

Cue Synopsis

Cue #	Part	Fol	Delay Link	Block	Label	Placement	Scene	Page
1					PRESET		-PRESHOW	
<u>3</u> Time	EF					SM	AP	
2					HOUSE TO 1/2		-PRESHOW	
<u>3</u> Time	EF					SM	AP	
4					TOP PRELUDE		-PRESHOW	
<u>3</u> Time	EF					SM	AP	
6					TOP OVERTURE		-PRESHOW	
<u>3</u> Time	EF					SM	AP	
8					DRUMS		-PRESHOW	
<u>3</u> Time	EF					SM	AP	
10		2			RITARD./HOUSE OUT		-PRESHOW	
<u>5</u> Time	EF					SM	AP	
16		5			1.2 Finland		#02 MOOSE VILLAGE	
<u>3/5</u> Time	EF					SM	AP	
16.1					A/F FINLAND		#02 MOOSE VILLAGE	
<u>10</u> Time	EF					SM	AP	

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Lighting Design: TOM STURGE

Associate LD: CHRISTIAN DEANGELIS

Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
25.3						SOLENOID OUT		#02 MOOSE VILLAGE	
0 Time	EF						SM	AP	
28						1.2-MONKS		#03 MUD CASTLE	
4 Time	EF						SM	AP	
30						ARCH UC		#03 MUD CASTLE	
3 Time	EF						SM	AP	
31	1					ARTHUR THROUGH ARCH		#03 MUD CASTLE	
5 Time	EF						SM	AP	
31	2	3/						#03 MUD CASTLE	
5 Time	EF						SM	AP	
31	3	1/						#03 MUD CASTLE	
4 Time	EF						SM	AP	
32						SET MOVES		#03 MUD CASTLE	
8 Time	EF						SM	AP	
34						SR WINDOW		#03 MUD CASTLE	
2 Time	EF						SM	AP	

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Lighting Design: TOM STURGE

Associate LD: CHRISTIAN DEANGELIS

Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
35						KING SONG		#03 MUD CASTLE	
1 Time	EF						SM	AP	
36						RESTORE		#03 MUD CASTLE	
1 Time	EF						SM	AP	
37						SL WINDOW		#03 MUD CASTLE	
1 Time	EF						SM	AP	
38						KING EXIT		#03 MUD CASTLE	
5 Time	EF						SM	AP	
40		5				TRANSITION		#03 MUD CASTLE	
0.7 Time	EF						SM	AP	
40.1		1				1.4-PLAGUE VILLAGE		#04 PLAGUE VILLAGE	
17 Time	EF						SM	AP	
40.1		2				1.4-PLAGUE VILLAGE		#04 PLAGUE VILLAGE	
14 Time	EF						SM	AP	
45						I AM NOT DEAD YET		#04 PLAGUE VILLAGE	
3 Time	EF						SM	AP	

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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
61						1.5-MUD VILLAGE		#04 PLAGUE VILLAGE	
<u>7</u> Time	EF					POP UPS/LOW FOG ZONE 3	SM	AP	
63						PULL IN		#04 PLAGUE VILLAGE	
<u>22</u> Time	EF					POP UPS ALL	SM	AP	
66						SHAFTS		#02 MOOSE VILLAGE	
<u>3</u> Time	EF						SM	AP	
67						RESTORE		#02 MOOSE VILLAGE	
<u>1</u> Time	EF						SM	AP	
69						PULL IN		#04 PLAGUE VILLAGE	
<u>10</u> Time	EF						SM	AP	
71						LADY OF THE LAKE		#06 LADY OF THE LAKE	
<u>7</u> Time	EF					POP UPS 1, 3	SM	AP	
73						BUILD OUT		#06 LADY OF THE LAKE	
<u>5</u> Time	EF						SM	AP	
75						PULL CTR		#06 LADY OF THE LAKE	
<u>3</u> Time	EF						SM	AP	

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Lighting Design: TOM STURGE
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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
76						LOTL X DS		#06 LADY OF THE LAKE	
<u>4.5</u> Time	EF					POP UPS OUT	SM	AP	
77						MOTHER CTR		#06 LADY OF THE LAKE	
<u>3</u> Time	EF						SM	AP	
78						CHEERLEADERS		#06 LADY OF THE LAKE	
<u>32</u> Time	EF						SM	AP	
79						GIRLS X DS		#06 LADY OF THE LAKE	
<u>1</u> Time	EF						SM	AP	
80						CLAPPING		#06 LADY OF THE LAKE	
<u>0</u> Time	EF						SM	AP	
85						GIRLS X DS		#06 LADY OF THE LAKE	
<u>2</u> Time	EF						SM	AP	
86						GIRLS ON BACKS		#06 LADY OF THE LAKE	
<u>1</u> Time	EF						SM	AP	
87						PULL DC/PATSY		#06 LADY OF THE LAKE	
<u>3</u> Time	EF					POP UPS SL&SR	SM	AP	

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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
88						DC OUT		#06 LADY OF THE LAKE	
<u>2</u> Time	EF						SM	AP	
89		7				BOAT		#06 LADY OF THE LAKE	
<u>4/1</u> Time	EF						SM	AP	
89.1						A/F X DS		#06 LADY OF THE LAKE	
<u>10</u> Time	EF						SM	AP	
91						SONG THAT GOES LIKE THIS		#06 LADY OF THE LAKE	
<u>5</u> Time	EF						SM	AP	
92						X DS		#06 LADY OF THE LAKE	
<u>7</u> Time	EF						SM	AP	
93						X DC		#06 LADY OF THE LAKE	
<u>5</u> Time	EF						SM	AP	
95						X L&R		#06 LADY OF THE LAKE	
<u>4</u> Time	EF						SM	AP	
96						X DC		#06 LADY OF THE LAKE	
<u>3</u> Time	EF						SM	AP	

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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
102						PLAYOFF		#06 LADY OF THE LAKE	
3 Time	EF						SM	AP	
103						BUMP RESTORE		#06 LADY OF THE LAKE	
0 Time	EF						SM	AP	
105						PORTCULLIS IN		#07 KING ARTHUR AND HIS	
17 Time	EF						SM	AP	
106						HISTORIAN DL		#07 KING ARTHUR AND HIS	
3 Time	EF						SM	AP	
107	1					KNIGHTS ENTER		#07 KING ARTHUR AND HIS	
7 Time	EF						SM	AP	
107	2							#08 THE COURT OF	
15 Time	EF						SM	AP	
108						HISTORIAN OUT		#07 KING ARTHUR AND HIS	
3/1 Time	EF						SM	AP	
109						PULL DL CAMPFIRE		#07 KING ARTHUR AND HIS	
3 Time	EF						SM	AP	

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<u>Cue #</u>	<u>Part</u>	<u>Fol</u>	<u>Delay</u>	<u>Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
162						IRIS OPEN		#08 THE COURT OF	
5 Time	EF						SM	AP	
163								#08 THE COURT OF	
4 Time	EF						SM	AP	
165						LOTL SINGS		#08 THE COURT OF	
8 Time	EF						SM	AP	
167						LOTL X DS		#08 THE COURT OF	
7 Time	EF						SM	AP	
170		5				GROUP X DR		#08 THE COURT OF	
5 Time	EF						SM	AP	
170.1						MT OLYMPUS		#08 THE COURT OF	
5/8 Time	EF						SM	AP	
172						PULL DS		#08 THE COURT OF	
5 Time	EF						SM	AP	
174						SLO MO STROBE		#08 THE COURT OF	
0 Time	EF						SM	AP	

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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
185						WINTER		#10 THE QUEST FOR THE	
1 Time	EF						SM	AP	
186		6				CYCLORAMA		#10 THE QUEST FOR THE	
3 Time	EF						SM	AP	
186.4								#10 THE QUEST FOR THE	
4 Time	EF						SM	AP	
191								#11 THE FRENCH CASTLE	
7 Time	EF						SM	AP	
193						1.11 FRENCH CASTLE		#11 THE FRENCH CASTLE	
5 Time	EF						SM	AP	
195						LAPIN DU BOX		#11 THE FRENCH CASTLE	
3 Time	EF						SM	AP	
196						FRENCH IN DOOR		#11 THE FRENCH CASTLE	
3 Time	EF						SM	AP	
198	1					FRENCH THROUGH DOOR		#11 THE FRENCH CASTLE	
3 Time	EF						SM	AP	

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Associate LD: CHRISTIAN DEANGELIS

Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
198	2							#11 THE FRENCH CASTLE	
5 Time	EF						SM	AP	
199						RABBIT OFF		#11 THE FRENCH CASTLE	
5 Time	EF						SM	AP	
200						TAUNTERS REENTER		#11 THE FRENCH CASTLE	
1 Time	EF						SM	AP	
201						COW TOSS		#11 THE FRENCH CASTLE	
3 Time	EF						SM	AP	
202						FRENCH SINGING		#11 THE FRENCH CASTLE	
3 Time	EF						SM	AP	
203						CAN CAN ENTER		#11 THE FRENCH CASTLE	
3 Time	EF						SM	AP	
204						CAN CAN DANCE		#11 THE FRENCH CASTLE	
0 Time	EF						SM	AP	
206						CROSS OVERS		#11 THE FRENCH CASTLE	
1 Time	EF						SM	AP	

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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
208	1					US KICKS		#11 THE FRENCH CASTLE	
3 Time	EF						SM	AP	
208	2					US KICKS		#11 THE FRENCH CASTLE	
3 Time	EF						SM	AP	
210	1					VOCAL		#11 THE FRENCH CASTLE	
0 Time	EF						SM	AP	
210.1						A/F PORTCULLIS IN 1/2		#11 THE FRENCH CASTLE	
5 Time	EF						SM	AP	
211						PULL CTR/FREEZE		#11 THE FRENCH CASTLE	
0 Time	EF						SM	AP	
213	1					RESTORE		#11 THE FRENCH CASTLE	
0 Time	EF						SM	AP	
213	2	3						#01 THE MIGHTY	
5 Time	EF						SM	AP	
214	1					PORTCULLIS IN		#11 THE FRENCH CASTLE	
5 Time	EF						SM	AP	

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Lighting Design: TOM STURGE
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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
214	2	3						-INTERMISSION	
7 Time	EF						SM	AP	
216						INTERMISSION/ PRESET		-INTERMISSION	
.5 Time	EF						SM	AP	
217						US WORKS		-INTERMISSION	
3 Time	EF						SM	AP	
218						HOUSE 1/2		-INTERMISSION	
3 Time	EF						SM	AP	
219						TOP ENTR'ACTE		-INTERMISSION	
3 Time	EF						SM	AP	
220						HOUSE OUT		-INTERMISSION	
3 Time	EF						SM	AP	
221						HISTORIAN SR/ HISTORIAN		-INTERMISSION	
3 Time	EF						SM	AP	
224	4					2.2 EXPENSIVE FOREST		#02 A VERY EXPENSIVE	
5/2 Time	EF						SM	AP	

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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
224.1	1							#02 A VERY EXPENSIVE	
5 Time	EF						SM	AP	
224.1	2	4						-INTERMISSION	
2 Time	EF						SM	AP	
225	2					Ka-CHING!!!		#05 ANOTHER PART OF	
0 Time	EF						SM	AP	
225.1						A/F RESTORE		#05 ANOTHER PART OF	
1 Time	EF						SM	AP	
227								#05 ANOTHER PART OF	
3 Time	EF						SM	AP	
228						KNIGHTS OF NI EXIT		#05 ANOTHER PART OF	
3 Time	EF						SM	AP	
232						LOOK ON THE BRIGHT SIDE		#02 A VERY EXPENSIVE	
6 Time	EF						SM	AP	
233								#02 A VERY EXPENSIVE	
5/7 Time	EF						SM	AP	

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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
250						SUN OUT		#02 A VERY EXPENSIVE	
15 Time	EF						SM	AP	
253						ENSEMBLE EXIT		#02 A VERY EXPENSIVE	
4 Time	EF						SM	AP	
254						SHUBBERY!		#02 A VERY EXPENSIVE	
5 Time	EF						SM	AP	
255						RESTORE		#02 A VERY EXPENSIVE	
3 Time	EF						SM	AP	
256						DANCE		#02 A VERY EXPENSIVE	
.5 Time	EF						SM	AP	
257						PULL CENTER		#02 A VERY EXPENSIVE	
3 Time	EF						SM	AP	
258						BUTTON		#02 A VERY EXPENSIVE	
0 Time	EF						SM	AP	
259		6				THUNDER		#02 A VERY EXPENSIVE	
0 Time	EF						SM	AP	

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Lighting Design: TOM STURGE
Associate LD: CHRISTIAN DEANGELIS

Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
259.1								#02 A VERY EXPENSIVE	
4 Time	EF						SM	AP	
261						MINSTREL SING		#03 SIR ROBIN AND HIS	
3 Time	EF						SM	AP	
264		1.5				LIGHTNING		#03 SIR ROBIN AND HIS	
0 Time	EF						SM	AP	
264.1						A/F		#03 SIR ROBIN AND HIS	
2 Time	EF						SM	AP	
265						BUILD		#04 THE BLACK KNIGHT	
3 Time	EF						SM	AP	
268						FIGHT		#04 THE BLACK KNIGHT	
3 Time	EF						SM	AP	
272		2				LIGHTNING		#04 THE BLACK KNIGHT	
0 Time	EF						SM	AP	
272.1								#04 THE BLACK KNIGHT	
3 Time	EF						SM	AP	

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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
274						US AT DOOR/ LEGS		#04 THE BLACK KNIGHT	
3/5 Time	EF						SM	AP	
275								#04 THE BLACK KNIGHT	
3 Time	EF						SM	AP	
278		40				TRANSITION TO DS		#05 ANOTHER PART OF	
4/2 Time	EF						SM	AP	
278.1								#05 ANOTHER PART OF	
6 Time	EF						SM	AP	
282						FOLLOWSPOT ROBIN		#05 ANOTHER PART OF	
0.5 Time	EF						SM	AP	
283						RESTORE		#05 ANOTHER PART OF	
0.5 Time	EF						SM	AP	
284						KNIGHTS EXIT		#05 ANOTHER PART OF	
5 Time	EF						SM	AP	
285						PULL IN		#05 ANOTHER PART OF	
9 Time	EF						SM	AP	

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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
287								#05 ANOTHER PART OF	
4 Time	EF						SM	AP	
288						MUSIC FASTER		#05 ANOTHER PART OF	
4 Time	EF						SM	AP	
289						X DS		#05 ANOTHER PART OF	
2 Time	EF						SM	AP	
290						OPEN UP		#05 ANOTHER PART OF	
1 Time	EF						SM	AP	
291	1					IN LINE		#05 ANOTHER PART OF	
2 Time	EF						SM	AP	
291	2	1				IN LINE		#05 ANOTHER PART OF	
4 Time	EF						SM	AP	
293						BUILD		#05 ANOTHER PART OF	
2 Time	EF						SM	AP	
295								#05 ANOTHER PART OF	
0 Time	EF						SM	AP	

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<u>Cue #</u>	<u>Part</u>	<u>Fol</u>	<u>Delay</u>	<u>Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
305						KNEES		#06 YET ANOTHER PART	
7 Time	EF						SM	AP	
308						WOMEN ON		#06 YET ANOTHER PART	
2 Time	EF						SM	AP	
310								#06 YET ANOTHER PART	
1 Time	EF						SM	AP	
312								#06 YET ANOTHER PART	
3 Time	EF						SM	AP	
313						ALL SING		#06 YET ANOTHER PART	
2 Time	EF						SM	AP	
314						PORTAL IN		#06 YET ANOTHER PART	
3 Time	EF						SM	AP	
315						ADD FEET		#06 YET ANOTHER PART	
0 Time	EF						SM	AP	
316						STAR OF DAVID		#06 YET ANOTHER PART	
3 Time	EF						SM	AP	

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<u>Cue #</u>	<u>Part</u>	<u>Fol</u>	<u>Delay</u>	<u>Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
328						CONCORD EXIT		#07 ON STAGE AT	
<u>2</u> Time	EF						SM	AP	
329						LOTL ENTRANCE		#07 ON STAGE AT	
<u>3</u> Time	EF						SM	AP	
329.5						SNAP!		#07 ON STAGE AT	
<u>0</u> Time	EF						SM	AP	
330						W/ MUSIC		#07 ON STAGE AT	
<u>6</u> Time	EF						SM	AP	
331						X DR		#07 ON STAGE AT	
<u>2.5</u> Time	EF						SM	AP	
333						X SL		#07 ON STAGE AT	
<u>3.5</u> Time	EF						SM	AP	
334						TO 10 SL		#07 ON STAGE AT	
<u>4</u> Time	EF						SM	AP	
335						X CTR		#07 ON STAGE AT	
<u>2.5</u> Time	EF						SM	AP	

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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
336						HIGH NOTE		#07 ON STAGE AT	
1.7 Time	EF						SM	AP	
337						RKO		#07 ON STAGE AT	
7 Time	EF						SM	AP	
338						BUTTON		#07 ON STAGE AT	
0 Time	EF						SM	AP	
340						TRANSITION		#08 PRINCE HERBERT'S	
3 Time	EF						SM	AP	
342						STOP MUSIC		#08 PRINCE HERBERT'S	
3 Time	EF						SM	AP	
343						SINGS		#08 PRINCE HERBERT'S	
2 Time	EF						SM	AP	
344						STOP MUSIC		#08 PRINCE HERBERT'S	
1 Time	EF						SM	AP	
345						SINGS		#08 PRINCE HERBERT'S	
4 Time	EF						SM	AP	

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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
346						STOP MUSIC		#08 PRINCE HERBERT'S	
1.5 Time	EF						SM	AP	
347						GUARDS ENTER		#08 PRINCE HERBERT'S	
3/5 Time	EF						SM	AP	
348						HERBERT SPEAKS		#08 PRINCE HERBERT'S	
2 Time	EF						SM	AP	
349						LANCE TO HERBERT		#08 PRINCE HERBERT'S	
3 Time	EF						SM	AP	
350	1					SINGS		#08 PRINCE HERBERT'S	
5 Time	EF						SM	AP	
350	2	3						#08 PRINCE HERBERT'S	
5 Time	EF						SM	AP	
351						STOP MUSIC		#08 PRINCE HERBERT'S	
3 Time	EF						SM	AP	
352						KING US		#08 PRINCE HERBERT'S	
5 Time	EF						SM	AP	

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<u>Cue #</u>	<u>Part</u>	<u>Fol</u>	<u>Delay</u>	<u>Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
363						SHIFT		#08 PRINCE HERBERT'S	
2 Time	EF						SM	AP	
364		1.5				SHIMMY		#08 PRINCE HERBERT'S	
0 Time	EF						SM	AP	
364.1						A/F RESTORE		#08 PRINCE HERBERT'S	
1 Time	EF						SM	AP	
366						PULL DS		#08 PRINCE HERBERT'S	
2 Time	EF						SM	AP	
367								#08 PRINCE HERBERT'S	
0 Time	EF						SM	AP	
368						FULL DISCO		#08 PRINCE HERBERT'S	
3 Time	EF						SM	AP	
369		1				FINGERSNAP		#08 PRINCE HERBERT'S	
0 Time	EF						SM	AP	
369.1						FULL DISCO		#08 PRINCE HERBERT'S	
0 Time	EF						SM	AP	

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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
371						BUTTON		#08 PRINCE HERBERT'S	
<u>0</u> Time	EF						SM	AP	
372						PLAYOFF		#08 PRINCE HERBERT'S	
<u>1</u> Time	EF						SM	AP	
373		0.5				RIO DROP DROPS		#08 PRINCE HERBERT'S	
<u>0</u> Time	EF						SM	AP	
373.1						AF		#08 PRINCE HERBERT'S	
<u>3</u> Time	EF						SM	AP	
374						II.9 BRIDGE		#09 A BRIDGE TOO FAR	
<u>0.5/1</u> Time	EF						SM	AP	
375						WITH MUSIC		#09 A BRIDGE TOO FAR	
<u>8</u> Time	EF						SM	AP	
376						ART X SL		#09 A BRIDGE TOO FAR	
<u>6/4</u> Time	EF						SM	AP	
378						ART X CTR		#09 A BRIDGE TOO FAR	
<u>3</u> Time	EF						SM	AP	

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<u>Cue #</u>	<u>Part</u>	<u>Fol</u>	<u>Delay</u>	<u>Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
380								#09 A BRIDGE TOO FAR	
4 Time	EF						SM	AP	
381						AUTHUR X DS		#09 A BRIDGE TOO FAR	
3 Time	EF						SM	AP	
382								#09 A BRIDGE TOO FAR	
4 Time	EF						SM	AP	
383								#09 A BRIDGE TOO FAR	
6 Time	EF						SM	AP	
387								#09 A BRIDGE TOO FAR	
5 Time	EF						SM	AP	
388						BUTTON		#09 A BRIDGE TOO FAR	
0 Time	EF						SM	AP	
390						LOTL BRIDGE		#09 A BRIDGE TOO FAR	
6 Time	EF						SM	AP	
391								#09 A BRIDGE TOO FAR	
6 Time	EF						SM	AP	

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Associate LD: CHRISTIAN DEANGELIS

<u>Cue #</u>	<u>Part</u>	<u>Fol</u>	<u>Delay</u>	<u>Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
403.1						A/F FOSSE		#09 A BRIDGE TOO FAR	
1.5 Time	EF						SM	AP	
405						AMURRIKER		#09 A BRIDGE TOO FAR	
1 Time	EF						SM	AP	
406		3				LIGHTNING		#10 THE KILLER RABBIT	
1 Time	EF						SM	AP	
406.1								#10 THE KILLER RABBIT	
	EF						SM	AP	
407						TIM		#10 THE KILLER RABBIT	
3 Time	EF						SM	AP	
408		2				LIGHTNING		#10 THE KILLER RABBIT	
3 Time	EF						SM	AP	
408.1								#10 THE KILLER RABBIT	
3 Time	EF						SM	AP	
410						BUILD CAVE		#10 THE KILLER RABBIT	
4 Time	EF						SM	AP	

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Lighting Design: TOM STURGE

Associate LD: CHRISTIAN DEANGELIS

Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
411		2				LIGHTNING		#10 THE KILLER RABBIT	
<u>0</u> Time	EF						SM	AP	
411.1								#10 THE KILLER RABBIT	
<u>3</u> Time	EF						SM	AP	
412						RABBIT HILL		#10 THE KILLER RABBIT	
<u>5</u> Time	EF						SM	AP	
413						BORS X SL		#10 THE KILLER RABBIT	
<u>3</u> Time	EF						SM	AP	
416						TIM EXITS		#10 THE KILLER RABBIT	
<u>6/2</u> Time	EF						SM	AP	
418						HOLY HAND GRENADE		#10 THE KILLER RABBIT	
<u>8</u> Time	EF						SM	AP	
420						WITH MUSIC		#10 THE KILLER RABBIT	
<u>3</u> Time	EF						SM	AP	
421						RESTORE		#10 THE KILLER RABBIT	
<u>3</u> Time	EF						SM	AP	

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Lighting Design: TOM STURGE

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Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
422		1.7				EXPLOSION		#10 THE KILLER RABBIT	
<u>0</u> Time	EF						SM	AP	
422.1		1				A/F			
<u>0</u> Time	EF						SM	AP	
422.1		2				A/F			
<u>0</u> Time	EF						SM	AP	
425						ALL IN X LINE		#10 THE KILLER RABBIT	
<u>5</u> Time	EF						SM	AP	
427						FINGER OF GOD		#10 THE KILLER RABBIT	
<u>3</u> Time	EF						SM	AP	
428						GIVIN' THE FINGER		#10 THE KILLER RABBIT	
<u>3</u> Time	EF						SM	AP	
429						PATRON IN AUDIENCE		#10 THE KILLER RABBIT	
<u>2</u> Time	EF						SM	AP	
430		/11				AUDIENCE ONSTAGE		#10 THE KILLER RABBIT	
<u>14/11</u> Time	EF						SM	AP	

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<u>Cue #</u>	<u>Part</u>	<u>Fol</u>	<u>Delay</u>	<u>Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
431						CELEBRATION		#10 THE KILLER RABBIT	
1 Time	EF						SM	AP	
432						RESTORE		#10 THE KILLER RABBIT	
3 Time	EF						SM	AP	
433						PULL CTR		#10 THE KILLER RABBIT	
3 Time	EF						SM	AP	
434						VICTIM BACK TO AUDIENCE		#10 THE KILLER RABBIT	
3 Time	EF						SM	AP	
435						RESTORE		#10 THE KILLER RABBIT	
3 Time	EF						SM	AP	
436						LADY OF THE LAKE		#10 THE KILLER RABBIT	
3 Time	EF						SM	AP	
437						PULL CTR		#10 THE KILLER RABBIT	
6 Time	EF						SM	AP	
438						LOTL WEDDING DRESS		#10 THE KILLER RABBIT	
0.5 Time	EF						SM	AP	

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<u>Cue #</u>	<u>Part</u>	<u>Fol</u>	<u>Delay</u>	<u>Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
439		3				PORCULLIS UP		#11 THE HOLY GRAIL	
3 Time	EF						SM	AP	
439.1	1	2.5						#11 THE HOLY GRAIL	
1 Time	EF						SM	AP	
439.1	2	3						#11 THE HOLY GRAIL	
1 Time	EF						SM	AP	
440								#11 THE HOLY GRAIL	
3 Time	EF						SM	AP	
441								#11 THE HOLY GRAIL	
0 Time	EF						SM	AP	
443						WEDDING MUSIC		#11 THE HOLY GRAIL	
2 Time	EF						SM	AP	
444						HERBERT ENTRANCE		#11 THE HOLY GRAIL	
2 Time	EF						SM	AP	
445						WITH VOCALS		#11 THE HOLY GRAIL	
3 Time	EF						SM	AP	

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Lighting Design: TOM STURGE

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<u>Cue #</u>	<u>Part</u>	<u>Fol</u>	<u>Delay</u>	<u>Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
446								#11 THE HOLY GRAIL	
3 Time	EF						SM	AP	
448						ROBIN ENTRANCE		#11 THE HOLY GRAIL	
1 Time	EF						SM	AP	
449						CHANGE		#11 THE HOLY GRAIL	
3 Time	EF						SM	AP	
451						WEDDING MUSIC		#11 THE HOLY GRAIL	
1 Time	EF						SM	AP	
453						BUMP UP		#10 THE KILLER RABBIT#11	
1 Time	EF						SM	AP	
456						ART & GUIN		#11 THE HOLY GRAIL	
3 Time	EF						SM	AP	
457						RESTORE		#11 THE HOLY GRAIL	
3 Time	EF						SM	AP	
458						PULL TO BLUE		#11 THE HOLY GRAIL	
2 Time	EF						SM	AP	

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Lighting Design: TOM STURGE
Associate LD: CHRISTIAN DEANGELIS

Cue #	Part	Fol	Delay	Link	Block	Label	Placement	Scene	Page
460						RESTORE		#11 THE HOLY GRAIL	
<u>1</u> Time	EF						SM	AP	
462						RKO		#11 THE HOLY GRAIL	
<u>3</u> Time	EF						SM	AP	
463						BUTTON		#11 THE HOLY GRAIL	
<u>0</u> Time	EF						SM	AP	
464	1					BLACKOUT		#11 THE HOLY GRAIL	
<u>0.5</u> Time	EF						SM	AP	
464	2					BLACKOUT		#11 THE HOLY GRAIL	
<u>0</u> Time	EF						SM	AP	
466						BOWS		-POSTSHOW	
<u>1</u> Time	EF						SM	AP	
468						ART ENTRANCE		-POSTSHOW	
<u>3</u> Time	EF						SM	AP	
469						BOW BUTTON		-POSTSHOW	
<u>0</u> Time	EF						SM	AP	

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Lighting Design: TOM STURGE

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<u>Cue #</u>	<u>Part</u>	<u>Fol</u>	<u>Delay</u>	<u>Link</u>	<u>Block</u>	<u>Label</u>	<u>Placement</u>	<u>Scene</u>	<u>Page</u>
471						COMPANY REPRISE		-POSTSHOW	
<u>5</u> Time	EF						SM	AP	
472						SIGNS		-POSTSHOW	
<u>1</u> Time	EF						SM	AP	
473						RESTORE		-POSTSHOW	
<u>1</u> Time	EF						SM	AP	
480						BUTTON		-POSTSHOW	
<u>0</u> Time	EF						SM	AP	
481						PRESET		-POSTSHOW	
<u>5</u> Time	EF						SM	AP	
482	1							-POSTSHOW	
<u>3</u> Time	EF						SM	AP	
482	2	2						-POSTSHOW	
<u>3</u> Time	EF						SM	AP	