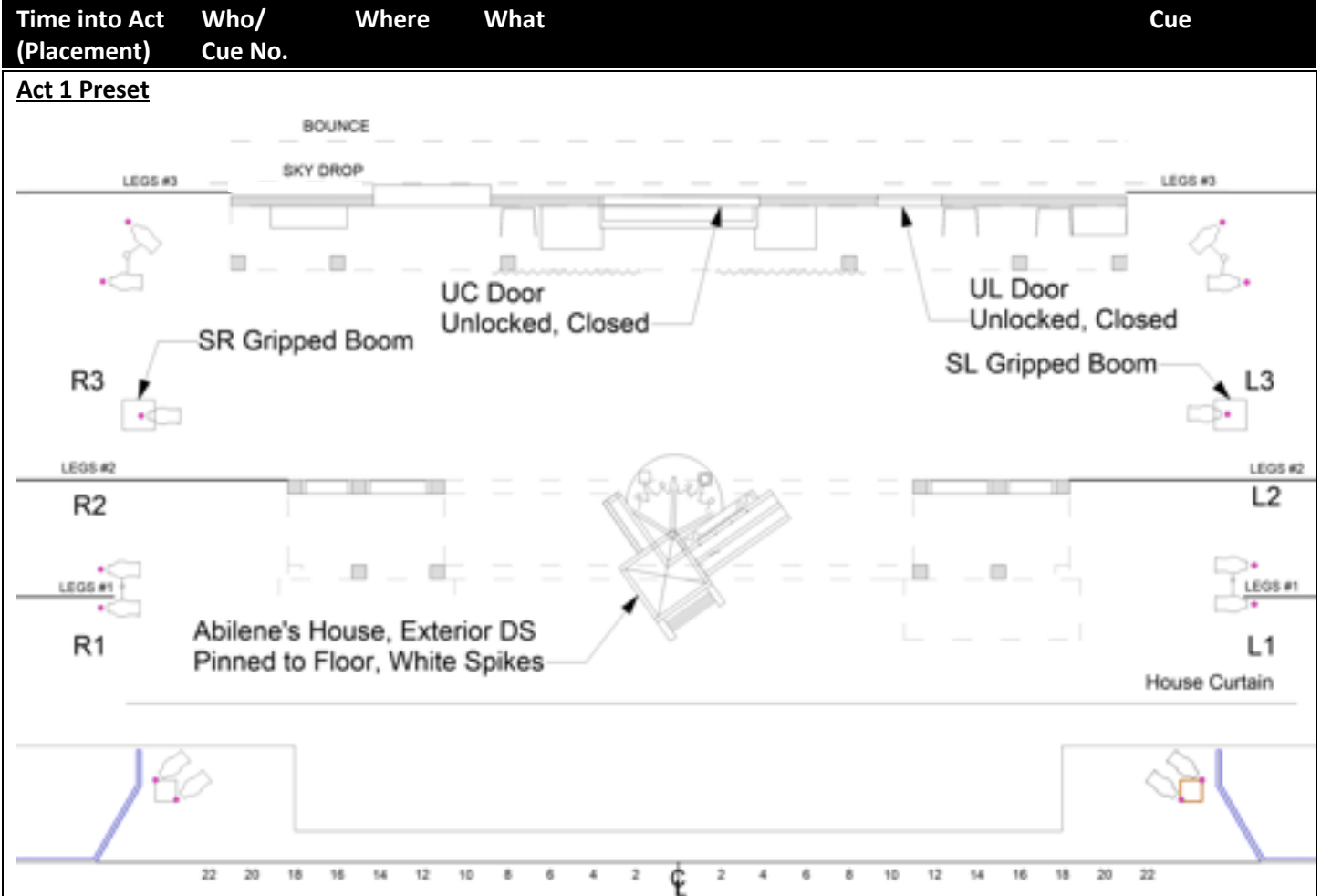


Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
Top of Show Preset	Deck	Onstage	Abilene's House PINNED, Exterior DS (White Spikes) UC & UL Door Closed, Unlocked	
		SL	3 Queen Mary Railing Pieces (disassembled) SL Corn Unit (Dress Corn Stalks vertically, as needed) Streetlamp Miniature Abilene House Rolling Stairs Doll Shop Storefront Doll Shop Platform Service Truss w/ Costume Rigs (IN Low)	
		SR	Shack Junkpile SR Corn Unit (Dress Corn Stalks vertically, as needed)	
	Rail	Onstage	LS 2 – House Curtain IN Low LS 4 – Leaves IN Low (for prop preset), OUT High (w/ leaves loaded) LS 5 – DS BOC IN Mid LS 11 – Legs #1 IN Low LS 20 – Legs #2 IN Low LS 32 – Beam Hangar IN Low LS 40 – Back Wall IN Low LS 41 – Back Wall IN Low LS 44 – Back Wall IN Low LS 45 – Back Wall IN Low LS 46 – Legs #3 IN Low LS 51 – Sky Drop IN Mid LS 58 – Bounce IN Mid	
	Electrics	Onstage	Check/Replace Batteries <ul style="list-style-type: none"> <li>Abilene House</li> <li>Christmas Tree</li> </ul>	
		SR	SR Gripped Boom on spike SR Scene 1-4 Boom Stored (unplugged) Check/Replace Batteries <ul style="list-style-type: none"> <li>Small &amp; Large Handheld Star (1 each)</li> <li>Shack (3 batteries: 2 – lights, 1 – fogger)</li> </ul> Check/Refill Fog Fluid in Fogger on Shack in Chimney	
		SL	SL Gripped Boom on spike SL Scene 1-4 Boom Stored (unplugged) Check/Replace Batteries <ul style="list-style-type: none"> <li>Fish Stick</li> <li>Medium Handheld Star</li> <li>Streetlamp</li> <li>Miniature Abilene House</li> </ul>	
		UC	Check/Replace Batteries <ul style="list-style-type: none"> <li>Abilene's Bed/Side Table Lamp</li> <li>Fire Barrell</li> <li>Side Crate w/ Oil Lamp</li> </ul> Roving Spotlight Stored UC	

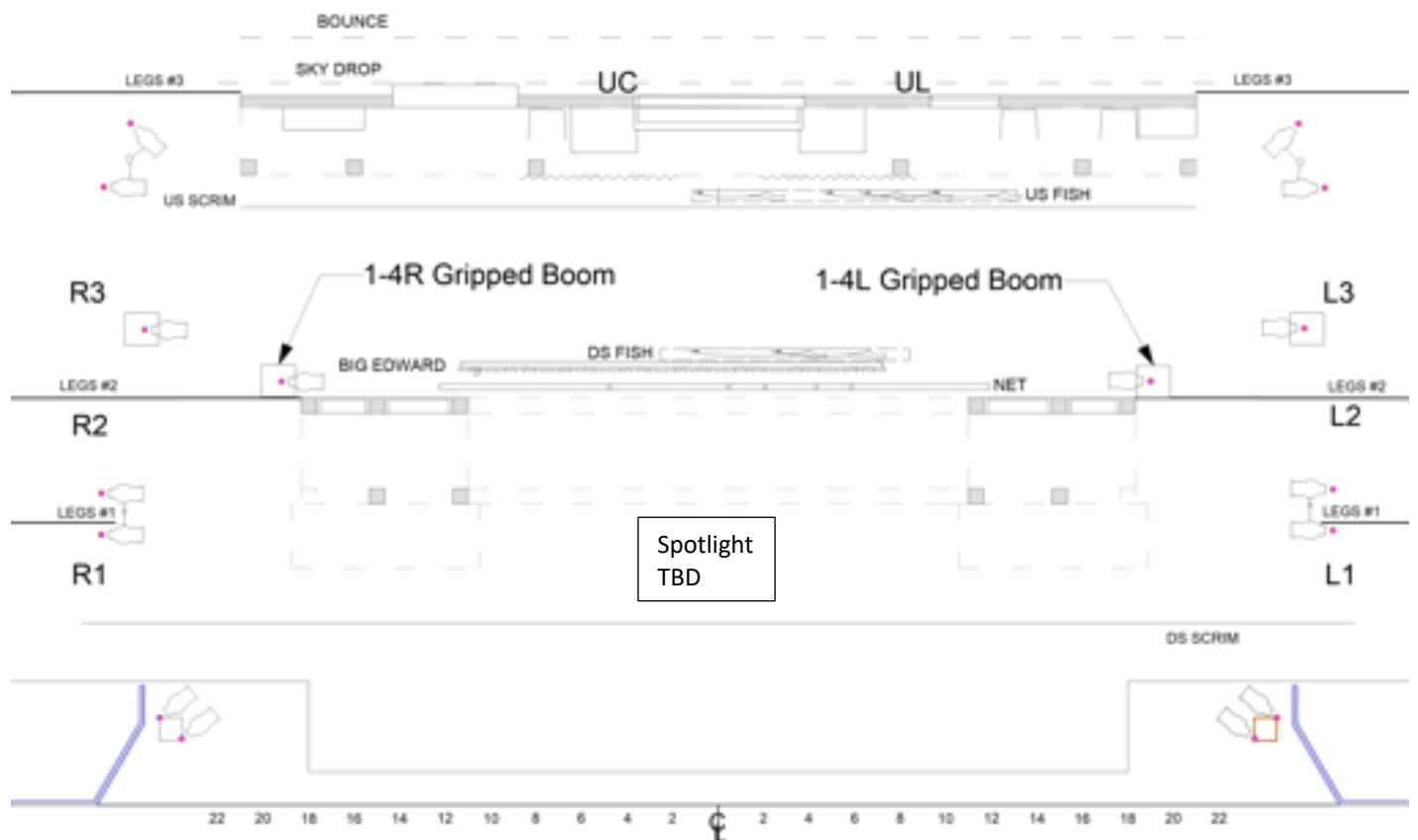


Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
<b>ACT 1 (55:00)</b>				
<b>1-1 – Abilene’s Home (6:50)</b>				
0:13 (1/2/2)	Rail Q 1	Onstage	LS 2 – House Curtain OUT High (Fast)	Red Rail Light
0:35 (1/3/5)	Artists	Onstage	ROTATE Abilene’s House 180° CW End: Interior DS, on Brown Spikes	---
6:10 (19/1/2)	Artists	Onstage	ROTATE Abilene’s House 180° CCW End: Exterior DS, on White Spikes (Christmas Tree Removed, Bed Added)	---
	Deck Q 2	UC Door	OPEN UC Door for Abilene’s Bed Entrance CLOSE with 4 Artists onstage	ASM Cue
6:32 (21/1/3)	Artists	Onstage	ROTATE Abilene’s House 180° CCW END: Interior DS, on Brown Spikes (Reveals Abilene’s Bed)	---
<b>1-2 – Abilene’s Bedroom (8:18)</b>				
6:50 (22/1/1)	Deck Q 8	UC	OPEN UC Door for Pellegrina, 2 Coro Exit CLOSE Door w/ 3 Artists Offstage	ASM Cue
	Deck Q 10	L1	ASSEMBLE Queen Mary Railing PRESET in L1 (Time to Set: 8:18)	ASM Cue
7:55 (23/3/2)	Deck Q 12	UC	OPEN UC Door for Pellegrina Entrance CLOSE Door w/ 1 Artist onstage	ASM Cue
8:45 (25/1/2)	Deck Q 16	UC	OPEN UC Door for Princess Entrance CLOSE Door w/ 1 Artist Onstage	ASM Cue
13:30 (37/1/3)	Deck Q 20	UC	OPEN UC Door for Edward (The Human) Entrance CLOSE Door w/ 1 Artist Onstage	ASM Cue
<b>1-3 – Deck of the Queen Mary (4:06)</b>				
15:08 (40/1/1)	Artists	Onstage	UNPIN, MOVE Abilene’s House upstage to Gray Spikes (clear of Queen Mary Drop)	---
15:12 (40/1/2/3)	Deck Q 26	L1	ASSIST Artists with Queen Mary Railing Entrance (Gray Spikes)	ASM Cue
	Electrics Q C	L3	CLEAR SL Grippped Boom for Abilene’s Bed and Abilene’s House Exit	SM via headset
		R3	CLEAR SR Grippped Boom for Medium Edward Entrance	
15:13 (40 w/ house shifting US)	Rail Q 7	Onstage	LS 13 – Queen Mary Drop IN Low (Medium)	Red Rail Light
15:25 (40/3/1)	Deck Q 28	UC	OPEN Door for 3 Supers Exit CLOSE Door w/ 3 Artists Offstage	ASM Cue
15:40 (41 w/ bed clear)	Deck Q 32	Onstage → L3 (hidden)	STRIKE Abilene’s House to L3 STRIKE from wing	ASM Cue

-continued on next page-

Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
<b>ACT 1 (55:00)</b>				
15:50 (41 w/ stage clear US)	Rail Q 11	Onstage (hidden)	LS 21 – Net IN Low (Medium) LS 23 – Big Edward IN Low (Medium) LS 24 – DS Fish IN Low (Medium) LS 36 – US Scrim IN Low (Medium) LS 37 – US Fish IN Low (Medium)	Michael (Head Carp)  AUTO w/ Net IN Low
16:10 (41 w/ Net In)	Deck Electrics Q D	Onstage (hidden)	DRESS Net (on floor) as needed  SET Scene 1-4R & 1-4L Booms SET Rolling Spotlight Location TBD	

Time to Complete: 3:32



**1-4 – Under the Sea 🐠 (4:41)**

19:22 (52/1/3)	Rail Q 15	Onstage	LS 3 – DS Scrim IN Low (Medium) LS 13 – Queen Mary Drop OUT High (Medium)	Red Rail Light
	Deck Q 36	L1	RECEIVE Queen Mary Railing STRIKE from wing	ASM Cue
19:26 (52/2/1)	Electrics Q F	TBD	SPOT Medium Edward from Rolling Spotlight (Frame: __, Iris: __, Edge: __, %: __, Count: __)	SM via headset

-continued on next page-

Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
<b>ACT 1 (55:00)</b>				
19:34 (52/2/3)	LX Cue #TBD	Onstage	REVEAL Big Edward	SM via headset
	Deck Q 40	Onstage	WAVE Big Edward Arm (Length of Wave: 3:21) NOTE: Slowly, like it's floating in water	Tower Red Cue Light
	Electrics Q G	TBD	FADE OUT On Medium Edward (Count: ___) STRIKE Rolling Spotlight to storage	SM via headset
19:54 (52/4/2)	Electrics Q H	R3	RESTORE SR Grippped Boom (After Medium Edward Exit)	ASM Cue
19:57 (52/4/3)	Electrics Q J	L3	RESTORE SL Grippped Boom (After last Coro fish entrance)	ASM Cue
22:05 (58/2/3)	Electrics Q K	R3	CLEAR SR Grippped Boom for Shack Preset RESTORE w/ Shack clear	ASM Cue
	Deck Q 42		PRESET Shack in R3 (Exterior DS) (Time to Set: 1:50) NOTE: 1 Artist will preset on unit for entrance	ASM Cue
22:55 (60/2/1)	Deck Q 44	Onstage	STOP Waving Big Edward Arm 1 CAPPENTER EXIT Stage via R3	Tower Blue Cue Light
23:15 (61/2/1)	Rail Q 19	Onstage	LS 21 – Net OUT Mid (Medium)	Red Rail Light
23:17 (61/2/3)	Rail Q 21	Onstage	LS 21 – Net OUT High (Fast) LS 23 – Big Edward OUT High (Fast)	Blue Rail Light
23:45 (63/1/1/2)	Rail Q 23	Onstage	LS 24 – DS Fish OUT High (Medium)	Red Rail Light
	Electrics Q L	L3	CLEAR SL Grippped Boom for Coro Fish Exit RESTORE after last Coro fish offstage	ASM Cue
23:47 (63/1/3)	Rail Q 25	Onstage	LS 37 – US Fish OUT High (Medium)	Blue Rail Light

Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
<b>ACT 1 (55:00)</b>				
<b>1-5 – Lawrence &amp; Nellie’s Shack (4:11)</b>				
23:55 (64/1/1)	Rail Q 29	Onstage	LS 3 – DS Scrim OUT High (Fast) LS 36 – US Scrim OUT High (Fast)	Yellow Rail Light
	Deck Q 52	R3 → Onstage	ENTER with Shack, Exterior DS ROTATE to Interior DS and land on Lime Green Spikes 4 CARPENTERS EXIT Stage via R3 NOTE: 1 Artist will ride Shack	ASM Cue
	Electrics Q M	R3, L3	STRIKE 1-4R & 1-4L Booms	ASM Cue
26:30 (68/3/3)	Deck Q 54	SL	RAISE SL Service Truss (after all sea and fairytale creatures have been returned)	ASM Cue
27:45 (73/1/1)	Deck Q 56	R3 → Onstage	4 CARPENTERS ENTER R3 cross to Shack Positions	ASM Cue

Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
<b>ACT 1 (55:00)</b>				
27:55 (73/2/w/ ASM clear)	Deck Q 58	Onstage	ROTATE Shack CW 180° to Exterior DS while SHIFTING upstage to Hunter Green Spikes 4 CARPENTERS EXIT stage via R3	Tower Red Cue Light, SM via headset
<b>1-6 – Lawrence &amp; Nellie’s Shack (4:36)</b>				
30:53 (79/1/2)	Deck Q 64	UC	OPEN UC Door for Lawrence Entrance CLOSE Door w/ 1 Artist Onstage	ASM Cue
31:00 (79/2/1)	Deck Q 66	R1	PRESET Junkpile (Junkyard side DS) in R1 (Time to set: 1:42)	ASM Cue
32:25 (83/1/1)	Deck Q 70	R3 → Onstage	4 CARPENTERS ENTER R3 cross to Shack Positions	ASM Cue
<b>1-7 – Junkyard (3:42)</b>				
32:42 (84/1/1)	Deck Q 72	Onstage	STRIKE Shack to L3 NOTE: Wait until Super strikes clothesline	Tower Red Cue Light, SM via headset
	Electrics Q O	L3	CLEAR SL Grippped Boom for Shack exit RESTORE SL Grippped Boom w/ Shack Clear	ASM Cue
36:15 (91/3/1)	Deck Q 76	UC	OPEN UC Door for Bull Entrance CLOSE w/ 1 Artist Onstage	ASM Cue

-continued on next page-

Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
<b>ACT 1 (55:00)</b>				
<b>1-8 – Railyard (2:04)</b>				
36:24 (92/1/1)	Artists	Onstage	ROTATE Junkpile 180° CW to Railyard Side DS (Orange Spikes)	---
<b>1-9 – Train Car (4:20)</b>				
38:28 (98/1/1)	Artists	Onstage	MOVE Junkpile to UC Position (Teal Spikes)	---
38:55 (99/1/1)	Deck Q 80	R3	PRESET SR Corn in R3 (Set Time: 4:17)	ASM Cue
		L3	PRESET SL Corn in L3 (Set Time: 4:17)	
	Electrics Q P	R3	CLEAR SR Grippped Boom for Corn Preset RESTORE Boom w/ Corn Clear	
		L3	CLEAR SL Grippped Boom for Corn Preset RESTORE Boom w/ Corn Clear	
42:45 (120/3/3)	Deck Q 84	R3	ASSIST Artists with SR Corn Entrance (Red Spikes Onstage)	ASM Cue
		L3	ASSIST Artists with SL Corn Entrance (Red Spikes Onstage)	
42:48 (121 w/ corn connected)	Deck Q 86	R3	RECEIVE Junkpile from Artists STRIKE from wing	ASM Cue
	Electrics Q R	R3	CLEAR SR Grippped Boom for Junkpile Exit RESTORE w/ Junkpile Clear	
<b>1-10 – Cornfield (2:22)</b>				
44:20 (124/1/2)	Deck Q 90	UC	OPEN UC Door for Artists Entrance w/ Sarah Ruth Bed CLOSE w/ 3 Artists Onstage	ASM Cue
45:05 (127/1/w crows off wagon)	Artists	Onstage	UNBRAKE, DISCONNECT Corn Wagons	---
<b>1-11A – Bryce &amp; Sarah Ruth's Shack (6:30)</b>				
45:10 (128/1/1)	Electrics Q S	R3	CLEAR SR Grippped Boom for Corn Exit RESTORE w/ Corn Wagon offstage	ASM Cue
		L3	CLEAR SL Grippped Boom for Corn Exit RESTORE w/ Corn Wagon offstage	
	Deck Q 92	R3	RECEIVE SR Corn Wagon from Artists STRIKE from wing	
		L3	RECEIVE SL Corn Wagon from Artists STRIKE from wing	
45:12 (128/1/3)	Deck Q 94	UC	OPEN UC Door for Artist Exit CLOSE Door w/ 3 Artists Offstage	ASM Cue
50:15 (139/1/1)	Rail Q 35	Onstage	LS 27 – DS Stars IN Mid (Medium) LS 35 – US Stars IN Mid (Medium)	Red Rail Light
51:00 (141/1/1)	Electrics Q T	R3	TURN ON Small and Large Handheld Stars (w/ prop handoff to chorus) (Time to entrance: 2:45)	ASM Cue
		L3	TURN ON Medium Handheld Star (w/ prop handoff to chorus) (Time to Entrance: 2:45)	

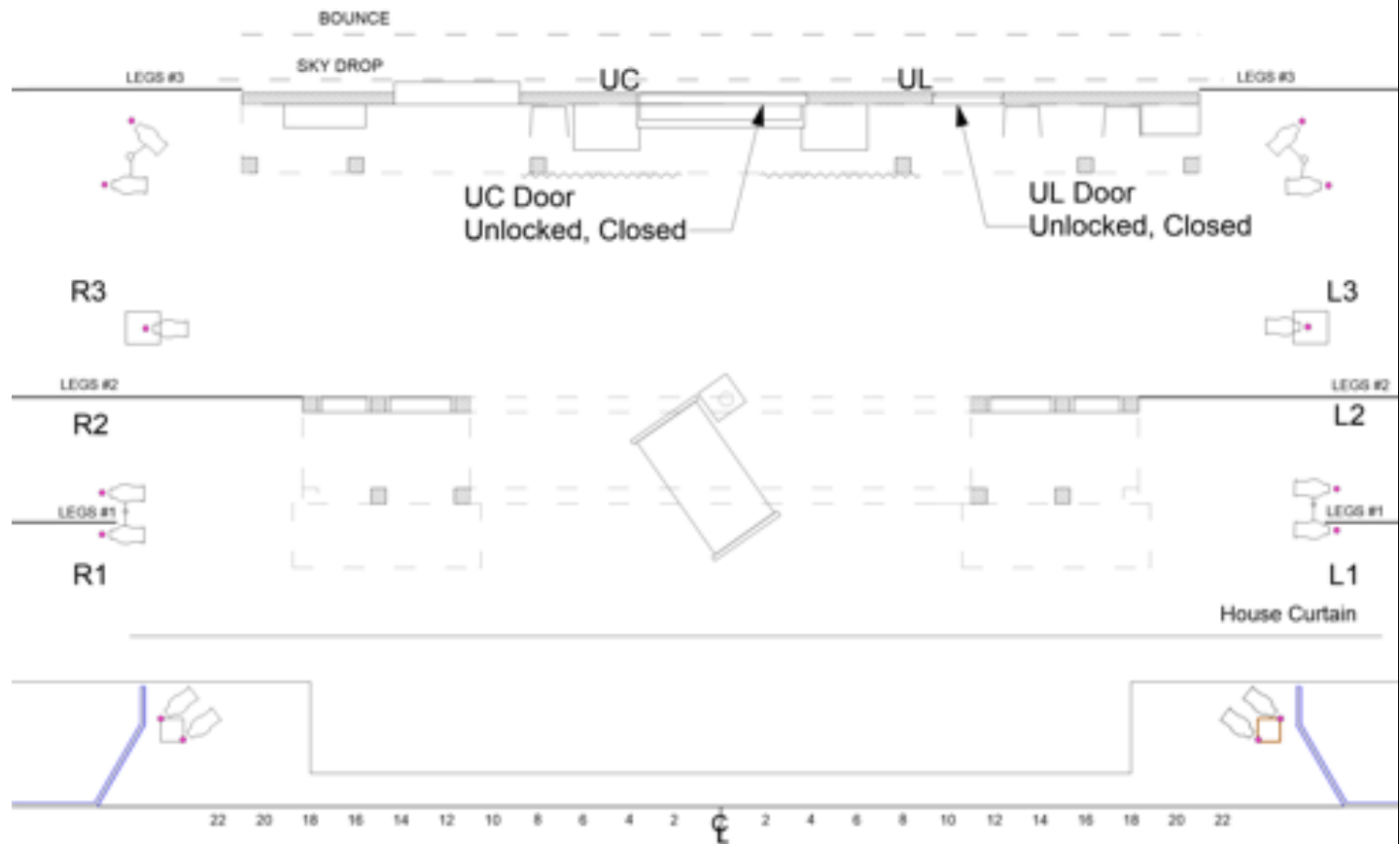
-continued on next page-



Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
<b>ACT 1 (55:00)</b>				
51:30 (142/2/1)	Deck Q 96	UC	OPEN UC Door for Young Abilene Entrance CLOSE Door w/ 1 Artist Onstage	ASM Cue
<b>1-11B – Shadows (3:17)</b>				
55:00 (158/1/2/cutoff)	Rail Q 37	Onstage	LS 2 – House Curtain IN Low (Fast)	Red Rail Light
55:10 (158/ w/ curtain in)	Electrics Q U	R3	TURN OFF Small and Large Handheld Stars	ASM Cue
		L3	TURN OFF (Medium) Handheld Star	

<b>INTERMISSION (20:00)</b>				
00:00	Rail	Onstage	LS 27 – DS Stars OUT High LS 35 – US Stars OUT High	---
	Deck	Onstage	CHECK UC & UL Doors Closed	---
		SR → SL	TRACK Junkpile to SL	---
		SL → SR	TRACK Doll Shop Storefront, Miniature Abilene House to SR	---
	Electrics	Onstage	CLEAR & RESTORE SR/SL Gripped Booms as needed for scenic tracking	---

**Act 2 Preset**



Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
------------------------------	-----------------	-------	------	-----

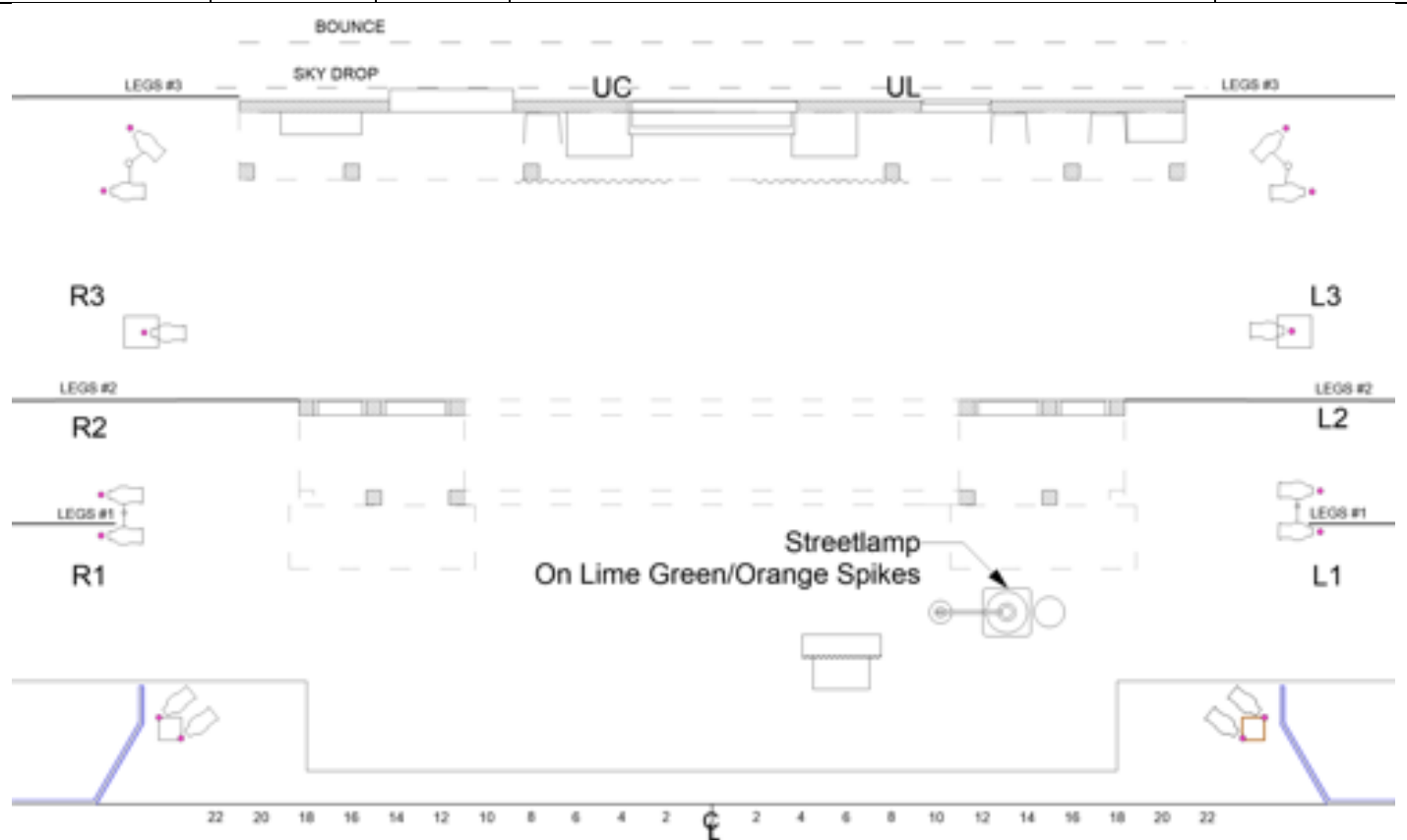
**Act 2 – 37:17**

**2-1 - Bryce & Sarah Ruth's Shack (6:20)**

0:00 (159/1/1)	Rail Q 41	Onstage	LS 2 – House Curtain OUT High (Medium)	Red Rail Light
4:40 (167/1/1)	Deck Q 100	L1	PRESET Streetlamp in L1 (Time to Set: 1:27) NOTE: Leave room for an artist entrance DS of unit	ASM Cue

**2-2 – Street in Memphis (3:23)**

6:22 (171/1/1/2)	Deck Q 104	L1 → Onstage	SET Streetlamp Onstage (Lime Green/Orange Spikes) NOTE: Following 2 Super Children onstage EXIT Stage via L1	ASM Cue
---------------------	------------	-----------------	--	---------



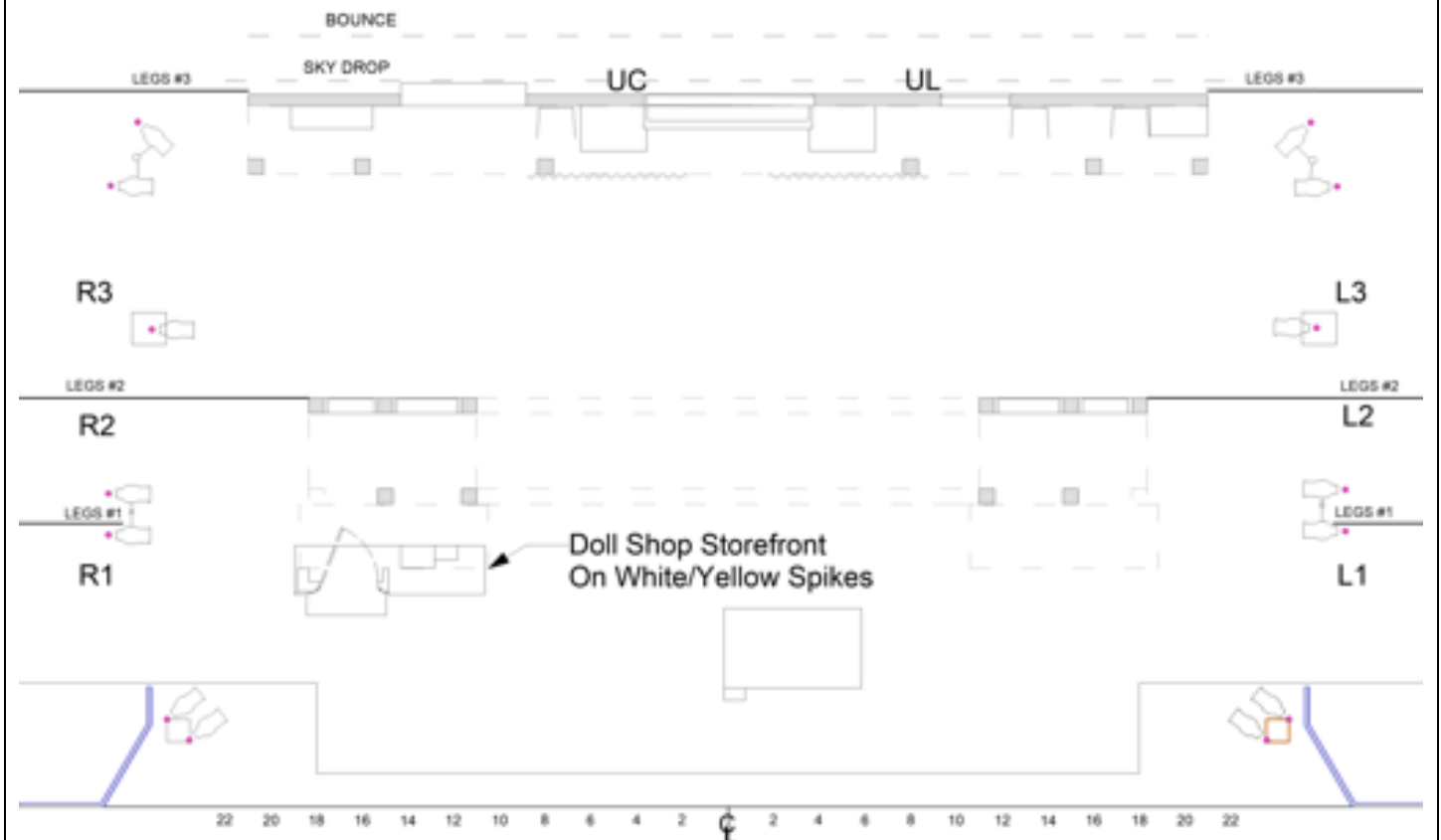
**2-3 – Neal's Diner (5:05)**

9:43 (185/1/1)	Deck Q 108	L1	2 CARPENTERS ENTER L1 STRIKE Streetlamp to SL	ASM Cue
9:50 (185/2/1)	Rail Q 45	Onstage	LS 14 – Diner Sign IN Low (Medium)	Red Rail Light

Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
<b>Act 2 – 37:17</b>				
9:58 (185/3/1)	Electrics Q V	R3	CLEAR SR Grippped Boom for Miniature Abilene House preset RESTORE w/ Miniature Abilene House Clear	ASM Cue  Time to Set: 2:23
	Deck Q 110	R3	PRESET Miniature Abilene House in R3	
		R1	AUTO: PRESET Doll Shop Storefront in R1 NOTE: Preset upstage in wing to allow artist entrance and exits DS of piece.	
13:38 (199/2/4)	Artists	Onstage → L3	STRIKE Diner Counter to L3	---
<b>2-4 – Dream (3:19)</b>				
13:48 (200/1/1)	Rail Q 49	Onstage	LS 14 – Diner Sign OUT High (Medium) LS 36 – US Scrim IN Low (Medium)	Red Rail Light
	Deck Q 112	R3 → Onstage	SET Miniature Abilene House Onstage (Gray/Purple Spikes) HIDE US of Unit for Scene (Length: 3:15) NOTE: Artists enter hidden US of unit	ASM Cue
<p style="text-align: center;">Mini-House Flat On Gray/Purple Spikes</p>				
14:02 (200/1/5)	Deck Q 116	UC	OPEN UC Door for Chorus Entrance CLOSE Door w/ 12 Artists Onstage	ASM Cue
14:40 (201/1/1)	Deck Q 118	L3	PRESET Rolling Staircase in L3 (Time to Set: 2:07)	ASM Cue
15:55 (206/1/1)	Deck Q 122	L3	ASSIST 2 Artists with Rolling Staircase Entrance (Red/Pink Spikes onstage)	ASM Cue

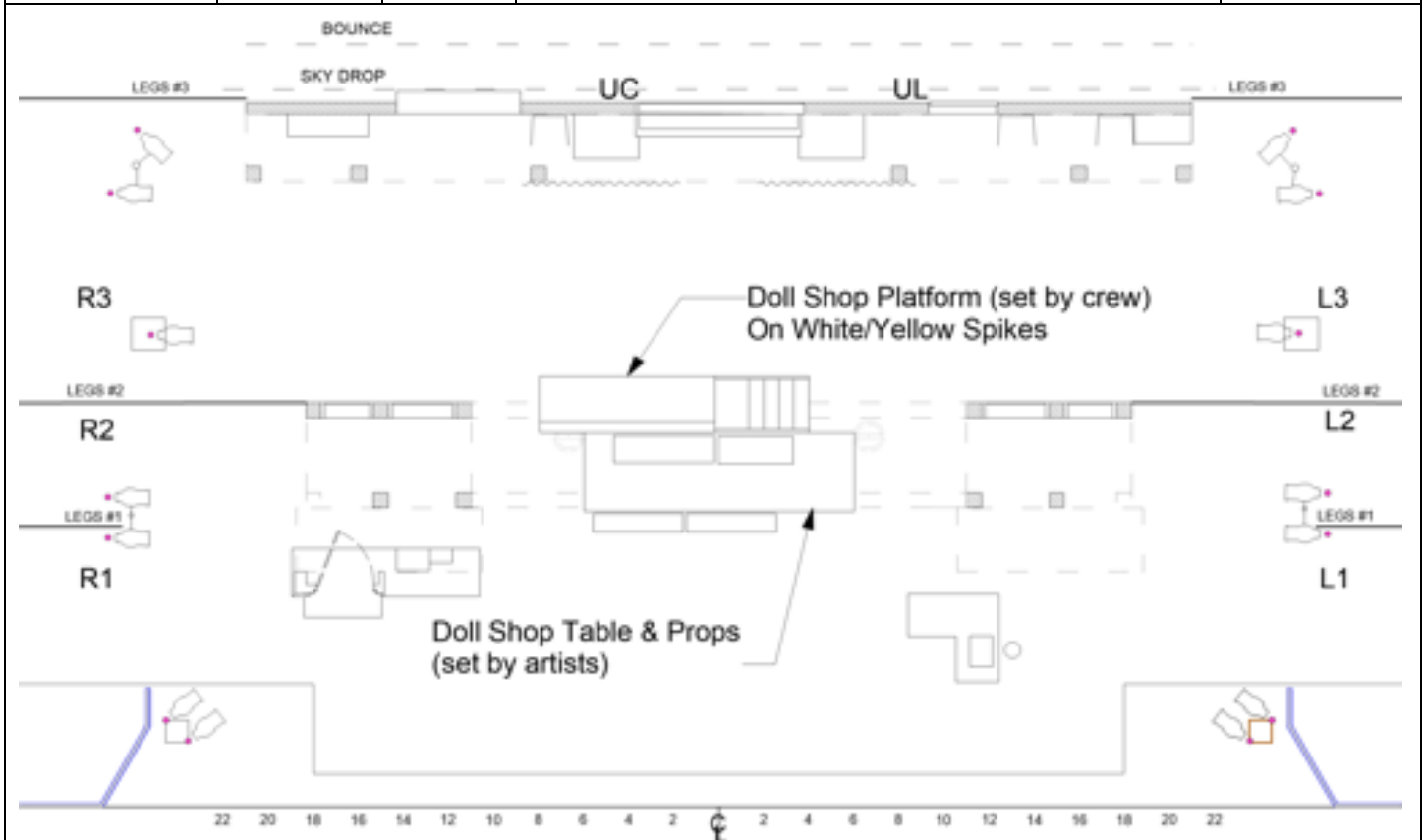
-continued on next page-

Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
<b>Act 2 – 37:17</b>				
16:00 (206/1/3 w/ Edward climbing stairs)	Rail Q 53	Onstage	LS 27 – DS Stars IN Low (Medium) LS 35 – US Stars IN Low (Medium)	Red Rail Light
16:40 (210/1/3)	Artists	Onstage	MOVE Rolling Staircase upstage (Gray/Purple Spikes)	---
16:50 (211/1/1)	Deck Q 126	L3	RECEIVE Rolling Staircase in L3 KEEP Unit in Wing	ASM Cue
17:03 (211/1/3/4)	Deck Q 128	Onstage → R3	STRIKE Miniature Abilene House to R3 STRIKE from wing	Tower Red Cue Light
		R1 → Onstage	SET Doll Shop Storefront Onstage (White/Yellow Spikes)	ASM Cue
		UC	OPEN UC Door for Chorus Exit CLOSE Door w/ 12 Artists Offstage	
	Rail Q 57	Onstage	LS 27 – DS Stars OUT High (Medium) LS 35 – US Stars OUT High (Medium)	Red Rail Light
	Electrics Q X	R3	CLEAR SR Grippped Boom for Miniature Abilene House Exit RESTORE w/ Miniature Abilene House Clear	ASM Cue
		L3	CLEAR SL Grippped Boom for Doll Shop Elements Preset (Cleared for 3:47)	ASM Cue



-continued on next page-

Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
<b>Act 2 – 37:17</b>				
AUTO w/ DQ 128 Complete	Deck	L3	PRESET Doll Shop Platform in L3 ATTACH Rolling Stairs to Doll Shop Platform LOCK in wing for artist preset (Time to Attach: 3:47)	ASM Cue
<b>2-5 – Doll Shop (6:01)</b>				
20:40 (219/2/2)	Deck Q 132	UC	OPEN UC Door for Lucius Exit CLOSE Door w/ 1 Artist Offstage	ASM Cue
20:47 (AUTO w/ Door Closed)	Deck	UC	CHECK UC Door & UL Door Closed and Locked GIVE Clear to Stage Manager via Headset	ASM Cue
20:50 (219/3/1)	Rail Q 61	Onstage	LS 18 – Factory Lights IN Low (Medium)	Red Rail Light
	Deck Q 136	L3 → Onstage	SET Doll Shop Platform & Rolling Staircase with 4 Artists on White/Orange Spikes LOCK when set SR Carpenter EXIT Stage via R3 SL Carpenter EXIT Stage via L3	ASM Cue
	Electrics Q Y	L3	RESTORE SL Grippped Boom	



-continued on next page-

Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
<b>Act 2 – 37:17</b>				
21:15 (221/1/1)	Rail Q 65	Onstage	LS 51 – Sky Drop IN Low (Slow) LS 58 – Bounce IN Low (Slow)	Blue Rail Light
AUTO	Rail	Onstage	LS 54 – Electric #6 IN Low (Slow) LS 55 – Electric #7 IN Low (Slow)	w/ RQ 65 complete
<b>2-6 – Doll Shop Summer (3:01)</b>				
25:58 (238/2/4)	LX Cue #TBD	Onstage	Leaf Drop (Length: 0:12)	SM via headset
<b>2-7 – Doll Shop Fall (6:19)</b>				
31:20 (255/1/1)	Electrics Q Z	L3	CLEAR SL Grippped Boom for Abilene’s House Preset RESTORE SL Grippped Boom w/ house clear	ASM Cue
	Deck Q 142	L3	PRESET Abilene’s House in L3 (Time to Preset: 5:00)	
<b>2-8 – Doll Shop Winter (3:52)</b>				
35:55 (267/2/4)	Deck Q 150	R3 → Onstage	ENTER via R3 to Doll Shop Platform UNLOCK on arrival	ASM Cue
		L3 → Onstage	ENTER via L3 to Doll Shop Platform UNLOCK on arrival	
36:10 (268/2/2)	Rail Q 71	Onstage	LS 18 – Factory Lights OUT High (Medium)	Red Rail Light
	Deck Q 152	Onstage	SHIFT Doll Shop Platform & Rolling Staircase (w/ 4 artists) Upstage NOTE: Artists will shift rolling table in unison	Tower Red Cue Light
36:15 (268/2/3/3)	Deck Q 154	Onstage → R3	STRIKE Doll Shop Platform & Rolling Staircase NOTE: Artists will shift rolling table in unison LOCK when out of sightlines for artists exit STRIKE from wing when artists clear	Tower Blue Cue Light
	Electrics Q BB	R3	CLEAR SR Grippped Boom for exit of Table and Doll Shop Platform RESTORE w/ units clear	SM via headset

Time into Act (Placement)	Who/ Cue No.	Where	What	Cue
<b>Act 2 – 37:17</b>				
<b>Epilogue – Outside Abilene’s Home (0:57)</b>				
36:23 (269/1/2)	Deck Q 160	L3 → Onstage	SET Abilene’s House on Brown/Blue (Exterior DS) STAY US of House until End of Opera (Length: 0:54) NOTE: Artists will cross and stay US of house during scene	ASM Cue
36:33 (269/2/1)	Rail Q 75	Onstage	LS 40 – Back Wall OUT High (Slow) LS 41 – Back Wall OUT High (Slow) LS 44 – Back Wall OUT High (Slow) LS 45 – Back Wall OUT High (Slow)	Red Rail Light
37:13 (269/4/3)	Rail Q 79	Onstage	LS 2 – House Curtain IN Low (Fast)	Red Rail Light
37:17 (269 w/ House Curtain In)	Deck Q 164	Onstage → L3	2 CARPENTERS EXIT Stage via L3	Tower Red Cue Light
<b>Bows</b>				
w/ bows set	Rail Q 81	Onstage	LS 2 – House Curtain OUT High (Fast)	Blue Rail Light
w/ bows complete	Rail Q 83	Onstage	LS 2 – House Curtain IN Low (Fast)	Red Rail Light