

Cue	Part	Time	Follow	Wait	Vid Q	Description
0.5		1				
5		0			1	
10		5			2	Preset
18		14				FTB
	1	4				
	6	5.5		8.5		Mark
	8	5				
20		5				Eric's Room
	2	3				
	8	5				
21		1.5				Eric Change
22		5				Eric Restore
	2	5				Mark
	8	1.5				
22.5		1.5				Cross SL
	2	1.5				Moving Light
	8	.8				Ch. 10
26		3			3	Maxine's US
						DUMMY
						DUMMY
34		4/3			4	Projects Courtyard
38		5			5	Office
42		5/3			6	Hospital
46		10.5			7	Church Meeting Room
	6	5		5.5		Mark
	8	5				
48		3			8	Transit Hot w/ Vid
50		9.5			9	Projects Courtyard

Cue	Part	Time	Follow	Wait	Vid Q	Description
	6	5		4.5		Mark
	8	5				
54		.7			10	Projects Courtyard (COOL - Isaac)
58		5/4			11	Office
59		10				Isaac Song Pull Down
60		4				Restore
62		4			12	Church Meeting Room (Subdued)
66		7.5			13	Hospital
	6	3		4.5		Mark
	8	4/3				
72		1			14	Hospital (COOL)
74		2			15	Hospital
78		4			16	Eric's Room
	2	3		1		
	8	0.5				
82		0.3	0.3		17	EXPLOSION
82.5		11				Auto Follow - Restore Eric's Room
	6	10		1		Mark
	8	0.5				
84		2.5			18	Transit to Projects
86		10			19	Projects Courtyard
	6	5		5		Mark
	8	3/2				
90		0.5			20	Projects Courtyard (COOL - Moms)
94		7.5			21	Projects Courtyard
	6	5		2.5		Mark
	8	1				
98		4.5		2.5	22	Flashback Blue

Cue	Part	Time	Follow	Wait	Vid Q	Description
	1	4				
	6	2		2.5		Mark
	8	2.5/1				
100		4/2				Cube SL
102		5.5			23	Projects Courtyard
	6	2		3.5		Mark
	8	2				
106		3.5			24	Projects Courtyard (COOL - Moms)
	6	2		1.5		Mark
	8	1				
134		4			25	Transit Warm
136		18.5			26	Maxine's
	6	10		8.5		
	8	6/8				
140		14/10			27	Monologue USC
	2	6		0/2		Shins at 80%
	8	14/10				Moving Lights Up
142		15				
144		0.2				Fix. 2 & 5 @ FL
146		10.5		8.5	28	Maxine's Video Mom Monologue - Tite Spec at Cube 4
	6	2				Mark
	8	7				
150		1			29	Maxine's (Invert)
154		15.5			30	Maxine's
	6	10		5.5		Mark
	8	5				
158		1			31	Maxine's (COOL) Tight Special
162		5.5			32	Maxine's

Cue	Part	Time	Follow	Wait	Vid Q	Description
	6	2		3.5		Mark
	8	1				
					33	DUMMY
168		3			34	Hospital
170		10				Build DSR in same tone
	6	2		5.5		Mark
	8	10				
172		1			35	Hospital (COOL)
176		4.5			36	Hospital-8:00 PM
	6	2		2.5		Mark
	8	1				
180		2			37	Transit to Projects
184		5.5			38	Projects Courtyard
	6	2		3.5		Mark
	8	3				
188		7.5			39	Morehouse Blue Off SL Special
	6	5		2.5		Mark
	8	2				
192		7.5			40	Projects Courtyard (DEEP BLUE)
	6	2		5.5		Mark
	8	5				
194		10			41	Soul Aria USL - Projection FTB
196		0				Slow Fade around to just specials and dim cyc glow
197		25				
198		0.4		0.4		Soul Aria Button
	2	0				
	8	0				
200		7.5			42	Office

Cue	Part	Time	Follow	Wait	vid Q	Description
	6	2		5.5		Mark
	8	5/2				
202		1			43	Office (COOL)
204		5			44	Church Meeting Room
208		4			45	Maxine's
210		16.5			46	Maxine's Text Out
	6	8		8.5		Mark
	8	8				
214		10\20				
224		0.5			46.1	Build Cube 4
228		7.5			47	Eric's Room
	6	2		5.5		
	8	2				
230		3			48	Add Spirit Wind
231		1.5			48.1	Restore Eric Room
232		2			49	Office
236		5.5			50	Office (COOL) Shift to Cube 3
	6	2		3.5		Mark
	8	3				
240		12/7		0/2	51	Soul Aria USC - Projection FTB
242		4				
244		0				Button
248		10.5			52	Office
	6	5		5.5		Mark
	8	5/3				
252		1			53	Office (COOL)
256		1			54	Office
260		6.5			55	Projects Courtyard

Cue	Part	Time	Follow	Wait	Vid Q	Description
	6	2		4.5		Mark
	8	3/4				
264		2				Transit to Hospital
268		7.5			56	Hospital
	6	2		5.5		Mark
	8	2				
272		5.5			57	Flashback Cool - Full Stage Cool - Hot at CS
	6	2		3.5		Mark
	8	2/3				
276		8.5				X/F to Off Stage Right Monologue
	6	6		2.5		Mark
	8	3/2				
280		7.5				X/F to Tight Cube 6
	6	6		1.5		Mark
	8	1				
282		1.5				
284		36.5			58	Soul Aria DSR
	6	6		30.5		Mark
	8	20/30				
286		10/5			59	Transit to Bishop - Slow X/F of Slide
	2	4				
	8	10/5				
288		17.5				Church Meeting Room (warm)
	6	2		15.5		Mark
	8	10\15				
290		1			60	Church Meeting Room (subdued)
292		5\12				X/F to Cube 2 - She Sits
294		8			61	Church Meeting Room (warm)

Cue	Part	Time	Follow	Wait	Vid Q	Description
298		12.5			62	Office
	6	10		2.5		Mark
	8	2				
302		5\2			63	Office Cool
310		4/2.5			64	Office
314		5			65	Church Meeting Room
318		5.5			66	Eric's Room
	6	2		3.5		Mark
	8	2\3				
320		8.5			67	Hospital - Bishop
	6	5		3.5		Mark
	8	5/3				
324		4/2.5				Eric X to SL - Boost SL Alley
328		3/2			68	Eric's Room
332		4.5			69	Hospital--LINK TO Q 342
	6	2		2.5		Mark
	8	1				
334		1			71	Hospital (DIM) DUMMY
338		10.5			72	Hospital DUMMY
	6	2		8.5		Mark
	8	8				
342		0.5			73	Hospital (BLUE)
346		6			74	Hospital
350		4/3			75	Maxine's
358		2	6		76	Transit Song - All Walking
358.1		30				
360		23.5			77	Office
	6	15		8.5		Mark

Cue	Part	Time	Follow	Wait	Vid Q	Description
	8	8				
361		10				Singing
362		5				After Singing
364		2			78	Soul Aria USL - Projection FTB
368		14.5			79	Office
	6	10		4.5		Mark
	8	4/3				
372		2			80	Projects Courtyard (Night) 10:00pm
						Follow 10:00 PM out
376		3/2			81	Office
377		0			81.1	Time Stamp - 10:30 pm
380		3			82	Hospital-11:00 pm
384		3		1	83	Eric's Room
388		3\2			84	Projects Courtyard (Roof)
390		5\4				Focus in Tite to Cube 1
392		2/1.5		1.5	85	Office
396		8.5			86	Church Meeting Room
	6	2		6.5		Mark
	8	4				
398		13.5			87	PHONE CALL Isaac/Bishop - Added Cue (Video Trigger)
	6	10		3.5		Mark
	8	1.5				
402		8.5			88	Office
	6	5		3.5		Mark
	8	3/2				
403		2/1				
404		0.5			89	11:45 Video
408		9.5			90	Eric's Room

Cue	Part	Time	Follow	Wait	Vid Q	Description
	6	5		4.5		Mark
	8	3/2				
412		3			91	Cube 4 Jars
416		8.5			92	Eric's Room
	6	2		6.5		
	8	4/3				
420		6/5		.5/0		Shift to CS Special
420.5		7			93	- Video FTB
421		8			93.1	Cacaphony - Flash Bodies
422		6			94	Add Cube Lights Build Eric Float
424		1.5			94.1	BO-Follow To Floating
	6	1		0.5		Mark
	8	0				
428		4			95	TRIGGER FTB VID 95
428.2		0			95.1	Bishop DSR
428.5		0	3		95.2	FTB - Added Cue (Video Trigger)
428.6		0			96	TRIGGER FTB VID 96
432		6.5			96.1	Isaac DSC
	6	5		1.5		Mark
	8	2.5/1.5				
432.5		4.5			96.2	FTB - Added Cue (Video Trigger)
	6	2		2.5		
436		3/1.5			97	TRIGGER FTB VID 97
436.2		0			97.1	Twon DSL
436.5		3			97.2	FTB - Added Cue (Video Trigger)
	6	2		1		Mark
	8	0				
440		4.5				Mr. Rogers X Cube 1 to Cube 5

