



# Cue Sheet

**LIGHTING DESIGNER**

Aaron Crosby

**ASST. LIGHTING DESIGNER**

Dylan Wallace

Tomlinson Theatre

**HAIR: THE AMERICAN TRIBAL**

Temple University

Cue	Time	Wait	Follow	Call	page	Description	Assert	Block	Mark	Notes
1	5			Preshow		Worklights with slight color	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
2	5			With Curtain Speech		House to Half	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
3	5			Directly after Curtain Speech		Worklights fade leaving the back wall and a small glow	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
4	3			#1-1/1-1st Time		Color creates ritual area w/out facelight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With 1st breath
5	2			#1-1/1-2nd Time		Side light is added from the side of the first kiss	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With 1st Kiss
6	2			#1-1/1-3rd Time		Side light added from the other side	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With 2nd Kiss
7	4			#1-1/1-4th Time		Mandala gobo appears over the cast	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With breath in
8	3			#1-1/1-5th Time		LED Kaleidoscope Texture	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With double kiss
9	0			#1-4/1-5th Time		Bump spot on Aquarius Singer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Anticipate "When the moon..."
10	10			#1-19/1		Color spreads to fill stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
12	1			#1-26/4		Facelight comes up	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
14	1.5			#1-35/1		Pulsing from on slot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
16	2			#1-37/1		Pulsing from the other slot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
18	3			#1-44/3		Growth of Movers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
19	5			#1-46/4		Movers spin around tribe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
20	0			#1-54/2		Popping back down to Q9	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With cast's percussive fall
22	2/4			When Claude steps off the box		Studio Spots pick up Claude	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	

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24	3			#1-66/4		Expands back for full cast	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
26	5			#1-69/2		Movers slowly spin around the tribe again	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
28	8			#1-81/1		Stage brightens; Warmer colors added in; Special DS	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With shifting of formation
30	0			#1-96/3		Button	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	With gong
31	2/4		2	Just after the peak of the applause		Into low scene light	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
32	6			Autofollow		Add stronger facelight and expand stage	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
34	8			#2-1/1		Pull in back texture	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
36	1			#2-5/1		Center area is going to warm and brighten up	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
38	3			#2-13/1		Front Gobo comes in with expand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
40	3			#2-25/1-1st Time		Restore Q36	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
42	3			#2-33/2-1st Time		Growing again	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
46	3/6			#2-47/1		Special on the Vertical Truss Right	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With Climbing
48	1			#2-25/1-2nd Time		Effects	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
50	3			#2-33/1-2nd Time		Effect changes to a slow pulse	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
52	3			#2-58/1		Pulse speeds up	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
54	3			#2-66/1		Effect with moving lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
55	5			#2-78/1		Lights fade down to foundation look	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
56	3/4			#3-2/1		Pulse 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
57	4/3			#3-3/1		Pulse 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
58	3.5			#3-4/1		Pulse 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
59	3/4			#3-5/1		Pulse 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
60	3/4			#3-5/3		Pulse 5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

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61	4			#3-6/1		Pulse 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
62	4/5			#3-6/3		Pulse 7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
63	3/5			#3-7/1		Pulse 8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
64	4			#3-7/3		Pulse 9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
65	2/5			#3-8/1		Pulse 10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
66	4			#3-8/3		Pulse 11	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
67	3/4			#3-9/1		Pulse 12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
68	4			#3-9/3		Pulse 13	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
69	3/4			#3-10/1		Pulse 14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
70	8			#3-10/3		All lights slow fade	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
71	0		.5	#3-13/1		Bump Rock lights w/ pull out to get back to	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
72	6			Autofollow		Create church look	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
73	3			With "Oh, your rosary..."		Add facelight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
74	6			With Woof stepping off the block		Expand DS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
76	3			#4-1/1		Brighten, but leaving mysterious	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
78	5			#4-12/1		Shaft of light; Enlightenment	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
79	0			Musical Button		Button	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
80	3			Anticipate "My name is Neil..."		Into scene light	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
82	3			Anticipate "Cockadoodledo"		Facelight fades; McCandless Gobos take over	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
83	2/4			#5-1/1-1st Time		Tribal Dance Lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
84	0			#5-1/4-Last Time		Bump to low lights around the edge, popping HUD	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With cast's percussive collapse
86	5			#5-2/1		Expand for song lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

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88	3			#5-17/1		Brighten	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
90	0		.5	#5-26/3		Bump	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
90.5	1			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
91	0		.5	#5-27/3		Bump	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
91.5	1			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
92	0		.5	#5-28/3		Bump	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
92.5	1			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
93	0		.5	#5-29/3		Bump	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
93.5	1			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
94	4/6			With final "So you say..."		Fade to Scene lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
96	1/3			With Claude's "Cockadoodledo..."		Add Scaffolding lights and shift to cool lights on stage	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
98	5			Vis: Claude moving		Song lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
100	3			Vis: Claude climbing down		Expand Scaffolding lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
102	3/6			#6-21/1		Build scene in bath tub	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
104	20			#6-29/1		Expand to lead cast across stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
106	0			#6-42/1		Button	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
108	3			Anticipate "And I'm the Imperial..."		Scene lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
110	15			#7-2/4-Last Time		Build towards white/bright	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With "I'm black..."
112	5		9	#7-14/4		Fade down to foundation look	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
114	5			Autofollow		Bring in color	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
116	2			#8-2/2 and		Look 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
118	1			#8-12/2 and-1st Time		Look 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

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120	2			#8-12/2 and-2nd Time		Look 3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
122	6/8			#9-1/1		Build Dead End using color in CS strip	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
124	6			#9-13/1		Add Side lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With sitting/ "Keep out..."
126	4/7			#9-25/1		Expand angles/area for quartet	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With Paige and Aaron moving DS to sit with Travis and Jaela
128	7			#9-38/1		Slow build of stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With all black tribe members standing
129	0			#9-38/4		Button	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	On "D" of last "...my friend"
130	2/3			Anticipate "It's Joan..."		Pull Color	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
132	1/4			Gathering for Sheila Chant		Sheila Chant	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Measure 1: Beat 1
134	4/3			#10-2/1-1st Time		Build color soft	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
136	2			#10-3/3-Last Time		Add facelight	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With "I believe..."
138	3			#10-22/1		Drop all color; Catch with all movers and	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
140	.5/4			#10-27/4		Restore 136	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With "I believe..."
142	0			#10-35/3		Button	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	On "Yeah!"
144	3			Chant-1/1		Color Shift	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
146	4/8			Chant-5/1		Chant lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Full Cast "Peace Now!"
150	7			#11-1/1		Color shift	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
152	3			#11-3/3 and		Add in visibility	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
153	3			#11-14/1		More broken	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
154	3			#11-23/1		Sequencing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
155	2		1.4	#11-34/1		Pulse 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
155.5	0			Autofollow		Restore	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
156	1.4		1.4	#11-35/1		Pulse 2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

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156.5	0			Autofollow		Restore	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
157	1.4			#11-36/1		Pulse 3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
159	0			#12-1/1-1st Time		Drop color; Dim stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
160	5			#12-3/1		Specials for Air	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
161	0			#12-27/4		Button	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
162	5/7			As Jeanie climbs out of the barrel		Scene light	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
163	0		1	With magical chord		Magic Spot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
164	3/2			Autofollow Q163		Restore Scene light	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
165	3/2		2.5	With "Stand clear..."		Pull brightness to prepare	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
166	5/10			Autofollow		Build train car	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
167	1			#13-3/1		Visibility light	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
168	3			#13-11/1		Trip	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
169	0/2			#13-19/1		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
170	3			#13-21/2		Trip	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	With Final "L-B-J"
171	8/11			#14-1/1		Explode Trip to the rest of the stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
174	0			Anticipate "Ugh, I'm beat..."		Shift to scene lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
176	3			#15-Bell Tone		Add song color	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With bell tone
178	2/3			With Claude's unfreeze and turn		Brighten for visibility	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
180	3			#15-9/1		Add in scene lights (dual quality)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
182	0			#15-20/4		Drop song lights	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	With music out
184	7			#16-1/1		Build back to glorified Manchester look	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
186	0			#16-8/3		Bump back to bland scene lights	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	With hit of Newspaper

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190	3/15			#17-1/1		Bring in cool colors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
192	6			#17-12/1		Shift to warm colors	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
194	6			#17-23/3 and		Brighten stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
196	8			#17-28/3 and		Expand to include tribe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
198	.5			#17-45/1		Effect comes in; Up and down the rock wall	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Effects on Full Cast "Life!"
200	3			#17-67/1		Slow build of all rock lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
201	0			With Cut-Off of #17-67/4		Scene lights take over	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
202	7/5			#17-69/1		Bring back in cool colors from Q190	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
204	6/4			#17-73/3		Bring back church language from Sodomy	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
205	0			End of #17		Button	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
206	6/4			After "AMEN..."		Scene lights	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
208	3			Anticipate "He entered..."		Scene DS; Color fill; Spot UCS	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
210	2/4			After "Dismissed!"		Expand stage for group scene; Keep oddity	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
212	5/3			#18-Bell Tone		Add color	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
214	7			#18-5/1		Drop scene lights and bring up song facelight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
216	0			#18-19/3		Fade to color	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Anticipate the Dialogue
218	2			#18-21/1-1st Time		Explode back to color	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
220	3			#18-37/3-1st Time			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
222	0			#18-43/3		Restore Q216	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
224	3			#18-21/1-2nd Time		Restore Q218	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
226	3			#18-37/3-2nd Time		Zombie moment	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
228	7			#18-45/1		Zombie color expands	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

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230	3			#18-56/2 and		Slow build for end	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
231	3			#18-61/1		Button Fade	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
233	3/2			Anticipate "I am the son..."		Facelight on Scaffolding	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
234	3			With Claude's cross to stage		Expand facelight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
235	0			#19-2/1		Crazy disco lighting;	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	After "Everybody Twist..."
236	.5			With "Claude...Claude..."		Scene light	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	A Beat after #19
238	1.5/3			With "The draft..."		Shift to odd moment DC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
240	1			After "That's it..."		Restore Q236	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
242	2			Anticipate "May I ask you..."		Bring up front of audience	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
244	5			With "Yes. Come up...."		Brighten area that M. Mead is standing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
250	2			#20-1/1		Bring in saturate color for song	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
252	8			#20-2/1		Pull out the scene lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
254	1			#20-9/1		Add light US where tribe is; Sides	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
256	.5			#20-17/1		Pull in back glow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
258	1/2			#20-21/4		Accent US with Focus DS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
260	0			#20-30/1		Spread across stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
262	6/5			#20-35/1		Focus DS with Accent US	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
264	0			#20-44/4		Drop Color	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
266	.5			#20-49/1		Bring back in color DS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
268	3			#20-51/3 and		Fill with color	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With Piccolo
270	15			#20-53/2			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
272	3			#20-61/1			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	



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274	0			#20-63/1-1st Time		Effect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
275	.5			With Drum Break		Full on Ballyhoo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
276	0			On restore to Measure 63		Restore Q274	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
277	1/5			#20-71/1-1st Time		Restore Q244; W/ House acting	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Anticipate "Oh you little poptarts..."
278	0			#20-72/2		Halo effect for Choir	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With "Hallelujah..."
280	5			With #20 out		Lose Accent lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
282	5/8			#21-1/1		Shift color	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
284	2			#21-3/1		Add facelight	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
286	5/3			#21-21/4 and			<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
287	0			#21-21/4 and		Button	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
288	3			#21-22/4		Brighten for Picture	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Resolve out of the button
289	3/4			After "Oh, fuck you..."		Shift to Scene lights	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
290	3			#22-1/1-1st Time		Sheila Chant	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
292	0			Button of Sheila Franklin		Spots all where Sheila should be	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
293	3			Beat after Q292		Expand scene lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
294	3			Anticipate "This is how it is..."		Odd DS moment	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
296	3/2			Anticipate "Hey let's go to the park..."		Restore Q293	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
300	3			#23-1/1		Color shift to song lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
302	3			#23-3/1-1st Time		Add facelight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
304	5/3			#23-11/1-1st Time		Intensity grows and warms red a little	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
306	3			#23-11/1-2nd Time		Shift DC	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
308	10/7			#23-20/1-2nd Time		Intensity falls and tightens in DS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Cue	Time	Wait	Follow	Call	Page	Description	Assert	Block	Mark	Notes
309	5			#23-32/1-2nd Time		Intensity falls and tightens in DS	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	On the "n" of "...No"
310	0			With conclusion of Easy to Be Hard		Button	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
312	2		6	With Berger's entrance		Crossfade to scene lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
314	15/2			Autofollow		Bring in some of trip colors	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
316	3			Visual of flag raising		Facelight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
318	4			With "Help...."		Fade	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
320	3.5		3	#25-1/1		Shift color for song lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
321	10			Autofollow		Complete warm and brighten for song	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
322	3			After flag is completely folded		Pull out the area that the flag had been	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
325	0			#25-53/1		Button	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	On "ha" of "...Yee-ha"
330	1.5/4			With Griffin's kick of the flag		Shift to scene light	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
332	2			With "Come to the Be-In..."		Add house lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
334	6			After Claude's exit and with "He loves me..."		Pull in a little	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
336	3/5			#26-1/1		Color shift for song	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
338	7			#26-18/4		Add some passion and warmth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
340	5			#26-35/1		Pull back	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
342	5/7			#26-47/1		Isolate and brighten	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
343	0			#26-47/1		Isolate and brighten	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	With Musical Button
346	3/5			#27-1/1		Sculptural lighting for dance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
348	4/2			#27-9/3		Add in aisles for entrance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
350	3			#27-18/1		Brighten	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
351	1/3			#27-26/1		Halo Operatic singer	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With beginning of descant

Cue	Time	Wait	Follow	Call	Page	Description	Assert	Block	Mark	Notes
352	3			#27-43/1-1st Time		Start ad ding trip	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
354	3			#27-51/1		Trip at full force	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	On 'T' of "...Tune in..."
355	1			With "Omm", anticipating Dialogue		Dim stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
356	0			After Dialogue, anticipating vocal restore		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
357	.5			With "Omm", anticipating Dialogue		Dim stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
358	0			After Dialogue, anticipating vocal restore		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
359	.5			With "Omm", anticipating Dialogue		Dim stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
360	0			After Dialogue, anticipating vocal restore		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
361	.5			With "Omm", anticipating Dialogue		Dim stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
362	0			After Dialogue, anticipating vocal restore		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
363	1			With "Omm", anticipating Dialogue		Dim stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
364	0			After Dialogue, anticipating vocal restore		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
365	1			With "Omm", anticipating Dialogue		Dim stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
366	0			After Dialogue, anticipating vocal restore		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
380	1			#27-74/3		To full sequencing	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With "Take Trips..."
385	3			#27-98/3		Color shift	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
390	3			#27-115/1		Color shift	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
392	8/10			When cast hits DSC arrow formation		Focus on arrow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
394	2/5			Breaking the DSC arrow		Strong warmth; little facelight;	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
395	6			With "Burn it Berger..."		Really heat up the stage and focus CS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
396	3			With Aquarius Reprise		Bring us back to foundation Aquarius look	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
398	0			#28-1/1-1st Time		Cool lights break through the foundation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Cue	Time	Wait	Follow	Call	Page	Description	Assert	Block	Mark	Notes
400	3			#28-3/1-1st Time		Add facelight	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
402	7			#28-11/2		Warmth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
404	5/3			#28-19/1		Expand to include tribe, but going cooler	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
406	3			#28-27/1		Color on parachutes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
408	7			#28-35/1		Isolate Claude leaving only parachute lights US	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
410	8			#28-43/1		Brighter DS; Less US	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
412	6			#28-45/1		Shift US Isolate further DS	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
416	2			#28-56/2		Naked lights	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	With "d" of "...Freedom"
418	0			Beat after Q416		Blackout	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	When Music Stops
420	3			When stage is clear		Intermission Look	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
501	3			Stage Manager's call		House to Half	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With first huddle
502	3			Stage Manager's call		House Out	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With second huddle
505	3/4			With pitch pipe		Fade down	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
506	3			#29-4/2		Establish quartet look	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
507	0		.5	#29-39/1		Button for Quartet	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
508	1			Autofollow		Bring in warmth of rock lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
510	0			#29-45/1-1st Time		Brighten Section	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
510.5	4			Visual of leaving spot		Brighten Section	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
511	3			#29-41/1-2nd Time		Start Effect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
512	0			Visual of Patrick pulling the plug		Drop Effect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
513	0			Visual of Patrick plugging cord back in		Start Effect	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
514	0		.5	Peak of Patrick's scream		Bright Blast	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With SFX "Explosion"

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514.5	0		.5	Autofollow		Explosion Effect	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
515	.25			Autofollow		Blackout	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
516	4			#30-1/1		Blue Glow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
518	5			#30-3/1		1st Side	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
519	3			#30-4/1		2nd Side	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
520	3			#30-5/1		Mosaic lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
521	3			#30-8/1		Down Light	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
523	3			#30-10/1		Shifting color of mosaic lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
524	3			#30-15/1		Add something	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
525	0			#30-17/1-1st Time		Studio Color 1	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With first "Appear..."
526	0			#30-17/3-1st Time		Studio Color 2	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With second "Appear..."
527	0			#30-18/1-1st Time		Studio Color 3	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With third "Appear..."
528	0			#30-18/4 and-Final Time		Bump to Studio Spots	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With fourth "Appear..."
529	0			#30-18/4 and-Final Time		Bump to Studio Spots	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With last "Appear..."
530	3			#31-1/1		Shift to Frantic lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
532	0		1	#31-13/1		Soften and reveal Claude	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	With "That's me..."
534	2/4			Autofollow		Shift to scene lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
536	3/4			#32-1/1-1st Time		Adding of color for song	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
538	5			#32-3/1		Bring in accent for each group	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	When trio hits their places
540	2			#32-5/1-1st Time		Bring up facelight	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
542	1/3			#32-13/1-1st Time		Shift for brighter isolation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
544	2/3			#32-5/1-2nd Time		Expand/shift color	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	

Cue	Time	Wait	Follow	Call	Page	Description	Assert	Block	Mark	Notes
546	2/3			#32-13/1-2nd Time		Shift for brigher isolation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
548	2.5			#32-16/3-2nd Time		Further isolation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
550	.5/1			#32-28/3		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
552	6			#32-30/1		Grow in intensity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
554	0			#32-32/3		Button	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	On "b" of final "Boys"
555	2/4			#33-1/1-1st Time		Shift to White Boys language	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
558	0			#33-2/1-1st Time		Bring up facelight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
560	3/5			#33-6/1-1st Time		Create runway	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
562	3			#33-11/1		Crossfade DSR	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
564	3			#33-15/1		Crossfade DSL	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
566	3/7			#33-19/1		Restore DSC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
568	1			#33-27/1-1st Time		Brighten	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
570	5			#33-27/1-2nd Time		Brighten	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
572	3			#33-36/1		Crossfade DSR	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
574	3/4.5			#33-40/1		Crossfade DSL	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
576	2/3			#33-44/1		Expand	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
578	6			#33-55/1		Mix Black and White language	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
580	2/3			#33-60/1		Slow brighten	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Anticipate "Mixed Media..."
581	0			#33-64/1		Button	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
582	2/4			Anticipate "Hud, let's lock..."		Scene lights with pop for Claude	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
586	5			#34-1/1		Pulse brighter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
588	6			#34-5/1		Pulse leaves back to scene light	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Cue	Time	Wait	Follow	Call	Page	Description	Assert	Block	Mark	Notes
590	7			#34-9/1		Scene light dims	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
592	7			#34-13/1		Front light dims even further	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
594	3			#34-15/1		Warm up the stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
596	8			#34-17/1		Glass gobo builds	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
598	18			#34-21/1		Effect with downlights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
600	0			#34-51/1		Mosaic Color effect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
602	5/3			#34-69/1-1st Time		Stop effect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
604	8			#34-69/1-2nd Time		Grow intensity	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
605	3/5			#34-77/1		Focus CS Aisle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
606	3/7			#34-81/1 and		Expand to tribe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
607	1.5/2		2	#34-85/1		Pulse 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Anticipate "Wide!"
607.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
608	1.5/2		2	#34-86/1		Pulse 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Anticipate "Wide!"
608.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
609	2.5/1			#34-87/1		Pulse 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Anticipate "Wide!"
610	1			After resolve of "d" in "Wide!" the final time		Blackout	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Hold for a purposeful BLACK shifting into "The Trip"
612	3			After the music has ended		Strobing of Movers focused on helicopter box	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With SFX "Helicopter"
614	3			With last soldier jumping		Strobing stops and stage expands	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
616	1.5			With soldiers rising to floating positions		Stage Brightens	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With SFX of parachute
618	5/2			With "I'm hanging loose..."		Shift of color going into the woods	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
619	3			With Shiela's entrance		Mood lightens	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
620	3			When Sheila turns into a monkey		Agression takes over with gobos and color	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	

Cue	Time	Wait	Follow	Call	Page	Description	Assert	Block	Mark	Notes
622	3			#35-1/1		Color shift; Classic American	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	On first "Revolution"
624	6/2			#36-1/1		Color shift	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
625	4/7			Anticipate "Friends, mah friends..."		Shift to pseudo-scene light	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	After Indians' exit
626	3			With "Forward Harch..."		Fade down	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
627	3			#37-1/1-1st Time		Color shift to Minuet	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
628	3			With Claude stopping his dance		Draw Claude out of the Crowd	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
629	0		.5	With Berger's 1st hit		Pulse 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
629.5	1.5			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
630	0		.5	With Berger's 2nd hit		Pulse 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
630.5	1.5			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
631	0		.5	With Berger's 3rd hit		Pulse 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
632	4/0			Autofollow		Shift to sinister lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
633	3			With "Walla-Walla..."		Saturation for African Drums	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
634	3			#39-1/1		Loose some saturation for start of Abie Baby	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
636	3/5			#39-3/1		Add face light	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
638	.5			#39-23/3		Tighten in and shift to cooler Doo-wop colors	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
640	3			#39-24/1		Pull out Lincoln	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Anticipate Lincoln's speech
642	3			#39-28/1		Add warmth and depth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With "Happy Birthday..."
644	0			#39-31/4		Pop movers on Lincoln	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With "Bang!"
645	1/3			With "Bang?..."		Fades as she steps off box	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
646	3			#39-32/3		Color shift to cover stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With Gong
648	3			#40:41-13/1		Add facelight	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With "Om, om on the range..."



Cue	Time	Wait	Follow	Call	Page	Description	Assert	Block	Mark	Notes
650	3			#40:41-26/1		Grow Intensity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	After "Ahh. Water..."
652	3			#40:41-32/1		Shift to Nuns w/ bland rest of the stage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With "Hail Mary..."
654	3			Drums		Red out for setting places	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
655	3			#40:41-38/1		Color shift for war	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
656	3			#40:41-44/1		Addition	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
656.5	3			#40:41-46/1		Grow intensity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
657	0		.35	#40:41-48/1		Blast 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With Visual "Recoil of the gun"
657.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
658	0		.35	#40:41-51/4 and		Blast 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With Visual "Recoil of the gun"
658.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
659	0		.35	#40:41-54/1		Blast 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With Visual "Recoil of the gun"
659.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
660	0		.35	#40:41-58/2 and		Blast 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With Visual "Recoil of the gun"
660.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
661	3			#40:41-63/4 and		Color Shift to cooler colors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With start of crawl
662	0		.35	#40:41-69/1		Blast 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With Visual "Recoil of the gun"
662.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
663	0		.35	#40:41-71/4 and		Blast 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With Visual "Recoil of the gun"
663.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
664	1.5			#40:41-73/1		Color Shift	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Throw of grenade
665	0			#40:41-75/1		Explosion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Paige explodes from grenade
665.5	0		.35	#40:41-77/1		Blast 7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With Visual "Recoil of the gun"

Cue	Time	Wait	Follow	Call	Page	Description	Assert	Block	Mark	Notes
?	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
666	0		.35	#40:41-78/1		Blast 8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With Visual "Recoil of the gun"
666.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
667	2			#40:41-38a/1		Color shift return to Q656	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
668	0			#40:41-43a/4 and		Strobing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
669	0			#40:41-81/4 and		Blackout	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
670	7			#40:41-83/1		Fade up for Roll Call	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	With SFX whistle
672	3			With "Claude Bukowski..."		Something from the back to signify ghostish	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
674	3/5			#40:41-91/1		Brighter, more fun colors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
676	3			#40:41-105/1		Effect for the siren	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
677	0		.35	#40:41-106/3		Blast like gunfire	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
677.5	0		5	Autofollow		Effect Spreading	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
678	3			Autofollow		Black out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
680	3			#42-1/1		Slow up	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
682	0		0	#42-3/1		Effect of explosions	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
683	0			Autofollow		Effect of explosions	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
684	3			#42-13/1		Add stage lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
686	1/5			#42-19/1		Brightening	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
688	0			#42-27/1		Lights go way down except back lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
690	1.5/3			#42-43/1-1st Time		Bright and happy party	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
691	1			#42-43/1-2nd Time		Full Blown Party	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
692	0		.35	#42-61/1		Explosion 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Cue	Time	Wait	Follow	Call	Page	Description	Assert	Block	Mark	Notes
692.5	1			Autofollow		Fade to lower sculptural lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
693	0		.35	#42-63/1		Exposion 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
693.5	1			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
694	0		.35	#42-65/1		Explosion 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
694.5	1			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
695	0		.35	#42-67/1		Explosion 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
695.5	1			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
696	0		.35	#42-69/1		Explosion 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
696.5	4			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
698	2/4			#43-1/1		Pull out gobos; Color shift	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
700	7			#43-29/1		Brighten DS	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	With their plant DSC
702	3			#44-1/1		Color shift with pulsing mosaic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
704	4/6			#44-5/1		Mosaic stops shifting	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
706	6			#44-9/1 and		Color warms and intensity brightens	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
708	1.5/2		2	#44-13/1		Pulse 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
708.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
710	1.5/2		2	#44-14/1		Pulse 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
710.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
712	2			#44-15/1		Pulse 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
713	1			With Vocal Cut-off		Blackout	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Hold the Blackout a little longer
714	3			With Claude waking up		Shift to scene light	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
716	14			With "p" of "Zap..."		Brighten as tribe wakes; SLOW	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With SFX clock striking one

Cue	Time	Wait	Follow	Call	Page	Description	Assert	Block	Mark	Notes
718	25			With "Tomorrow morning at dawn..."		Spread	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
720	3			#45-1/1		Build foundation for Starshine	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
722	3			#45-10/2-1st Time		Pop Sheila	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	When Shiela sitting down
724	3			#45-19/1-1st Time		Expand to stage	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
726	3			#45-30/2-1st Time		Crossfade back DS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
728	3			#45-19/1-2nd Time		Restore Q724	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
730	6			#45-32/1		Focus in DSC; Really warm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
732	0/3			#45-50/4 and		Button	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
734	3/5			#46-59/1		Cool off and bring back Aquarius foundation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
736	18			When cast leaves		Down on stage	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
738	5			With Claude's turn		Sculpt Claude	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
740	0/5			With "I'm human being..."		Pop Claude with Spots	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
742	3/5			#47-1/1-1st Time		Build color for song	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
744	0		.35	#47-7/4		Blast 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With 1st Gunshot
744.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
746	0		.35	#47-9/4		Blast 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With 2nd Gunshot
746.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
748	0		.35	#47-11/4		Blast 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With 3rd Gunshot
748.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
750	0		.35	#47-13/4		Blast 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With 4th Gunshot
750.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
752	0		.35	#47-15/4		Blast 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With 5th Gunshot

Cue	Time	Wait	Follow	Call	Page	Description	Assert	Block	Mark	Notes
752.5	0			Autofollow		Restore	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
753	0		.5	#47-17/4		Blast 6 with strobe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With 6th Gunshot
753.5	0		1.5	Autofollow		Isolation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
754	3		1.5	Autofollow		Snow starts and color shift	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
756	13/3			Autofollow		Add Warm protest lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
758	3/5			Anticipate "Sheila, Sheila..."		Lights calm slightly for scene	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
760	3			With "I'm right here..."		Ghostly lights for Claude	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
762	3			Anticipate "Like it or not..."		Other lights fade out	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
764	3			#48-1/1-1st Time		Color shift to song	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
766	5/7			#48-16/1		Shift to scene lights	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Anticipate "Berger, I feel like..."
768	3			#49-1/1		Focus DS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
770	3			#49-5/1		Expand to Tribe	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
772	3			#49-19/4 and		Color shift	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
774	5/3			#49-26/1		Pull focus DS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
776	5			#49-34/1		Brighten	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
778	3			#49-42/1-1st Time			<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
780	7/5			With first people leaving DSC arrow			<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
782	10			With Shiela and Paige leaving DSC			<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
786	3			After #49-48/1-Final Time			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	On last "...in"
788	3			Beat after song ends		Blackout	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
790	3			Stage Managers Call		Curtain Call	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4 Counts after BO
791	3			When the first person breaks		Aisles up	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Cue	Time	Wait	Follow	Call	Page	Description	Assert	Block	Mark	Notes
792	5			Stage Managers Call		House Up	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	With Cast's exit
795	3			Board Op. Call		Home All Fixtures	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Work Lights must be turned first