAVANA"

	CUE	2.33.20	SPOT 1	IRIS TIME			SPOT 2	IRIS TIME FRA	ME		SPOT 3	IRIS TIME		NOTES	SCENE
I	COE	ACTION	TARGET LOCATION	I INT	FRAME	ACTION	TARGET LOCATION	INT	1	ACTION	TARGET LOCATION	INT	FRAME	NOTES	
						Dump &	SKY MASTERSON							2.FADE OUT SKY Entering Trolley.	"HAVANA"
						Dump & Restore	TROLLEY	1S	1+6					WILL IMMEDIATELY FADE UP	
							TROLLEY	50%							
			WAITER	HEAD + SHOULD		-	SKY/SARAH	FULL BODY		-	WOMAN DANCER	FULL BODY		1.SWAP TO Waiter Getting Order from Sarah/Sky	"HAVANA"
		Swap		GHOOLD	1+6	Open ris To		28	1+6	Open ris To		BODT	1+6	2.OPEN IRIS to Include Sarah Sitting Down at Table.	
														3.OPEN IRIS TO Include Guys when Possible	
								HALF		_	WOMAN DANGED			2.OPEN IRIS TO Half Body When Sky	"HAVANA"
						Open	SKY MASTERSON	BODY		Fade Up	WOMAN DANCER	2S	1+6	gets up with Dancer	
						ris To				[]o//		75%		Dancer with SKY	
				HALF		<u> </u>						7570			"HAVANA"
		Open	SARAH BROWN	BODY										1.OPEN IRIS To Half Body as Sarah Gets Up. INCLUDE DAMON (Open	TIZVZIVA
		Iris To			1+6			=						Iris) When Possible	
		Iris	SARAH BROWN	HEAD + SHOULD						1ris	WOMAN DANCER	HEAD +		1.IRIS DOWN To Sarah on Table	"HAVANA"
		Down To			1+6					Dovyn To			1+6	3.IRIS DOWN To Woman Dancer on Table	
))					
											WOMAN DANCER				"HAVANA"
				_				_		Fade Out	WOMAN BANGEN	15	1+6	3.FADE OUT Dancer as She Falls Off Table	
										7		OFF			
				HALF				HALF							"IF I WERE A BEL
W/	382	Fade	SARAH BROWN	BODY	1.6	Fade	SKY MASTERSON	BODY	1+6					1.FADE DOWN W/ Q382 2.FADE DOWN W/ Q382.	
	302	To	ROCK	28	1+6	To	ROCK	2S	1+0					INCORPORATE Hand Gesture to COP	
		2/		50%		2		37.5%	1						
											COP	HALF BODY			"IF I WERE A BEL
										Pick Up	D0D	2S	1+6	3.PICKUP COP Entering DSR	
											DSR	25%			
											WOMAN DANCER				"HAVANA"
				_				_		Fade Down			1+6	3.FADE DOWN TO 25% When SKY/Sarah Sit at Table	
										70/		25%			

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

	CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FRA INT	ME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
		Pick Up	ADELAIDE MSL	HALF BODY 2S 50%	1+6	=								1.PICKUP Adelaide Entering MSL	I'VE TRIED ALL TI OTHER ROOMS
		Fade Out	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
		-		-		Iris Down To	SKY MASTERSON	HEAD + SHOULD	1+6	Tris Down To	SARAH BROWN	HEAD + SHOULD 75%		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	-		-		Fade Out	SKY MASTERSON MISSION DOOR	3S OFF	1+6	Fade Up	SKY/SARAH MISSION DOOR	FULL BODY 3S FULL		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	Pick Up	SARAH BROWN MISSION DOOR	HALF BODY 3S 75%	1+5	Pick Up	SKY MASTERSON MISSION DOOR	HALF BODY 3S 50%	1+5	Fade Out	SKY/SARAH	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
		-		-						Pick Up	ARVIDE ABERNATHY MISSION DOOR	HALF BODY 1S 75%	1+5	3.PICKUP Arvide As soon as Possible	OUTSIDE MISSION THE RAID
		_		-						Fade Out	ARVIDE ABERNATHY	2S OFF	1+5	3.FADE OUT Arvide On Whistle Blow. Warning Nathan At Mission Door	OUTSIDE MISSION THE RAID
		-								Pick Up	MISSION DOOR	3/4 BODY 2S 75%	1+5	3.PICKUP Nathan Coming out of Mission	OUTSIDE MISSION THE RAID
		-								\$wap To	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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	CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FR INT	AME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
		-								Fade Out	BIG JULIE	2S OFF	1+5	3.FADE OUT After B.J. Line "Losing 10 G's". ASAP to Brannigan Entering SL	OUTSIDE MISSION THE RAID
		-		-						Pick Up	LT. BRANNIGAN MSL	3/4 BODY 2S 75%	1+5	3.PICKUP Brannigan Entering MSL	OUTSIDE MISSION THE RAID
		-		-						Fade Out	LT. BRANNIGAN	1S OFF	1+5	3.FADE OUT Brannigan After His Line "full blast in a MISSION" SWITCH COLOR TO 6	OUTSIDE MISSION THE RAID
		Iris Down To	SARAH BROWN	HEAD	1+5									1.IRIS DOWN to Head as she is close to MISSION DOOR	OUTSIDE MISSION THE RAID
		Fade Out	SARAH BROWN MISSION DOOR	1S OFF	1+5									1.FADE OUT Sarah Exiting Mission Door	OUTSIDE MISSION THE RAID
W/	432	-		-		Bump Out	SKY MASTERSON	0S OFF	1+5					2.BUMP OUT SKY on Q432	OUTSIDE MISSION THE RAID
		-		-										1.INTERMISSION 2.INTERMISSION 3.INTERMISSION	INTERMISSION
AFTER	458	Pick Up	M.C.	FULL BODY 2S FULL	F2 R54									1.PICKUP M.C. On As Actor Followspots roll onto him	HOT BOX 2 - TAK BACK YOUR MIN
AFTER	464	Fade Out	M.C.	1S OFF	F2 R54									1.FADE OUT M.C. Exiting SL. SWITCH COLOR 6. StandBy Waiter Pit DL	HOT BOX 2 - TAK BACK YOUR MIN

	CUE		SPOT 1	IRIS TIME			SPOT 2	IRIS TIME FRA	AME		Assistant LD: 3/4 Body SPOT 3	IRIS TIME INT		NOTES	SCENE
	COE	ACTION	TARGET LOCATION	INT	FRAME	ACTION	TARGET LOCATION	INT	TIVIL	ACTION	TARGET LOCATION	INT	FRAME	NOTES	
							ADELAIDE	COLLAR						2.BUMP UP Adelaide As She Turns	HOT BOX 2 - TAK BACK YOUR MIN
	<u> </u>					Bump Up		08	F6 R33	-				Around. SIZE TO COLLAR	
								FULL							
							ADELAIDE	FULL							HOT BOX 2 - TAK BACK YOUR MIN
						Open ris To		BODY 4S	F6 R33					2.OPEN IRIS As Adelaide Walks DS	
						this 10			1100						
															HOT BOX 2 - TAK
W/] ,,,,					Fade	ADELAIDE		F6					2.FADE OUT Crossing US	BACK YOUR MIN
	495					Out		38	F6 R33						
						\vee		OFF							
W/		⟨ ⟩	WAITER	HALF BODY							DAMON	HALF BODY		4 DICKUD Weiter Entering DIT DI	HOT BOX TABLE LAMENT REPRIS
VV /	500	Pick Up		28	1+6	2				Pick Up		28	1+6	1.PICKUP Waiter Entering PIT DL 3.PICKUP Damon Entering PIT DR	
			PIT DL	50%							PIT DR	50%			
											DAMON				HOT BOX TABLE
									-	Fade	DAMON	40	1+6	3.FADE OUT Damon Sitting Down. WARNING Nicely Entering MSR	LAMENT REPRIS
									-	Out		1S OFF	- 110	WARNING NICELY Entering MOR	
								HEAD +				OII			HOT BOX TABLE
	1						SKY MASTERSON	SHOULD						DIOMID CIONE () LIOD	LAMENT REPRIS
	•					Pick Up	LICD CTOOD	38	1+6					2.PICKUP SKY Entering USR.	
						□ <i>%</i>	USR STOOP	50%							
			WAITER												HOT BOX TABLE
	<u> </u>	Fade Out		2S	1+6	-								1.FADE OUT Waiter Exiting SL. Warning Adelaide Entering Pit DR	
			USL	OFF											
		3,000										HALF			HOT BOX TABLE
	1								-		NICELY-NICELY	BODY		3.PICKUP Nicely Entering MSR	LAMENT REPRIS
									-	Pick Up	MSR	28	1+6		
										2/0		50%			
		$\langle \rangle$	ADELAIDE	HALF BODY											HOT BOX TABLE LAMENT REPRIS
	4	Pick Up		38	1+6				-					1.PICKUP Adelaide Entering Pit DR	
			PIT DR	75%											
														J [

	/30/2018	2:35:20									Assistant LD: 3/4 Body				
	CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FRA INT	ME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
						-				Fade Out	NICELY-NICELY	1S OFF	1+6	3.FADE OUT Nicely Exiting SR. SWITCH COLOR 1+5	HOT BOX TABLE LAMENT REPRIS
W/	512	Fade Out	ADELAIDE	2S OFF	1+6	2				_				1.FADE OUT Adelaide With Q512. SWITCH COLOR 1+5. WARNING SKY ENT. Mission Door	HOT BOX TABLE LAMENT REPRIS
						Pick Up	SARAH BROWN PIT DR	HALF BODY 3S 50%	1+5	Pick Up	ARVIDE ABERNATHY PIT DR	HALF BODY 3S 50%	1+5	2.PICKUP Sarah Entering From Pit DR 3.PICKUP Arvide Entering From Pit DR	INSIDE MISSION WISH
		Pick Up	SKY MASTERSON MISSION DOOR	HALF BODY 2S 50%	1+5	2								1.PICKUP SKY Entering Mission Door	INSIDE MISSION . WISH
						Fade Out	SARAH BROWN	1S OFF	1+5	-				2.FADE OUT Sarah Exiting Mission Door. Warning Nicely	INSIDE MISSION : WISH
										Fade Out	ARVIDE ABERNATHY	1S OFF	1+5	3.FADE OUT Arvide Exiting Mission Door. SWITCH COLOR 1+3	INSIDE MISSION WISH
W/	532					Pick Up	NICELY-NICELY USL	HALF BODY 1S 50%	1+5	_				2.PICKUP Nicely USL on SKY's Line "But I'll Stop"	MANHOLE
AROUN D	534	Fade Out	SKY MASTERSON	2S OFF	1+5	Fade Out	NICELY-NICELY	2S OFF	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
		Pick Up	CRAP SHOOTER #1	HALF BODY 2S 75%	1+3					_				1.PICKUP Crapshooter #1 DSC After He Flips in the Air	SEWER

Followspot Cue Sheet - MASTER
12/30/2018 2:35:20 PM Lighting Design: Usnavi Associate LD: Assistant LD: 3/4 Body IRIS TIME INT IRIS TIME INT SPOT 1 SPOT 3 SPOT 2 **NOTES SCENE** FRAME CUE ACTION TARGET LOCATION FRAME ACTION TARGET LOCATION ACTION TARGET LOCATION FRAME SEWER **CRAP SHOOTER #1** 1.FADE OUT Crapshooter #1 After Fade 1+3 Throws Dice. ASAP Crapshooter #2 3S Out OFF SEWER HALF **CRAP SHOOTER #2 BODY** 1.PICKUP Crapshooter #2 MSC Pick Up 1+3 3S MSC 75% SEWER **CRAP SHOOTER #2** 1.FADE OUT CRAPSHOOTER #2 As Fade 1+3 he Faints 3S Out **OFF** SEWER HALF 2.FADE OUT Crapshooter 2.5 As Big CRAPSHOOTER #2.5 **BIG JULIE BODY** Julie Is close to him **Swap** Fade 3.SWAP TO Big Julie Walking As He 1+3 1+3 2S 10 2S Out Joins the Crapshooter USC OFF 50% SEWER **BIG JULIE** 3.FADE OUT Big Julie After He Craps Fade Out Walking SL 2S Out OFF SEWER **HALF CRAP SHOOTER #3 BODY** 1.PICKUP Crapshooter #3 USC On Pick Up 2S 1+3 Footlights. USC 75% SEWER 3/4 **CRAP SHOOTER #3 BODY** 1.OPEN IRIS BACK AND FORTH AS Open 1+3 HE CROSSES DS. tris To SEWER HALF HALF

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

	CUE		SPOT 1	IRIS TIME			SPOT 2	IRIS TIME FRA	AME		SPOT 3	IRIS TIME		NOTES	SCENE
,	COE	ACTION	TARGET LOCATION	INT	FRAME	ACTION	TARGET LOCATION	INT	NVIL.	ACTION	TARGET LOCATION	INT	FRAME	NOTES	
							NATHAN DETROIT							2.FADE OUT NATHAN After He Puts	SEWER
						Fade Out		2S	1+3					Down his Money. He walks US. SWITCH COLOR 1+5	
						\vee		OFF							
		\triangle	SKY MASTERSON								SKY MASTERSON	HEAD + SHOULD		1.FADE UP TO 75% W/ Q558	"LUCK BE A LAD'
W/	556	Fade Up		38	1+3			_		Pick Up		38	1+2	3.PICKUP SKY W/ Q558. NOTE: WATCH THE LED SCREEN	
		J-%		75%							USL	75%			
														1.BUMP OUT SKY W/ Q576. SWITCH	"LUCK BE A LAD'
W/	576	Bump	SKY MASTERSON	00	1+3					Bump	SKY MASTERSON		1_2	COLOR 1+5 3.BUMP OUT SKY W/ Q576. SWITCH	
	370	Out		0S OFF	- 140					Out		0S OFF	. 172	COLOR 1+5	
				OFF					1						"ALITOMAT"
							HARRY/HORSE	HALF BODY			BIG JULIE	HALF BODY		2.PICK UP Harry Entering DSR	"AUTOMAT"
						Pick Up	DOD	18	1+5	Pick Up	DCD	18	1+5	3.PICK UP Big Julie Entering DSR	
							DSR	50%			DSR	50%			
		\wedge	NATHAN DETROIT	HALF BODY											"AUTOMAT"
		Pick Up		1S	1+5			-						1.PICKUP Nathan Entering DSR	
			DSR	50%									-		
]		"AUTOMAT"
					-				-	Fade	BIG JULIE/HARRY		1+5	3.FADE OUT Big Julie after Line"No Decent person will talk to me" SWITCH	
					-					Out		28	1+3	COLOR 1+6	
									1			OFF			
							ADELAIDE	HALF BODY						2.PICKUP Adelaide As B.J./Harry Exit	"AUTOMAT"
						Pick Up		28	1+6					SL	
						□ <i>‰</i>	AUTOMAT	50%							
		<u> </u>	NATHAN DETROIT	HALF BODY											"AUTOMAT"
		Pick Up		1S	1+6									PICKUP Nathan Clear of Revolving Door	
			REVOLVING DOOR	50%	-								-		
												HALF			"AUTOMAT"
					_						WAITRESS	BODY		3.PICKUP Waitress Entering MSR	-
					-					Pick Up	MSR	2S	1+6	The state of the s	
										2/5		50%			

Followspot Cue Sheet - MASTER
2:35:20 PM

12	2/30/2018	2:35:20 PM Assistant LD: 3/4 Bd													
	CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FR/ INT	AME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
					_					Fade Out	WAITRESS	2S OFF	1+6	3.FADE OUT Waitress Exiting SR. SWITCH COLOR 1+5. STANDBY General in Pit	"AUTOMAT"
		Fade Out	NATHAN DETROIT REVOLVING DOOR	1S OFF	1+6	Fade Out	ADELAIDE REVOLVING DOOR	1S OFF	1+6					1.FADE OUT Nathan Exiting Revolving Door. WILL IMMEDIATELY PICK HIM UP 2.FADE OUT Adelaide Exiting Revolving Door. WILL IMMEDIATELY PICK HER UP	"AUTOMAT"
		Pick Up	NATHAN DETROIT REVOLVING DOOR	HALF BODY 1S 75%	1+6	Pick Up	ADELAIDE REVOLVING DOOR	HALF BODY 1S 75%	1+6					1.PICKUP Nathan Clear of Revolving Door 2.PICKUP Adelaide Clear of Revolving Door	"AUTOMAT"
					-	Fade Out	ADELAIDE	2S OFF	1+6					2.FADE OUT Adelaide Exiting SR. Warning Arvide in Pit. SWITCH COLOR 1+5	"AUTOMAT"
		Fade Out	NATHAN DETROIT	2S OFF	1+6									1.FADE OUT Nathan Before Hitting Revolving Door. SWITCH COLOR 1+5	"AUTOMAT"
		Pick Up	SARAH BROWN PIT DR	HALF BODY 2S 50%	1+5	Pick Up	ARVIDE ABERNATHY PIT DR	HALF BODY 2S 50%	1+5	Pick Up	GEN. CARTWRIGHT PIT DR	HALF BODY 2S 50%	1+5	1.PICKUP Sarah Entering From Pit DR 2.PICKUP Arvide Entering From PIT DR 3.PICKUP General Entering From PIT DR	INSIDE MISSION 3 DOWN
					-					Fade Out	GEN. CARTWRIGHT	1S OFF	1+5	3.FADE OUT General as Gangsters Enter. ASAP to SKY	INSIDE MISSION 3 - DOWN
										Pick Up	SKY MASTERSON MSR	HALF BODY 1S 75%	1+5	3.PICKUP SKY Around MSR ASAP	INSIDE MISSION 3 - DOWN
		Fade Out	SARAH BROWN	2S OFF	1+5					Fade Out	SKY MASTERSON MISSION DOOR	1S OFF	1+5	1.FADE OUT As Sky Exits. ASAP to Nathan 3.FADE OUT SKY Opening Mission Door. ASAP to General	INSIDE MISSION 3 DOWN

CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FR INT	AME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
			-	-	=				Pick Up	GEN. CARTWRIGHT MISSION DOOR	3/4 BODY 1S 75%	1+5	3.PICKUP General As Soon As SKY Exits. Incorporate Sarah If you Can	INSIDE MISSION : DOWN
	Pick Up	NATHAN DETROIT MISSION DOOR	HEAD + SHOULD 2S 75%		=								1.PICKUP Nathan ASAP	INSIDE MISSION : DOWN
			-		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 : DOWN
			-	-	Pick Up	BENNY CHAIR	HALF BODY 2S 75%	1+5				-	2.PICKUP BENNY On Nathan's Line "BENNYLGive Testimony"	INSIDE MISSION : DOWN
					Fade Out	BENNY	3S OFF	1+5				-	2.FADE OUT 1 Beat after his line "I'm alright" WARNING BIG JULE	INSIDE MISSION : DOWN
			-		Pick Up	BIG JULIE CHAIR	HALF BODY 2S 75%	1+5				-	2.PICKUP B.J. on Nathan's Line "BIG JULE"	INSIDE MISSION : DOWN
			-		Fade Out	BIG JULIE	3S OFF	1+5				-	2.FADE OUT 1 Beat after B.J.'s Sits Down. WARNING HARRY	INSIDE MISSION : DOWN
	Fade Out	NATHAN DETROIT	3S OFF	1+5	Pick Up	HARRY/HORSE CHAIR	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 : DOWN
	Pick Up	SARAH BROWN DSR	HALF BODY 2S 75%	1+5				-					1.PICKUP Sarah on General's Line "I don't think I understand	INSIDE MISSION : DOWN

IRIS TIME INT IRIS TIME INT SPOT 1 SPOT 3 SPOT 2 **NOTES SCENE** FRAME CUE FRAME ACTION ACTION TARGET LOCATION TARGET LOCATION ACTION TARGET LOCATION FRAME INSIDE MISSION 3 -SARAH BROWN DOWN... 1.FADE OUT Sarah on HARRY's Line Fade "...My sins is that when Sky_rolled... 1+5 3S Out WARNING NATHAN OFF INSIDE MISSION 3 HEAD + 1.PICKUP Nathan As HARRY SITS NATHAN DETROIT HARRY/HORSE DOWN... SHOULD Down Flade Pick Up 1+5 1+5 2.FADE OUT Harry 1 Beat After He 3S 3S Out Sits Down. Warning NICELY MISSION DOOR 75% OFF INSIDE MISSION 3 HALF **NICELY-NICELY** DOWN... **BODY** 2.PICKUP Nicely on Nathan's Line "... Brother Nicely-Nicely Johnson..." 1+5 Pick Up 2S CHAIR 75% INSIDE MISSION 3 **NATHAN DETROIT** DOWN... 1.FADE OUT Nathan on B.J.'s Line Fade "Get up, you fat water Buffalo" 1+5 Out SWITCH COLOR 1+6 **OFF** "SIT DOWN, YOU" HALF **GEN. CARTWRIGHT** 1.PICKUP Nicely Starting to Sing. **NICELY-NICELY** ROCKIN' THE BOA **BODY** NOTE: CALL CROSS FADE WITH FS2 Fade 614 Pick Up 1+6 3.FADE OUT General W/ Q614. 2S 3S Out 1/6 SWITCH COLOR 1+4 DSC OFF 75% "SIT DOWN, YOU" HALF 2.FADE OUT Nicely on Verse "For the NICELY-NICELY **NICELY-NICELY** ROCKIN' THE BO/ **BODY** People all said sit Down..." SWITCH COLOR 1+4 Fade 615 1+5 Pick Up 1+4 **4S** 3S Out 3.PICKUP Nicely on Verse "For the People all said sit Down..." DSC OFF 75% "SIT DOWN, YOU" HALF **GEN. CARTWRIGHT** ROCKIN' THE BOA **BODY** 2.PICKUP General as Nicely Cross to 6SR AFter Nicely Line "Nicely passing Pick Up 1+4 2S out the whiskev" □ ½ DSR 75% "SIT DOWN, YOU' **GEN. CARTWRIGHT** ROCKIN' THE BOA 2.FADE OUT General On Q620 620 Flade 1+4 2S Out OFF "SIT DOWN, YOU" 3/4 **GENERAL/SARAH** ROCKIN' THE BOA **BODY** 2.PICKUP General/Sarah W/ Q630. 630 KEEP ON SARAH MORE. 1+4 Pick Up 3S DSR 75%

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

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	CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FR INT	AME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME I INT	FRAME	NOTES	SCENE
						Fade Out	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)"
		Pick Up	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	Fade Out	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)"
		Pick Up	GEN. CARTWRIGHT	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	Fade Out	GEN. CARTWRIGHT	2S OFF	1+5	=			_	_			_	1.FADE OUT General W/ Q650. SWITCH COLOR 1+6	"FOLLOW THE FO (GANGSTERS)"
						2			-	Fade Out	SARAH BROWN MISSION DOOR	2S OFF	1+5	3.FADE OUT Sarah As Mission Door Turns. SWITCH COLOR 1+4	CENTRAL PARI
						2			-	Pick Up	SARAH BROWN	HEAD + SHOULD 2S 25%	1+4	3.PICKUP Sarah Clear Mission Door Turning.	CENTRAL PARI
		Pick Up	ADELAIDE SR PARK BENCH	HALF BODY 3S 50%	1+6	Pick Up	DAMON PIT DL	UMBREL LA 2S 10%	1+4	Open ris To	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 PARF
W/	655					Fade Out	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 PARI

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

50%

Followspot Cue Sheet - MASTER
12/30/2018 2:35:20 PM Associate LD: IRIS TIME INT IRIS TIME INT SPOT 1 SPOT 3 SPOT 2 **NOTES SCENE** FRAME CUE ACTION TARGET LOCATION FRAME ACTION TARGET LOCATION ACTION TARGET LOCATION FRAME NATHAN'S HOT D **NATHAN DETROIT STAND** 2.PICKUP Nathan Clear of Hot Dog 1+5 Pick Up 1S Stand HOT DOG STAND 75% NATHAN'S HOT D HARRY/HORSE STAND 3.FADE OUT Harry on Nathan's Line Fade "HOLY SMOKE!" Warning B.J. 1+5 3S Out Entrance DSR OFF NATHAN'S HOT D **FULL** 1.FADE UP to FULL & OPEN IRIS to NATHAN/ADELAIDE **NATHAN DETROIT** STAND **BODY** Nathan/Adelaide When Band Enters Open Iris To Fade 1+5 2.FADE OUT Nathan with Band 1+5 3S Out Entrance. WARNING SKY/Sarah **FULL** OFF NATHAN'S HOT D **FULL** SKY/SARAH STAND **BODY** 2.PICKUP SKY/Sarah Clear of Hot Dog 1+5 Stand Pick Up 2S **FULL** NATHAN'S HOT D HAI F **BIG JULIE** STAND **BODY** 3.PICKUP Big Julie Entering DSR Pick Up 1S □ % DSR **FULL** NATHAN'S HOT D **BIG JULIE STAND** 3.FADE OUT Big Julie's on Nathan's Fade Line "Brother Masterson?" ASAP to 1+5 2S Arvide MSC Out OFF NATHAN'S HOT D HALF **ARVIDE** STAND **BODY ABERNATHY** 3.PICKUP Arvide MSC Pick Up 1+5 3S MSC **FULL** NATHAN'S HOT D **ARVIDE** STAND **ABERNATHY** 3.FADE OUT Arvide After His Line. Fade Stand By for DAMON USC Typewriter 3S Out OFF "GUYS AND DOLI **HEAD** NATHAN/ADELAIDE SKY/SARAH DAMON **FINALE** 1.FADE OUT W/ Q690 Fade 2.FADE OUT W/ Q690 Fade 690 Pick Up 1+5 1+5 1+5 1S 1S 2S Out 3.PICKUP W/ Q690 Out TYPEWRITER USC

OFF

OFF

Assistant LD: 3/4 Body IRIS TIME INT IRIS TIME INT IRIS TIME INT SPOT 1 SPOT 3 SPOT 2 FRAME **NOTES SCENE** CUE ACTION TARGET LOCATION FRAME ACTION TARGET LOCATION ACTION TARGET LOCATION FRAME "GUYS AND DOLI **FULL FULL** 1.PICKUP W/ Q696 SKY/SARAH DAMON NATHAN/ADELAIDE **FINALE BODY BODY** 2.PICKUP W/ Q696 Fade 696 1+5 1+5 3.FADE OUT Damon W/ Q696. Pick Up 1S Pick Up 1S 2S Out SWITCH COLOR 6 1/6 J % **FULL FULL** OFF "IF I WERE A BEL HALF 1.FADE OUT Sarah With Q398. SARAH BROWN SKY MASTERSON COP **BODY** WARNING COP DSL Fade Flade 398 1+6 1+6 Pick Up 2.FADE OUT SKY With Q398 1S 1S 1S Out Out 3.PICKUP COP Entering DSR DSR OFF OFF 25% HEAD + HEAD + ELEVATOR TO 1.IRIS DOWN When Revolving Door is DAMON **ELEVATOR GIRL RUNYON LAND** SHOULD SHOULD Iris Iris close to Center D6wn To 1+3 Doyn To 3.IRIS DOWN When Revolving Door is close to Center POOL HALL HALF 2.PICKUP Sexy Girl W/ Guy Entering **SEXY GIRL RUSTY CHARLIE BODY** Fade 1+3 Down 1+3 3.FADE DOWN TO 50% As Chorus Pick Up 2S 2S √Too// Exits MSL 1/0 75% 50% HALF **BOXING GYM BENNY BODY** lris Down 2.IRIS DOWN to Benny When FS3 1+3 picks up Harry To NEWSPAPER STA HALF 1.CALL OUT FS2 & FS3 At Center DSC SARAH BROWN SARAH BROWN **FUGUE BODY** 2.FADE OUT Sarah At Center. Fade WARNING BENNY Entering MSL. Fade NOTE 1+5 1+5 2S 2S Out Out 3.FADE OUT Sarah At Center. WILL DSC Immediately Pickup Nicely Turning DSC OFF OFF **BOXING GYM BENNY** 2.FADE OUT as Benny Cross Fade 1+3 Newstand. 3S Out OFF NEWSSTAND-NO DAMON **CROSS** 3.FADE OUT Damon W/ Q106. ASAP Fade 106 1+5 to Sarah 1S Out OFF NEWSPAPER STA HALF **NICELY-NICELY FUGUE BODY** 3.PICKUP Nicely Turning Around Pick Up 1+5 3S HOT DOG STAND **FULL**

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	CUE	ACTION	SPOT 1 TARGET LOCATIO	IRIS TIME N INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FF INT	RAME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME I INT	FRAME	NOTES	SCENE
										Pick Up	HARRY/HORSE	HALF BODY 2S	1+4	3.PICKUP Harry Entering DSL	PHONE BOOTH/BILTMOF GARAGE
											DSL	50%			
					_					Fade Out	HARRY/HORSE	28	1+4	3.FADE OUT Harry Exiting DSL. Switch Color 1+5	PHONE BOOTH/BILTMOF GARAGE
										7.		OFF			
					_					Dump &	RUSTY CHARLIE	HALF BODY	1+3	3.DUMP & Restore After Rusty Gets to Door.	OUTSIDE MISSIC 2/ALL OVER TOW G&D
										Restore	US DOOR	75%	1+0	5001.	
										(\$wap)	NATHAN DETROIT		1+3	3.SWAP To Nathan in front of Nicely	OUTSIDE MISSIC 2/ALL OVER TOW G&D
										10					
W/	308	Iris Down	NICELY-NICELY	HALF BODY 2S	1+3	Iris Down	BENNY	HALF BODY	1+3	Fade	NICELY-NICELY	200	1+3	1.IRIS DOWN TO Half Body W/ Q308 2.IRIS DOWN TO Half Body W/ Q308 3.FADE OUT Nicely With Q308.	OUTSIDE MISSIC 2/ALL OVER TOW G&D
	300	То		FULL	110	To		2S 75%		Put		2S OFF		WARNING Sarah Ent. SL	
AROUN D	329	Pick Up	1st Couple	FULL BODY	1+6									1.PICKUP 1st Couple Entering DSL. Guy First, Then Girl	"HAVANA"
	020		DSL	FULL											
W/	334	Fade	1st Couple	- 00	1+6	Fade	3rd Couple		1+6	Fade	2nd Couple		1+6	1.FADE OUT 1st Couple W/ Q334 2.FADE OUT 3rd Couple W/ Q334	"HAVANA"
	334	Out		3S OFF	110	• Out		3S OFF		Put		3S OFF	110	3.FADE OUT 2nd Couple W/ Q334	
						Iris Down	SKY MASTERSON	HEAD +	D	Fade	SARAH BROWN			2.IRIS DOWN As Sky Cross US. 3.FADE DOWN TO 25% As Sky	"JUST LIKE A MISSIONARY"
						Down To	USC		1+6	Down To		2S 25%	1+6	Crosses US	
						O pen	SKY MASTERSON	HALF BODY		Fade Up	SARAH BROWN			2.OPEN IRIS to Half Body as SKY Crosses DS	"JUST LIKE A MISSIONARY"
						ris To		50%	1+6	10%		3S 75%	1+6	3.FADE UP TO 75% On SKY's Line "Obediah!"	

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	CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT F	RAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME F INT	RAME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
AFTER	536					=				Pick Up	CRAP SHOOTER #1/2 DSR STAIRS	HALF BODY 1S 75%	1+3	3.PICKUP CRAPSHOOTER 1/2 When He holds Up His Hand for Dice	SEWER
										Fade Out	CRAP SHOOTER #1/2	2S OFF	1+3	3.FADE OUT CRAPSHOOTER As Other Crapshooter #1 Flips In the Air	SEWER
		Fade Out	NATHAN DETROIT REVOLVING DOOR	1S OFF	1+5	31							-	1.FADE OUT Nathan Entering Revolving Door. SWITCH COLOR 1+6.	"AUTOMAT"
AFTER	708	Fade Out	NATHAN/ADELAIDE	.7\$ OFF	1+5	Fade Out	SKY/SARAH	.7 S	1+5				-	1.FADE OUT .7S On BlackOut. SWITCH COLOR 6 2.FADE Out .7S On Blackout. SWITCH COLOR 6	"GUYS AND DOLI FINALE
		Pick Up	CRAPSHOOTER DSC	FULL BODY 1S FULL	F6 R33	Pick Up	GIRL DSC	FULL BODY 1S FULL	F6 R33	Pick Up	DAMON	FULL BODY 1S FULL	F6 R33	PICKUP Crapshooter At Center PICKUP Girl Dancer At Center RECORD STATE OF THE PROPERTY OF THE PRO	CURTAIN CALL
		Fade Out	NICELY-NICELY	2S OFF	F6 R33	Fade Out	NICELY/BENNY	2S OFF	F6 R33	Fade Out	BENNY	2S OFF	F6 R33	1.FADE OUT Walking US. Warning Sky/Sarah US 3.FADE OUT Walking US. Warning Nathan/Adelaide	CURTAIN CALL
AROUN D	728	Pick Up	SKY/SARAH USC	FULL BODY 1S FULL	F6 R33	Pick Up	SARAH/NATHAN USC	FULL BODY 1S FULL	F6 R33	Pick Up	NATHAN/ADELAIDE USC	FULL BODY 1S FULL	F6 R33	1.PICKUP SKY/Sarah At USC 2.PICKUP Sarah/Nathan At USC 3.PICKUP Nathan/Adelaide At USC	CURTAIN CALL
W/	750	Fade Out	SKY/SARAH	2S OFF	F6 R33	Fade Out	SARAH/NATHAN	2S OFF	F6 R33	Fade Out	NATHAN/ADELAIDE	2S OFF	F6 R33	1.FADE OUT AS THEY EXIT 2.FADE OUT AS THEY EXIT 3.FADE OUT AS THEY EXIT	CURTAIN CALL
						20				Pick Up	CONDUCTOR BAND	HEAD + SHOULD 2S FULL	F6 R33	3.PICKUP Conductor As LED Screen Is Clear	CURTAIN CALL

Followspot Cue Sheet - MASTER
12/30/2018 2:35:20 PM Lighting Design: Usnavi Associate LD: Assistant LD: 3/4 Body IRIS TIME INT IRIS TIME INT SPOT 1 SPOT 3 SPOT 2 **SCENE** FRAME **NOTES** CUE ACTION TARGET LOCATION FRAME ACTION TARGET LOCATION ACTION TARGET LOCATION FRAME CURTAIN CALL CONDUCTOR 3.FADE OUT Conductor as Chorus Fade 718 Enters. 2S R33 Out OFF SEWER **HALF** HALF 2.PICKUP Crapshooter 2.5 SR of **CRAPSHOOTER #2.5** CRAPSHOOTER #2.5 **BODY BODY** Center 1+3 Pick Up 1+3 3.PICKUP Crapshooter 2.5 SL of Pick Up 2S 2S Center DSC DSC 75% 75% "CARNATIONS" LT. BRANNIGAN 1.FADE OUT Brannigan after his line Fade "They don't ask for a blood test." ASAP 1+5 2S Out to HARRY **OFF** "CARNATIONS" HALF HARRY/HORSE **BODY** 1.PICKUP Harry DSR Pick Up 1+5 2S DSR 75% "CARNATIONS" HARRY/HORSE 1.FADE OUT Harry When Everyone is Congratulating Nathan/Adelaide. Fade 1+5 2S Warning to Brannigan Out **OFF** "CARNATIONS" HALF LT. BRANNIGAN **BODY** 1.PICKUP Brannigan MSC-L After Pick Up 2S 1+5 Congratulations MSC 75% HEAD + INSIDE MISSION ARVIDE WISH SHOULD **ABERNATHY** Iris 3.IRIS DOWN TO Head & Shoulders Down To 2S Arvide at Piano **PIANO** INSIDE MISSION **ARVIDE** HALF WISH **BODY ABERNATHY** 3.OPEN IRIS TO Half Body As Arvide Open 1+5 Clear Of Piano 2S

HALF

BODY

2S

50%

F6

Ř33

Pick Up

FULL

BODY

1S

10%

R33

1.PICKUP Hot Box Girls W/ Q492

3.PICKUP Hot Box Girls W/ Q492

2.IRIS DOWN to Half Body W/ Q492

HOT BOX GIRLS

DSC

HOT BOX 2 - TAK

BACK YOUR MIN

Iris

Down

To

F6

R33

ADELAIDE

FULL

BODY

1S

10%

HOT BOX GIRLS

DSC

492

Pick Up

			2525	IDIO		_		IDIO		·	Assistant LD: 3/4 Body	IDIO		1	
	CUE	ACTION	SPOT 1 TARGET LOCATION	IRIS TIME INT	FRAME	ACTION	SPOT 2 TARGET LOCATION	IRIS TIME FRA INT	AME	ACTION	SPOT 3 TARGET LOCATION	IRIS TIME INT	FRAME	NOTES	SCENE
BEFORE	494	Fade Out	HOT BOX GIRLS	2S OFF	F6 R33	Open ris To	ADELAIDE	FULL BODY 3S 50%	F6 R33	Fade Out	HOT BOX GIRLS	2S OFF	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 - TAK BACK YOUR MIN
				-		Fade Out	GUY DANCER USR	2S OFF	1+6				_	2.FADE OUT Guy Dancer Exiting USR. SWITCH COLOR 1+3. Warning Benny US	STREET
				-		Iris Down To	SKY MASTERSON MSC	HEAD + SHOULD 6S	1+5				_	2.IRIS DOWN TO H&S As Sky Turns Around. Sarah Just Exited.	OUTSIDE MISSION THE RAID
				-		Bump Up	ADELAIDE DSC	0S FULL	F6 R33	-			_	2.BUMP UP TO FULL When Adelaide Picks Up Her Clothes DS	HOT BOX 2 - TAK BACK YOUR MIN
										Fade Out	RUSTY CHARLIE EXIT SL	2S OFF	1+3	3.FADE OUT as RUSTY EXITS SL. ASAP Harry Entering MSR	POOL HALL
				-		Pick Up	DAMON MSR TABLE CORNER	HALF BODY 1S 50%	1+6	_			_	2.PICKUP Damon DSR ASAP	"HAVANA"
				-		Fade Out	DAMON	1S OFF	1+6				_	2.FADE OUT Damon Close to Sky. ASAP to SKY	"HAVANA"
W/	488					Fade Down To	ADELAIDE	1S 50%	F6 R33					2.FADE DOWN TO 50% When She Starts Dancincg with Girls	HOT BOX 2 - TAK BACK YOUR MIN
						Fade Up	DAMON	HALF BODY 2S 25%	1+4					2.IRIS DOWN TO Half Body and FADE UP TO 25% as Damon Turns Around	CENTRAL PARI

Followspot Cue Sheet - MASTER
12/30/2018 2:35:20 PM Associate LD: Assistant LD: 3/4 Body IRIS TIME INT IRIS TIME INT SPOT 1 SPOT 3 SPOT 2 **NOTES SCENE** FRAME CUE ACTION TARGET LOCATION FRAME ACTION TARGET LOCATION ACTION TARGET LOCATION FRAME "CARNATIONS **BENNY** 1.FADE OUT Benny After Nicely Exits Fade 1+5 MSL. ASAP to HARRY SR 1S Out OFF "HAVANA" 1.FADE DOWN TO 75% After They SARAH BROWN SKY MASTERSON Fade Fade Get up From Table Down 1+6 1+6 2.FADE DOWN TO 50% After They 3S Down 3S **∀το**// Get up From Table To// 75% 50% "AUTOMAT" **NATHAN DETROIT ADELAIDE** Fade Up 1.FADE UP TO 75% W/ Q588 ade Up 588 1+6 1+6 2.FADE UP TO 75% W/ Q588 3S 3S To ₫∾∥ 75% 75% NEWSSTAND-FOL HALF **GIRL KISS BODY** 2.PICKUP Girl Kiss Entering Out of PIT 1+5 DL Pick Up 3S PIT DL 75% NEWSSTAND-FOL **GIRL KISS** 2.FADE OUT Girl Kiss After She Blows Fade 1+5 a Kiss to Sarah 3S Out OFF BARBER SHOP COP AFTER 3.PICKUP Cop As he Takes off Sheets 140 Pick Up 1+5 2S **US BARBERSHOP** 50% BARBER SHOP COP 3.FADE OUT COP As Nathan Crosses Fade 144 to SL STOOP 2S Out **US BARBERSHOP** OFF "CARNATIONS" **BENNY** 3.FADE DOWN TO 25% When Benny Fade Cross in Front of Nathan. Immediately Down/F 1+5 2S Back to 75%. ade Up AROUND NATHAN 25% THEN 1.FADE UP TO 75% As They Clear INSIDE MISSION 3 -**ARVIDE** The Pit SARAH BROWN **GEN. CARTWRIGHT** DOWN... Fade Up **ABERNATHY** 2.FADE UP TO 75% As They Clear Fade Up ade Up 1+5 1+5 1+5 The Pit 2S 2S 2S To ∐to ∥ Lto/ 3.FADE UP TO 75% As They Clear The Pit 75% 75% 75%

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12/30/2018 2:35:20 PM Lighting Design: Usnavi Associate LD: Assistant LD: 3/4 Body IRIS TIME INT IRIS TIME INT SPOT 1 SPOT 3 SPOT 2 **SCENE NOTES** FRAME CUE ACTION TARGET LOCATION FRAME ACTION TARGET LOCATION ACTION TARGET FRAME HEAD + OVERTURE CONDUCTOR SHOULD AROUN 3.PICKUP Conductor As LED Screen 36 Pick Up 2S Is Clear R33 **BAND** 75% HEAD + OVERTURE CONDUCTOR SHOULD 3.FADE OUT As Conductor Turns Fade Around, SWITCH COLOR 1+3 2S R33 Out **BAND** OFF OUTSIDE MISSIC **NICELY-NICELY** 2/ALL OVER TOW 3.FADE OUT Nicely W/ Q290. Fade 290 WARNING Rusty ÚSL 1S Out OFF HOT BOX TABLE SKY MASTERSON LAMENT REPRIS 2.FADE OUT SKY Exiting SR. SWITCH COLOR Fade 1+6 2S Out 1+5 OFF HEAD + SEWER CRAPSHOOTER #1/4 SHOULD 2.PICKUP CRAPSHOOTER #1/4 1+3 Below Sewer Pipe On Fosse Lift Pick Up 1S □ **%** 25% SEWER **CRAPSHOOTER #1/4** 2.FADE OUT entering into Scene Light Fade 1+3 2S Out USL OFF WALK TO/AT TH HALF **SARAH BROWN DOCKS BODY** Fade 3.FADE DOWN TO 50% Sarah out of Down 1+6 2S √to// 50% "AUTOMAT" 3/4 1.CALL FS2 & FS3 Action HARRY/HORSE **BIG JULIE/HARRY** 2.FADE OUT Harry As FS3 Picks Up **BODY** Open ris To Both B.J./Harry. SWITCH COLOR 1+6 NOTE!!! Flade 1+5 1+5 3S 2S 3.OPEN IRIS To Include Harry As Out Nathan goes into Revolving Door OFF 50%

FULL

BODY

1S

FULL

PICKUP 2nd Couple Entering DSR.

Girl First, Then Guy

2nd Couple

DSR

Pick Up

"HAVANA"

AROUN

330

	OL IE		SPOT 1	IRIS TIME			SPOT 2	IRIS TIME FRA	МЕ		SPOT 3	IRIS TIME INT		NOTES	SCENE
_	CUE	ACTION	TARGET LOCATION	I INT	FRAME	ACTION	TARGET LOCATION	TIME FRA	AIVIE	ACTION	TARGET LOCATION	INT	FRAME	INUTES	
AROUN D	332	-				Pick Up	3rd Couple	HALF BODY	1+6	-				2.PICKUP 3rd Couple Entering DSR. GIRL First, Then Guy	"HAVANA"
						□ <i>//</i> //	USC	FULL							
										Stay	HARRY/HORSE	HALF BODY	1+5	3.Follow Harry Out Exiting DSR. Half Body	MINDY'S
										With	DSR	75%			
											NICELY/BENNY	FULL BODY			MINDY'S
				_						Dump & Restore	DOD	38	1+5	3.Dump Harry and Restore Nicely/Benny at Revolving Door	
											DSR	75%			
							BENNY/BOXERS	FULL BODY						2.OPEN IRIS TO Include Boxer Payoffs	BOXING GYM
						Open ris To		50%	1+3					2.01 EN ING TO INCIDUE BOXEL 1 Ayons	
<u>[</u>								30 70							CURTAIN CALL
		Stay In Place		_		Stay In Place				Stay In Place				1.STAY IN CENTER for Curtain Call 2.STAY IN CENTER for Curtain Call 3.STAY IN CENTER for Curtain Call	
						riace									
							ARVIDE ABERNATHY							O FADE DOMALE FOR an Anida	INSIDE THE MISSION - I'LL KNOW
						Fade Down To		38	1+5	-				2.FADE DOWN to 50% as Arvide Cross to Pit	
						_//0	PIT DR	50%							
		Fade	WAITER											1.FADE OUT Waiter Exiting SL. ASAP	"HAVANA"
		Out	USL	3S OFF	1+6							-		to Sarah	
[HEAD +				HEAD +		<u> </u>					"HAVANA"
		Pick Up	SARAH BROWN	SHOULD 2S)	lris Down	SKY MASTERSON	SHOULD 3S	1+6			_		2.IRIS DOWN to Just Sky after FS1 picks up Sarah	
		Pick Up	TABLE	75%		То	TABLE	50%						pione up duran	
											GANGSTER	CHEST			POKER GAME
										Pick Up		2S	1+3	3.PICKUP Gangster ASAP	
											MSC TABLE	50%			

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