

RCS | INTO THE WOODS | LX CUE SHEET



DIRECTOR	Louise Shepard	DESIGNER	Alex Doige Green	LIGHTING DESIGN	Dylan McLean	SOUND DESIGN	Nathan Farndale	DATES	December 2023	VENUE	New Athenaeum
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ACT ONE

CUE	PG.	CUE LINE / BAR NO.	DESCRIPTION	GO/TIME	UP	DOWN	FOLLOW SPOT
1		House open	PRESET – BEAM OF LIGHT THROUGH WINDOW – NEED HAZE ENCORE’S IN AUDITORIUM, AUDITORIUM FILL – BRING OUT WALLPAPER – LOOK AT AURA SOUND – SOUNDSCAPE OF OUTSIDE CITY WORLD (WHAT THE NARRATOR CAN HEAR)				
2			HL FADE ON CLEARANCE + WITH SOUND BUILD	GO	6		
3		Narrator + father enters? – before music	NARRATOR AND FATHER IN CS ROOM – BUILD FACELIGHT AUDIENCE BLINDER WITH INTELLIGENTS – ENCORE + AURA	GO MIDI	3		
4			SNAP BLACK	TIME	0		
NO LX CUE			NARRATOR IN WITH TORCH – BUILD HAZE FOR THIS?				
ACT ONE OPENING, PART 1							
5	SCR-1	Bar 1 – first sfz chord.	SNAP INTO THEATRICAL FOOTLIGHTS – LX BEAMS THROUGH WINDOWS + DOORS (ALL THREE READY FOR LATER) CINDERELLA IN CS BEDROOM – OTHER ROOMS IN DARKNESS	GO	0		Spot 2 – Narrator
7		Bar 6 – beat 1	PICK UP SR ROOM – JACK ENTERS THROUGH DOOR	GO	3		
9	SCR-2	Bar 8 – beat 1	PICK UP SL ROOM – BAKER + WIFE ENTER THROUGH DOOR	GO	3		
11	SCR-3	Bar 18 – beat 1	DARKEN – ADD BLUE – WHAT CHARACTERS ARE WISHING FOR	GO	4		
13	SCR-4	Bar 21 – beat 1	DARKEN ALL ROOMS – LOSE FACE LIGHT – LX THROUGH CS DOOR	GO	3		
15	SCR-4	Bar 23 – beat 1	SNAP INTO CS BEDROOM – STEPMOTHER, SISTERS + CINDERELLA	GO	0		
17	SCR-7	Bar 39 – beat 1	PICK UP JACK IN ROOM SR – FADE CS	GO	0.5	3	
19	SCR-9	Bar 58 – temple block	PICK UP LITTLE RED IN ROOM SL – FADE SR	GO	0.5	3	
21	SCR-10	Bar 68 – beat 1 (chord)	BACK TO CS	GO	1	3	
23	SCR-10	Bar 70 – on word <u>bun</u>	FADE BACK TO CS + SL	GO	3		
25	SCR-10	Bar 72	MAGICAL BIRDS ON CINDERELLA CS – KICKER?	GO	3		Spot 1 – Cinderella Spot 2 – fade on Narrator
27	SCR-12	Bar 86 – quick little birds	START TO LOSE KICKER	GO	8		
29	SCR-12	Bar 90 – on word <u>pot</u>	LOSE CS AND PICK UP JACK SR	GO	1	3	Spot 1 – Fade to 30% Spot 2 – Narrator to full
ACT ONE OPENING, PART 2 – LITTLE RED, BAKER, BAKER’S WIFE							
31	SCR-13	Bar 117 – beat 1	BACK TO SL – LITTLE RED	GO	1	3	Fade to 0%
33	SCR-17	Bar 34 – last note	BACK TO CS - MAGICAL BIRDS ON CINDERELLA CS – KICKER? (delay)	GO	0.5	2	
ACT ONE OPENING, PART 3 – CINDERELLA, FLORINDA, LUCINDA							
35	SCR-18	Bar 7 – beat 1	LOSE BIRDS, STEPMOTHER, SISTERS, CINDERELLA	GO	1	0.5	
ACT ONE OPENING, PART 4 – WITCH, BAKER, BAKER’S WIFE							
37	SCR-23	Note just before Bar 1 – beat 1	INTO ROOM SL	GO	1	3	
39	SCR-23	Bar 7 – beat 1	WITCH ENTERS THROUGH DOOR – SMOKE FOLLOWS	GO	3		Spot 1 - Pick up Witch
41	SCR-24	V.C – move from SL to CS room	INTO CS BEDROOM – DARKEN SL SLIGHTLY – THIS ROOM IS A MEMORY OF THE PAST	GO	3	6	Spot 2 – Narrator to 50%
42	SCR-24	One look at my beautiful garden	BUILD LIFE OUTSIDE OF HOUSE	GO			
43	SCR-26	Bar 31 – spell on him	LOOK FOR WITCH ON BED – SPELL – LOSE OUTSIDE WORLD	GO	1		

	44	SCR-26	But I let him have the rampion	PICK OUT MEMORY CS	GO			
	51	SCR-27	And we'll Call it square	RESTORE TO HOUSE	GO			
	53	SCR-28	Hidden in his pocket	LX CHANGE – MORE MAGICAL / MYSTERIOUS?	GO	2		
	55	SCR-29	Bar 50 – beat 1	BANG, CRASH??	GO	0.2		
	57	SCR-29	Bar 51 – beat 1	SNAP BACK TO RESTORE	GO	0		
	61	SCR-31	Bar 58 – spell chord	MAGICAL SPELL ON ROOM CS	GO	1		
	62	SCR-31	Bar 58 – spell at end of bar	MAGICAL SPELL ON BAKER + WIFE ROOM SL + LOSE CS	GO	1	3	
	63	SCR-32	Bar 61 – beat 1	WITCH BACK ON BED CS (NOT MUCH, F/S) + LOSE SPELL SL	GO	1	3	
	65	SCR-32	Bar 66 – bump	BUMP + RESTORE	GO	0.5		
ACT ONE OPENING, PART 5 – JACK'S MOTHER, JACK, WITCH								
	67	SCR-33	Bar 1 – beat 1	PICK UP JACK + MOTHER SR – CHECK! – LEVELS?!?!?	TIME	0.5	3	Spot 1 – fade
ACT ONE OPENING, PART 6 – WITCH								
	69	SCR-37	Bar 1 – beat 1	WITCH – BLUE ATMOSPHERIC – BLINDERS	GO	1	3	Spot 1 – pick up Witch
	71	SCR-37	Bar 4 – beat 1	WHITE	GO	1		
	73	SCR-37	Bar 5 – beat 1	RED	GO	1		
	75	SCR-37	Bar 6 – beat 1	YELLOW	GO	1		
	77	SCR-38	Bar 7 – beat 1	GOLD	GO	1		
	79	SCR-38	Bar 8 – beat 1	RESTORE TO BEFORE	GO	2		
	81	SCR-38	Bar 12 – last chord		GO			Spot 1 – fade Witch
ACT ONE OPENING, PART 7 – STEPMOTHER, CINDERELLA								
	83	SCR-39	Bar 1 – beat 1	PICK UP CS BEDROOM – STEPMOTHER, SISTERS, CINDERELLA – SISTERS IN WINDOW	GO	1	3	
ACT ONE OPENING, PART 8 – BAKER, BAKER'S WIFE, CINDERELLA								
	85	SCR-41		ADD TO BOOK	GO	2		
	86	SCR-43	Bar 16 – beat 1	PICK UP SL – KEEPING CS	GO	2		Spot 1 – pick up Narrator Spot 2 – fade to 0 (cross)
ACT ONE OPENING, PART 9 – REMEMBER LAMPOSTS								
	87	SCR-45	Bar 1 – beat 1	TRANSITION OUT OF ROOM – INTO WOODS – CATCH SOLOISTS WITH PROS LUSTRS – SHOULD BE BRIGHT + MAGICAL PLACE	GO	6		
	89	SCR-47	Bar 13 – beat 1	POSITION MOVE WITH OVERHEAD MOVERS	GO	4		
	91	SCR-51	Bar 27 – beat 1	SIDE + SHINS ONLY	GO	1	3	
	93	SCR-53	Bar 34 – something in the glade	SNAP ONTO NARRATOR – ON SWING	GO	0		
	95	SCR-54	Bar 39 – beat 1	RESTORE	GO	3		
	96		Bar 43 – beat 1	BACK TO CENTRE	GO			
	97	SCR-58	Bar 47 – beat 1	SNAPPY	GO	0.3		
			Bar 49 – last chord accent	FLASH FROM SIDE	GO			
	.5			F/O – FADE FLASH	TIME	0.5		
			Bar 50 – last chord accent	FLASH FROM SIDE	GO			
	.5			F/O – FADE FLASH	TIME	0.5		
	99	SCR-59	Bar 50 – beat 1	GRAND	GO	1		
	101	SCR-59	Bar 51 – long woods note	CHANGE	GO	3		
	103	SCR-60	Bar 54 – bump	SNAP BUMP	GO	0		
10. CINDERELLA AT THE GRAVE								
NOTES: Check what's happening with wardrobe								
	105		Narrator	REALLY DARK – HIGHLIGHT CINDERELLA IN POOL DS, NARRATOR IN FS, VIDEO ON MOON	GO	3	6	Narrator

107		Bar 19	MAGICAL – STRONG BEAMS – LX THROUGH MOON – LED AROUND MOON	GO	3		FS might not hit
108							
109		Bar 37	CHANGE – LOSE MOON + BRING IN CINDERELLA WARDROBE – CHECK PHOTO	GO	3	6	Spot 1 – fade Narrator
111		Silence everywhere Milky-White – with wardrobe exit	MYSTERIOUS – SIDE LIGHT ON JACK + MILKY – ENCORE KICKERS – UPSTAGE ON STONES	GO	3		Pick up Jack USC – tight H/S
113			LIGHTER FLAME ON MYSTERIOUS MAN – WITH SFX – AURA?	MIDI			
115			LIGHTER OUT	MIDI			
11. HELLO, LITTLE GIRL							
WHITE RED, WITH SOME PURPLE/VIOLET							
117		Bar 1	UPBEAT INTO THE WOODS THEME – LITTLE RED ENTRANCE – USE SIDE + KICKERS – LR ON SWINGS	GO			Lose Narrator soon Spot 1 - Little Red Spot 2 - Wolf
119		Bar 17	CHANGE – DARK CHORDS	GO			
120							
121		Bar 33	UPBEAT – SEEMS FUN – ENSEMBLE WITH FLOWERS + BIRDS	GO			Spot 1 – Wolf
122		Bar 36 – beat 3	UPSTAGE SIDE LIGHT				
122.1		Bar 38 – beat 3	UPSTAGE SIDE LIGHT 2				
122.2		Bar 44 – beat 3	AT TRUCK				
122.3		Bar 46 – beat 3	AT TRUCK 2				
123		Bar 48 – Grandmother first	BACKLIGHT	GO			
125		Bar 55 – Mother said	SNAP BACK	GO			
127		Bar 65	CINDERELLA TRAPPED IN CIRCLE CS				Spot 1 – Little Red
129		Bar 75	DARKEN	GO			
131		Bar 79	TIGHTEN IN TO LITTLE RED	GO			
133		Bar 88	MUSIC BOX	GO			
135		Bar 89 – bump	BRIGHT FLASH ON WOLF – SR ON TRUCK TREADS – QUANTUM WASH ON WOLF FACE – MAKE MUCH BRIGHTER	GO			Spots to snap
135.1			F/O – SNAP BLACKOUT	TIME	0		
12. UNDERSCORE AFTER “HELLO, LITTLE GIRL”							
137		Just before Baker’s line – Is harm to come		FOLLOW			
139	SCR-78	Bar 1 - beat 1	WITCH LIFT				
141		Bar 7 – beat 1	OUT OF LIFT – BRING IN DSL LAMPOST				
143		Bar 12 – beat 1	WITCH GONE – BAKER + BAKER’S WIFE (DSL) – UNDER DSL LAMPOST				Spot 1 – Baker
145			JACK + MILKY				
13. I GUESS THIS IS GOODBYE							
151		Milky White enters - scene	PICK OUT MILKY WHITE	GO			
153		Bar 3 Violins	SIDE LIGHT PICKS UP MILKY + JACK – WARM	GO			Pick up Jack
155		Bar 12 - Plate	JACK EXITS, PICK UP BAKER + WIFE	GO	4	2	Fade out of Jack
14. MAYBE THEY’RE MAGIC							
157		Bar 2 - If you know	LOSE FACE, KEEP SIDE – VIOLET, BLUE, WARM	GO	4	6	Spot 1 – Baker Wife Spot 2 - Baker
159		Bar 16 - Three more tries	BUILD STRONG BACKLIGHT	GO	4		
161		Bar 20 - Last beat	BUMP	GO	0		Both spots snap out
163			RESTORE – SCENE CONTINUES – MYSTERIOUS	Time – 3s			Spot 1 – Narrator (fade out after finished) Spot 2 – Witch

15. RAPUNZEL / OUR LITTLE WORLD							
165		Rapunzel enters on platform	RAPUNZEL STATE – PRINCE ON SWING	GO			
167		Children are a blessing					
169	OLW-2	Bar 36 - Hair sequence	LX ON ROPE	GO			
171	OLW-3	Bar 48 – Our Little World	LOSE ROPE – BUILD STAGE AGAIN – WITCH ON SWINGS				
173	OLW-3	Bar 54 – Our	BACK TO ROPE				
175	OLW-4	Bar 62	BUILD DOWNSTAGE				
177	OLW-4	Bar 70	WITCH CLIMBS ROPE SR				
179		Bar 79	RESTORE OUT OF ROPE – BUILD SWING				
181	SCR-100	Rapunzel, Rapunzel. What a strange...	PICK UP RAPUNZEL'S PRINCE	GO	1	3	Prince
16. BAKER'S REPRISE							
183	SCR-101	Baker + Little Red	HIGHLIGHT BOTH	GO			
185		Witch in window – get the cape!	WITCH IN WINDOW OF HOUSE				
186		Lose witch					
187		Little Red exits					
189		If you know	HIGHLIGHT BAKER	GO			Narrator
191		Bar 9 – beat 1	OUT OF BAKER + HIGHLIGHT NARRATOR				
17. GRANDMOTHER'S HOUSE							
193	SCR-103	Bar 1 – bass hit	DRAMATIC ENTRANCE FOR WOLF – LITTLE RED OUT OF HOUSE DOOR				
195		Little Red dialogue	WOLF DSR ON SLIDE				
197		Bar 10 - Wolf strike	FLASH – LITTLE RED ON SLIDE AND SPINNING	GO	0		Narrator on house
199		Music stops	STOP FLASH				
199.1			RED AFTER KNIFE				
201		Transition out	TRANSITION TO I KNOW THINGS NOW				
18. I KNOW THINGS NOW – WATCH HAZE LEVEL							
203		Bar 1	LOSE FACE,				Pick up Little Red
205		Bar 27 – drew me close	DARKEN				
207		Bar 35 – wait in the dark					
209		Bar 39 – know things now					
211		Bar 53 – now I know					
213		Bar 59.3	BUMP – COMBINE WITH 215				
215			BACK TO HOUSE				
19. JACK'S MOTHER							
217			SCENE WITH JACK + MOTHER				
20. CINDERELLA COMING FROM THE BALL							
219		Fanfare					Pick up Baker Wife (100%) + Cinderella (80%) Out on 'must be gone'
21. A VERY NICE PRINCE							
221		Bar 2 – prince	ROUNDAABOUT – STRONG B/L				
223		Bar 26	CHIMES				
22. FIRST MIDNIGHT							
225		Bar 1	TORM LUSTRS, SIDE LIGHT SET / COMPANY				Narrator
227		One midnight...	FASTER				
22. GIANTS IN THE SKY							

NOTES: What's happening with blocking re. ladder?							
	229		Bar 1	SNAP ONTO JACK ON LADDER			Pick up Jack
	231		Bar 3	BUILD ON HIT – BACKLIGHT		2	Pick up Jacks Mother
	233			SCENE AFTER SONG – COME BACK TO ONCE WATCHED RECORDING			
	235			FLICKER EFFECT			
	237			LOSE FLICKER EFFECT			
24. FANFARE							
	239		Bar 7 – Fanfare	PRINCES			
25. AGONY							
	241	SCR-134	Bar 1 – beat 1	AGONY STATE	GO	3	
	243	SCR-136	Bar 26 – beat 1	BUILD	GO	3	
	245	SCR-141	Bar 70 – beat 1	PULL BACK	GO	6	Spots to fade
	251	SCR-141	After song and into scene	OUT OF AGONY – SCENE WITH BAKERS WIFE + JACK'S MOTHER	GO	6	
26. JACK, JACK / RAPUNZEL							
	253	SCR-142	Baker + Milky White enter	BAKER PRE MYSTERIOUS	GO	3	
	255		Mysterious man	MYSTERIOUS FLICKER			
	256		Mysterious man out	OUT OF MYSTERIOUS			
	257		Witch – what are you doing?	WITCH AND MYSTERIOUS MAN	GO	3	
	257.1			MYSTERIOUS FLICKER			
	257.2			OUT OF FLICKER			
	258		Lose witch	OUT OF WITCH			
	258.1		Transition to Rapunzel		FOLLOW		
27. A VERY NICE PRINCE (REPRISE)							
	259	SCR-144	Bar 1 – beat 1	TRANSITION OUT OF RAPUNZEL	GO	2	3 Pick up Bakers Wife (100%) + Cinderella (80%) - OW
	261		Bar 6 – Cinderella fall	CINDERELLA + BAKER'S WIFE	GO	3	
	263		Cinderella exit	CHECK WHEN CAST IN SPACE			Lose both spots
28. IT TAKES TWO							
	265	SCR-149	Bar 1 – beat 1	CHANGE FOR IT TAKES TWO	GO	2	4 Pick up Baker + Wife – OW
	267	SCR-153	Bar 49 – beat 1	CHANGE	GO	3	
	268			AWAY FROM SPECIALS			
	269	SCR-155	Bar 65 – beat 1	MORE BLUE	GO	3	
	271		Applause	RESTORE	GO	3	
29. COW DEATH							
	277		Bar 7 – Cow death	DEAD COW	GO	0.5	
	278			BUILD WITCH			
	278.1		Last chime	FLICKER			
	278.2		After 2 midnights gone	LOSE LAMPOST			
30. SECOND MIDNIGHT							
	281			AFTER SECOND MIDNIGHT – BAKER + WIFE UPSTAGE			Pick up Narrator - OW
31. STAY WITH ME							
	283	SCR-163	Bar 1 – beat 1	WITCH AND RAPUNZEL ENTER (CHILDREN WILL LISTEN THEME) – ENTRANCE	GO	3	Pick up Witch (100%) + Rapunzel (80%) – OW
	285		Bar 13 – beat 1	SLOWS – ISOLATE ROUNDABOUT	GO	3	
	287		Bar 23 – beat 1	BREAKUP ON WITCH	GO	3	
	291		Bar 59 – vampy music	WITCH + RAPUNZEL EXIT	GO	3	
32. UNDERSCORE							
	293	SCR-169	Bar 2 – Little Red music	LITTLE RED + JACK – AND MYSTERIOUS MAN			

294				LOSE FLICKER				
294.1				FOR US				
294.2				BUILD LR SR				
294.3				DARKEN STAGE FOR NARRATOR + BLINDIN (SR)				
33. ON THE STEPS OF THE PALACE								
295	SCR-170	Bar 1		CINDERELLA – MAGICAL – WATCH HAZE LEVEL FOR VIDEO	GO			Pick up Cinderella
297				BUILD SONG – CS	GO			
299		Button		BUMP	GO			Pick up Baker's Wife
300				AFTER SONG FOR SCENE	FOLLOW			
301				FLICKER	GO			
303				SHAKE – WITH SFX	GO			
305				OUT OF EFFECT + ADD HOUSE	FOLLOW			
309		Witch sting		WITCH ENTRANCE USC STONE	GO			
311		After witch leaves stone		DS	GO			
313		Witch spell on dead cow		THEY MOVE US – JACK + MOTHER DS	GO			
315		Piano roll		BUILD US AGAIN – NEED LX US ON STONE	GO			
317				WITCH MOVES DS – ITEM THEME	GO			
317.1		One, cow as white		DARKEN	GO			
317.2		I touched that		WITCH	GO			
317.3		Vampy music back in		COW SECTION	GO			
318				FLICKER ON WITCH US	GO			
319				TRANSFORMATION – BRIGHT LX ON WITCH	GO			
320				RESTORE TO BAKER + MYSTERIOUS MAN DSL	FOLLOW			
321				LOSE MYSTERIOUS MAN – HE DIES	GO			
36. ACT ONE FINALE, PART 1								
325				START OF ACT 1 FINALE	GO			Pick up Narrator – OW – 100%
326				BUILD FACE	GO			
327	SCR-187	Bar 19 – beat 1		DSR IN HOUSE	GO			
329	SCR-187	Bar 26 – fanfare		TRANSITION TO MOTHER IN MOON + TROLLEY CS	GO	3	6	
331	SCR-188	Bar 28		TRANSITION BACK TO HOUSE	GO	3	6	
333	SCR-190	Bar 11		TRANSITION BACK TO TROLLEY CS	GO	3	6	
335	SCR-191	Just before bar 19		LX ON CINDERELLA'S MOTHER	GO	2	4	
337	SCR-191	Bar 23		OUT OF MOTHER	GO	3	6	
338				Bedroom				
338.1				Witch				
339				WEDDING – CHECK CUE POINT DURING TECH	GO			
36. ACT ONE FINALE, PART 4								
343		Bar 1		START OF MUSIC – ONE SIDED	GO			
344		Bar 7		EVER AFTER – BRIGHT	GO			
344.1		Bar 7		RESTORE TO LOW INTENSITY				
345		Bar 14		EVER AFTER	GO			
345.1		Bar 7		RESTORE TO LOW INTENSITY				
346		Bar 24		HAPPY NOW - BRIGHTEN				
346.1				RESTORE				
347		Bar 28		DARKEN AGAIN				
348		Bar 40		BRIGHTEN – NOT A SIGH				
349		Bar 48		SNAP ONTO BEDROOM TRUCK				
349.1		Bar 54		WITCH ON TOWER				

349.2	Bar 72	BRIGHTEN AGAIN			
349.3	Bar 84	FEARFUL – SR			
349.4		WOLVES FLASH			
349.5		RESTORE			
349.6	Bar 90	BUILD			
349.7	Bar 92	INTO THE WOODS			
349.8	Bar 104	TO HAVE (FLASH)			
349.9		RESTORE			
350	Bar 106	DARKEN			
351	Bar 109	BUILD HOUSE			
355		BLACKOUT	GO		

GREEN - PLOTTED

RED – CUT EITHER DURING PLOT, TECH OR AFTER FIRST PREVIEW

PURPLE – FOLLOW/TIME CUES

BLUE – MIDI CUES

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DIRECTOR Louise Shepard DESIGNER Alex Doige Green LIGHTING DESIGN Dylan McLean SOUND DESIGN Nathan Farndale DATES December 2023 VENUE New Athenaeum

ACT TWO

CUE	PG.	CUE LINE / BAR NO.	DESCRIPTION	GO/TIME	UP	DOWN	FOLLOW SPOT
356			INTERVAL – NARRATOR ON BED				
40. ACT TWO OPENING, PART 1							
401	SCR-211	Bar 2 – beat 1	INCREASE INTENSITY IN CS ROOM	GO			Pick up Narrator – OW
403	SCR-211	Bar 5 – beat 1	ADD JACK IN SR ROOM	GO			
405	SCR-211	Bar 8 – Beat 1	ADD BAKER + WIFE IN SL ROOM	GO			
407	SCR-223	Bar 38 – beat 1	HIGHLIGHT BAKER + WIFE IN SL ROOM	GO			
409	SCR-224	Bar 55 – beat 1	FADE BACK INTO ALL ROOMS	GO			
411	SCR-226	Bar 61 – on rumble / shake	FLICKER EFFECT ON ALL ROOMS – POSSIBLE BLINDER	MIDI			
411.01		First hit	FLASH FROM SR	MIDI			
411.02			RESTORE	FOLLOW			
411.03		Second hit	FLASH FROM SL	MIDI			
411.04			RESTORE	FOLLOW			
411.05		Third hit	FLASH FROM SR	MIDI			
411.06			RESTORE	FOLLOW			
411.1			LOSE EFFECT	MIDI			
412		5 th SFX	DOOR FALL – BEAM THROUGH DOOR + FLICKER EFFECT	MIDI			
42. ACT TWO OPENING, PART 3							
413	SCR-227	Bar 1	HIGHLIGHT BAKER + WIFE SL – WITCH SPECIAL WITH AURA		0		Pick out Witch
43. ACT TWO OPENING, PART 4							
419	SCR-229	Bar 1	JACK + MOTHER + BAKER SR ROOM				
421	SCR-230	Bar 29	DIM SR ROOM AND PICK UP CS ROOM				
44. ACT TWO OPENING, PART 5							
423	SCR-231	Bar 1	BACK TO SR ROOM				
45. ACT TWO OPENING, PART 6							
425	SCR-232	Bar 1	TO SL ROOM – LR				
46. ACT TWO OPENING, PART 7							
427	SCR-233	Bar 1	TO CS ROOM – CINDERELLA + BIRDS – WINDOW				
47. ACT TWO OPENING, PART 8							
429	SCR-234	Bar 1	HIGHLIGHT SL ROOM – KEEP SR + CS AT 50%				
431	SCR-235	Bar 1	TRANSITION TO DESTROYED WORLD – REALLY DARK / SCARY – BEACONS FLY IN JUST NOW				
432			WHEN CAST MOVE US				
433	SCR-238	Bar 29	DARKEN				
435	SCR-238	On impact	SHAKE	MIDI			
436		Rapunzel + Witch entrance	CHANGE – RAPUNZEL + WITCH DS – BACKLIGHT ONLY				Witch + Rapunzel – 60% - OW
49. FANFARE + 50. AGONY REPRISE							
451	SCR-239	Start of fanfare	OUT OF OPENING AND INTO FANFARE – COPY FROM BEFORE	GO	4		
453	SCR-239	Start of Agony	MOVER ROTATE	GO	3	6	Spot 1 + 2 – Pick up both
455			END OF SONG	GO	6		
51. AFTER “AGONY REPRISE”							

457	SCR-247	After Prince exit	HIGHLIGHT AREA FOR DIALOUGE – SHOULD LOOK MUCH MORE DANGEROUS – CAST US ON STONES – BREAKUP	GO	3	6	Spot – Pick up Narrator
458		Stepsisters					
459	SCR-248	Bar 16	BLINDER	GO	0.5	3	
461	SCR-248	Bar 15	BLINDER, HIGHLIGHT GIANT UNDER US LAMPOST	GO	1	3	
462	SCR-248	Before – the giants a woman	CAST DS SPEAKING TO GIANT				
53. CUES - NEED TO LOOK AT CUES							
465			NARRATOR IN TROLLEY SPINNING – USC				
466		Don't drop – impact	RED ON MOON AND CAST SPEAKING TO GIANT	MIDI			
466.5		After death	RESTORE	FOLLOW			
467	SCR-251	Bar 6	JACK'S MOTHER DEATH				
468	SCR-251		RAPUNZEL RUNS FROM USL				
469	SCR-251	Bar 8	RAPUNZEL SHAKE – LOW NOTES				
470	SCR-251	Bar 11	RAPUNZEL DEATH – RED ON MOON	MIDI			
470.5	SCR-251	After Rapunzel's death	RESTORE	FOLLOW			
54. WITCH'S LAMENT							
471	SCR-251	Bar 1	CHANGE INTO LAMENT – CYAN, STEEL BLUE – VERY ISOLATED	GO			
475	SCR-255	Bar 51 (vamp)	OUT OF SONG – A LOT DARKER – MYSTERIOUS – BUILD STATE	GO			
55. 100 PACES							
477	SCR-256		WITCH EXIT – BAKER + WIFE LEFT ON OWN	GO			
479			BAKER LEAVES – WIFE + LR US BEHIND SWINGS				
480	SCR-256	Bar 4	BAKER'S WIFE ON OWN – DARKEN, DANGEROUS	GO			Spot 1 – Baker's Wife
56. ANY MOMENT, PART 1							
481	SCR-257	Before song – on 84	SCENE BEFORE SONG – BAKER'S WIFE + CINDERELLA'S PRINCE – TWO POOLS OF LIGHT	GO			Spot 2 - Pick up Cinderella's Prince
483	SCR-261	Bar 52 – beat 1	CHANGE NEAR END OF PART Q	GO	4	2	
485		Bar 55 – beat 3	CINDERELLA DS AT GRAVE (COPY PART OF CUE FROM BEFORE) – BAKER UPSTAGE				Baker enters from US
486	SCR-262	Before bar 1 of No. 57	CINDERELLA + BAKER LEAVE SL – WIFE + PRINCE BACK IN				Spot 1 – Baker's wife Spot 2 – Prince
57. ANY MOMENT, PART 2							
489	SCR-263	How alive you've made me feel	CINDERELLA'S PRINCE EXITS LEAVING BAKERS WIFE	GO	4	2	Spot 2 – fade out
58. MOMENT'S IN THE WOODS							
491	SCR-264	Bar 1 – beat 1	TIGHTEN IN ON BAKER'S WIFE – SAT ON STONE CS	GO	6		Baker's Wife only
497	SCR-271	Bar 92 – beat 1	LAST NOTE OF SONG – BUILD BACKLIGHT	GO	4	6	
499	SCR-271	Bar 93 – beat 3 (bump)	BUMP	GO	0		
501	SCR-271	Bar 95 – playoff music	DARKEN	GO	6		
503			BUILD BRIGHT BEAM	MIDI			
505	SCR-271	Bar 101	BLINDER – CHANGE THIS TO RED LX ON MOON	MIDI	0		
505.1			F/O – RESTORE	TIME	1		
59. UNDERScore							
507	SCR-272	Dialogue continues	BLUE – USING ALL OF STAGE	GO	3		
60. YOUR FAULT							
509	SCR-273	Bar 1 – beat 1	CHANGE FOR START OF SONG	GO	3		
511	SCR-284	Bar 89 – on 'your fault!'	SNAP ONTO WITCH ON SWINGS – ISOLATED	GO	0	3	
61. LAST MIDNIGHT							
513	SCR-285	Bar 1 – beat 1	LAST MIDNIGHT	GO	6		Spot 1 – Witch Spot 2 – Baker – low int.

514		Bar 57	BUILD STAGE				
514.1		Bar 103	WITCH US ON STONE				
514.2		Bar 123	FLASH				
514.3			RESTORE				
514.4		Bar 125	FLASH				
514.5			RESTORE				
514.6		Bar 139	BUILD				
514.7		Bar 155	TRANSITION TO SR PLINTH				
515	SCR-297	Bar 177	LIGHTNING EFFECT	GO			
517	SCR-297	Bar 181	SNAP OUT OF EFFECT	GO	0		
519	SCR-297	Bar 183 – beat 1	BLINDER				Spots to snap
521			F/O – RESTORE	TIME	0.5		
62. ARMS OF A PRINCESS							
523	SCR-298	Bar 1	LOW LEVELS – LOTS OF SHADOW				Possible spot on Baker + Cinderella
63. NO MORE							
525	SCR-299	Just before song	MYSTERIOUS MAN IN BOX + BAKER – VERY ISOLATED –	GO	6		Pick up both.
527	SCR-304	Bar 79	MOVE OUT OF SPECIAL	GO	4		
529	SCR-305	Bar 103	BUILD – JUST PURSUE OUR LIVES	GO	6		
531	SCR-307	Bar 108	LAST NOTE	GO	3		
533	SCR-307	Baker exits	DARKEN – COMBINE WITH 535	GO	3		Spot 1 – fade out baker
64. AFTER PLAN							
535	SCR-308	Dialogue scene	RESTORE TO LX BEFORE SONG	GO			
65. NO ONE IS ALONE, PART 1							
537	SCR-308	Bar 1 – beat 1	ADD SOME MORE BLUE				Pick up both
539	SCR-309	Bar 14 – beat 1	CINDERELLA STARTS TO SING	GO			
541		Bar 37	CHANGE FOR INSTRUMENTAL SECTION	GO	4		
66. NO ONE IS ALONE, PART 2							
543	SCR-312	Bar 1	SONG CONTINUES.	GO	6		
545	SCR-317	Bar 43	BUILD – SOMEONE IS ON YOUR SIDE (ALL)	GO	4		
547	SCR-319	Bar 62	LAST BUILD	GO	6		
549	SCR-320	Bar 65	LAST NOTE	GO	3		
551	SCR-320	Bar 68	BUILD FOR GIANT ENTRANCE	GO			
552			GIANT IN				
553			FLICKER HIT				
553.1			RESTORE	FOLLOW			
554			FLICKER HIT				
554.1			RESTORE	FOLLOW			
555			PAPER DROP	GO			
556			BLINDER IMPACT	GO			
69. ACT TWO FINALE, PART 2							
557				FOLLOW			
557.5				GO			
70. ACT TWO FINALE, PART 3							
558	SCR-328	Bar 1	ADD BLUE	GO			
559	SCR-328	Bar 11	NO ONE IS ALONE THEME (BAKER'S WIFE) – ON SWINGS	GO			
560	SCR-328	Bar 22	TRANSITION TO BEDROOM	GO			
561	SCR-331	Bar 31 – beat 1	WITCH ENTRANCE	GO			

562	SCR-333	Bar 59 – beat 1	START TO BUILD FOR REST OF CAST VOCALS – CAST BUILD AROUND TRUCK	GO			
563	SCR-334	Bar 73 – beat 1	COMPANY START TO SING, BUILD FACE	GO			
564	SCR-336	Bar 83 – beat 1	TRUCK MOVES UPSTAGE – LOSE FACE – JUST WITCH ON TOWER	GO			
71. ACT TWO FINALE, PART 4							
565	SCR-337	Bar 1 – beat 1	SNAP INTO ITW THEME – SIDE + SHINS LIGHT – ENSEMBLE USR	GO			
565.1			RESTORE	FOLLOW			
565.2			WOLVES – INT. BUMP				
565.3			RESTORE	FOLLOW			
566	SCR-338	Bar 7	BUILD, BUILD	GO			
567			INTO THE WOODS 1 – COMPANY USR, NARRATOR ON SWINGS	GO			
568			INTO THE WOODS 2 – CHANGE	GO			
569			TO MIND... - BUILD STATE FOR CAST MOVING DS				
570			LAST INTO THE WOODS				
571			LONG WOODS NOTE				
			AND HAPPY EVER – BRIGHTEN				
573			I WISH				
574			BUMP				
574.1			BLACKOUT				
BOWS							
575			BOWS 1				
576			BOWS 2				
577			POST				

GREEN - PLOTTED

RED – CUT EITHER DURING PLOT, TECH OR AFTER FIRST PREVIEW

PURPLE – FOLLOW/TIME CUES

BLUE – MIDI CUES

350 total – inc. point/part.

Draft cue sheet. All cues subject to change.

SCR – SCORE

PC – SCRIPT