

1-1-2017

Cue List

Brandon Washington
Boise State University

- D** Delay time
B Denotes Block cue
F Denotes Autofollow cue

Cue	Time	Description	Placement	Pg
ACT ONE				
10	5	House Lights, Preshow, Exit Sign	5 minutes before HSE Opens	
12	5	House to 1/2	Audience has settled	
14	5	F House Out / keep Exit Sign	SM Call/a few beats of silence	
15	0.5	Projector Bounce / with Effect	Auto-Followed from LX 14	
15.5	5	B Slow Fade Out of Bounce	Bass Noise/End of the Trailer	
15.7	1	Projector Bounce / with Effect	Naked and the Dead Trailer	
15.9	1	Projector Bounce Slows Down	Tempo Change	
16	0.5	F Flash of Green	Projector "wurr"	
18	0.5	F Flash of White	Auto-Followed from LX 16	
18.5	0.5	B Blackout / keep Exit Sign	Auto-Followed from LX 18	
20	5	Grungy Worklight, Sunlight Lobby	A beat before the door opens	9
22	30	Slow Build	" We call this the walkthrough"	9
24	3	B Blackout / keep Exit Sign	The door shuts behind them	12
26	5	Grungy Worklight, Sunlight Lobby	Sam is in place	13
28	30	Slow Build	" Yeah. I was about to...yeah."	13
30	0	Booth Fluorescents snap on	Rose ENTs the booth (before we see her)	16
32	3	B Blackout / keep Exit Sign	After a few beats of Sam staring at Rose	17

Cue	Time	Description	Placement	Pg
34	5	Grungy Worklight, Sunlight Lobby	Sam and Avery are in place	18
36	30	Slow Build	" That's too easy."	18
38	0	Booth Fluorescents snap on	Rose ENTs the booth (before we see her)	20
40	0	B Blackout / keep Exit Sign, punctuate "Jolie"	"and Angelina Jolie*"	27
42	5	Grungy Worklight, Sunlight Lobby	Sam and Avery are in place	28
44	30	Slow Build	"I feel the opposite."	28
46	3	B Blackout / keep Exit Sign	After they exit / the door shuts	30
48	1	Projector Bounce	Dreaming Man is set	31
50	0.5	F Flash of Green	Projector "wurr"	31
50.5	0.5	F Flash of White	Auto-Followed from LX 50	31
52	0.5	F Blackout / keep Exit Sign	Auto-Followed from LX 50.5	31
54	5	Grungy Worklight, Night Lobby	Auto-Followed from LX 52	31
56	0	Booth Fluorescents snap on	Rose ENTs the booth (before we see her)	33
58	3	B Blackout / keep Exit Sign	A beat after Sam's stillness	41
60	7	Brighter Ceiling Light on Avery, Cloudy Scrape	Avery is set	42
64	3	B Blackout / keep Exit Sign	After a few beats of silence	46
66	5	Grungy Worklight, Sunlight Lobby, UCR Par Out	Sam and Avery are in place	47
68	30	Slow Build	" Did she -she could sue, right?"	47
70	0	Booth Fluorescents snap on	Rose ENTs the booth (before we see her)	54
72	3	B Blackout / keep Exit Sign	After a few beats of silence	54

Cue	Time	Description	Placement	Pg
73	1	Projector Bounce	Dreaming Man is set	55
74	0.5 F	Flash of Green	Projector "wurr"	55
76	0.5 F	Flash of White	Auto-Followed from LX 74	55
76.5	0.5 F	Blackout / keep Exit Sign	Auto-Followed from LX 76	55
80	5	Grungy Worklight, Night Lobby	Auto-Followed from LX 76.5	55
82	30	Slow Build	Rose ENT	55
84	0.5 F	Flash of Green	Projector "wurr"	61
84.5	0.5 F	Flash of White	Auto-Followed from LX 84	61
86	3	Slow Projector Bounce - Eerie Blue	Auto-Followed from LX 84.5	61
89	0	Booth Fluorescents snap on	Rose ENTs the booth (before we see her)	62
90	0 F	Projector Bounce out	Rose turns off the Projector	62
92	11	Worklight fade up, slow, delicate	Auto-Followed from LX 92	62
93	0	Booth Fluorescents snap out	Rose EXTs the booth	62
94	5 B	Blackout / keep Exit Sign	Rose lays her head on Avery's shoulder	69
ACT TWO				
96	7	House Lights, Preshow, Recessed Pars	Avery and Rose have EXT the stage	
98	5	House to 1/2	Audience has settled	
100	5 B	House Out / keep Exit Sign	SM Call/a few beats of silence	
104	5	Grungy Worklight, Sunlight Lobby	Sam and Avery are in place	71
106	30	Slow Build	" I know. I know."	71

Cue	Time	Description	Placement	Pg
108	0	Booth Fluorescents snap on	Rose ENTs the booth (before we see her)	79
110	0	B Blackout / keep Exit Sign	on the door slam	79
112	5	Grungy Worklight, Night Lobby	Sam and Avery are in place	80
114	30	Slow Build	Avery stops sweeping	80
116	5	B Blackout / keep Exit Sign	A beat after Rose EXTs	88
118	5	Grungy Worklight, Sunlight Lobby	Sam and Avery are in place	89
120	30	Slow Build	" What's the objection to Facebook?"	89
122	5	B Blackout / keep Exit Sign	After Rose's last knock on the window	91
126	5	Grungy Worklight, Sunlight Lobby	Sam and Avery are in place	92
128	30	Slow Build	" Dear Mr. Saranac,"	92
129	3	F Blackout / keep Exit Signs	with sound cue/after "either way. "	96
130	13.3	D Sexy Blue Scrape fades up, LEDs snap with drums	Auto-Followed from LX 129	97
132	5	Bright, Crisp, Cool Worklight	After 10 seconds of Rose sitting	97
134	45	Build US and Center Aisle	" EZEKIEL 25:17"	##
136	5	B Blackout / keep Exit Sign	"...That was awesome. "	##
138	0.5	F Flash of Green	Projector "wurr"	##
140	0.5	F Flash of White	Auto-Followed from LX 138	##
140.5	0.5	B Blackout / keep Exit Sign	Auto-Followed from LX 140	##
141	0	Booth Fluorescents snap on	Rose and Sam ENT (before we see them)	##
144	0	Booth Fluorescents snap out	Rose and Sam EXT the booth	##

Cue	Time	Description	Placement	Pg
146	0.1	F Flash of Green	Digital Projector snaps on	##
146.5	0.1	F Flash of White	Auto-Followed from LX 146	##
148	0.1	B Blackout / keep Exit Sign	Auto-Followed from LX 146.5	##
150	5	Bright, Crisp, Cool Worklight	A beat before Sam ENTs	##
152	3	B Blackout / keep Exit Sign	After Sam and Skylar EXT the Theater	##
154	5	Bright, Crisp, Cool Worklight, Bright Cloudy Scrape	Avery is set on stage	##
156	0	Worklights, Scrapes, and LEDS snap out	Sam hits the light switch	##
157	3	B Blackout, Exit Sign snaps out	Sam fully goes out of view in the hallway	##
158	5	Mundane Vignettes/Specials on each character	Characters are set on stage	
159	5	B Blackout	After a few beats of applause	
160	7	House Lights Up, Scrapes, LEDs, Blue Hallway	Characters are offstage	