

ACT ONE

Preset	Picture frame @ 10% Check HL level – can this be lower?
Cue 4	Lose conductor specials, rat stands, conductor birdie. Haze @ 60%
Cue 7	Ch. 601 + 602 @ 70% (track to cue 11)
Cue 9	Ch. 603 @ full (track to cue 11)
Cue 19	Ch. 161 + 162 @ 0% Ch. 281 – 286 @10% (both to track)
Cue 29	Ch. 16 @ % + remove live move (to track)
Cue 31	Up of 1s, down of 4s
Cue 33	Up of 0.5s, down of 4s Ch. 16 @ 80%
Cue 37	Up of 0.5, down of 3
Cue 39	Haze @ 40%
Cue 61.1	Hang of 0.5s
Cue 62.1	Hang of 0.5s
Cue 69	Ch. 2 live moves?
Ch. 3 + 4	Check that auditorium cross position is even – not even when looking at first circle start point
Cue 71	Time of 5s.
Cue 73	Time of 5s
Cue 75	Time of 5s
Cue 77	Time of 5s
Cue 81	Time of 0.5s
Cue 85	Build level
Cue 87	Ch. 114 @ 60% - white w/ CTO Ch. 171 thru 173 @ 80% Ch. 511 thru 513 in cue Ch. 21 + 22 wider Ch. 109 @ 60% USL ladder
Cue 89	Ch. 124 + 125 @ full
Cue 90.1 – 90.5	Time of 0s
Cue 101	Time of 5s
Cue 103	Time of 0s
Cue 105	Down time of 0s. Ch. 21 + 22 de-focus
Cue 111	Ch. 114 @ 40% LR on swings

Cue 117	Ch. 4 brighter
Cue 117.03	Longer so that mover can mark
Cue 137	Follow time of 0.5s
Cue 143	Ch. 114 @ 30% Ch. 109 @ 60% in colour Lustr Opening Ch. 32 @ 80% Ch. 11 thru 14 @ 20% in colour White with CTO
Cue 153	Ch. 16 @ 40% Ch. 201 @ 70% Ch. 203 @ 90%
Cue 157	Ch. 23 @ 80% (to track)
Cue 163	Ch. 109 @ 60%
Cue 165	Ch. 23 remove live move
Cue 167	Ch. 221 thru 223 @ 0%
Cue 180	Down of 0s
Cue 183	Ch. 109 @ 60% Build face light in this cue
Cue 187	Ch. 42 live move
Cue 193	Ch. 15 + 16 lift slightly
Cue 199	Time of 0s
Cue 199.1	Ch. 124 @ 40% in colour Lustr Opening
Cue 203	Up of 1s, down of 4s
Cue 215	Ch. 109 @ 60% Ch. 125 @ 80%
Cue 217	Not sure what to do – need to lift USR at swings for Jack / Jack’s Mother
Cue 219	Ch. 109 @ 60%
Cue 225	Ch. 109 @ 90% Ch. 124 + 125 @ 90%
Cue 233	Ch. 11 thru 14 @ 30%, DS fan-out, in colour White w/ CTO Ch. 16 – what is this doing?!? Ch. 109 @ 60% (track through to after 237)
Cue 241	Ch. 41/42 live move DSR low cross – too bright
Cue 251	Lift faces
Cue 253	Up of 6s, down of 8s Ch. 21 de-focus Ch. 109 @ 50%
Cue 257.1	Keep DS lamppost in this cue
Cue 263	Ch. 273 @ 50% Ch. 109 @ 50% Ch. 125 @ 50%
Cue 265	Up of 8s, down of 12s

Cue 268	Ch. 512 @ 20% Ch. 109 @ 50%
Cue 271	Ch. 109 @ 50% Ch. 124 + 125 @ 60% Ch. 171 thru 173 @60%
Cue 273	ADD NEW CUE Ch. 3 @ 0%
Cue 277	Ch. 32 de-focus
Cue 278.2	I think we need to delete this cue?
Cue 281	Ch. 41 @ 50% and on US to fill Baker + Baker's Wife Add in all lampposts
Cue 282	ADD NEW CUE Ch. 1 DSL for Narrator – check recording (00.56)
Cue 287	Ch. 23 @ 50% soft B/L on roundabout Out with cue 291
Cue 293	Baker / Baker's Wife in dark US – lift
Cue 294.1	Ch. 109 @ 50%
Cue 294.2	Ch. 267 @ 60% (cue only)
Cue 295	Ch. 114 @ 10%
Cue 300	Up of 4s, down of 8s Ch. 11 – 14 @ 0% (to track)
Cue 305	Ch. 16 lift so that it is slightly higher on bedroom truck
Cue 311	Ch. 1 wide to cover CS section for faces
Cue 315	Ch. 32 @ full
Cue 317.1	Ch. 109 @ 60% in colour Lustr Opening
Cue 317.2	Up of 6s, down of 8s
Cue 317.3	Ch. 32 @ full
Cue 321	Look at Mysterious Man death – doesn't look right.
Cue 327	Ch. 16 @ full Ch. 2 @ 80%
Cue 337	Ch. 175 @ full
Cue 339	Delete this cue
Cue 343	Time of 6s
Cue 349.4	Ch. 171 thru 173 @ 40% Ch. 21 widen beam and de-focus more, could also move SL slightly
Cue 349.51	Copy cues 349.4 + 349.5 to here
Cue 349.9	Fade of 3s
Cue 355.1	NEW CUE Thunder effect with SFX – sound can trigger this
Cue 355.2	Snap to black Follow from 355.1

Cue 356 Update interval state with full black in

LOOK AT INT. OF BUMPS + FOLLOW TIMES

ACT TWO

Cue 356.5 **NEW CUE**
Act 2 preset
Ch. 612 – birdie on CS door

Cue 357 Ch. 283 thru 286 @ 0%
Ch. 602 @ 60%

Cue 401 Ch. 16 @ 0%

Cue 407 Longer down time

Cue 411 Fix effect

Cue 411 – 411.06 Delete as required – check with Nathan

Cue 411.1 Start Viper (out with cue 12)

Cue 413 Time of 1s

Cue 419 Up of 2s, down of 4s

Cue 423 Up of 2s, down of 4s

Cue 425 Up of 3s, down of 6s

Cue 427 Time of 2s

Cue 429 Time of 4s

Cue 431 Ch. 182 inc. this in blue police effect

Cue 436 Make this a follow. Hang of 2s

Cue 451 Ch. 23 live move

Cue 453 Time of 10s

Cue 457 Ch. 109 @ 60%

Cue 461 Fade of 8s

Cue 463 **NEW CUE**
Ch. 2 on Narrator DSL

Cue 466.5 Hang of 3s. Fade of 5s

Cue 468 Ch. 2 on Rapunzel + Witch DSR

Cue 469 **NEW CUE**
Flicker effect with sound cue.

Cue 470.5 Ch. 3 + 4 @ 0%

Cue 471 Ch. 21 de-focus more

Cue 475 Lift level
Ch. 109 @ 60%
Ch. 3 to shin
Ch. 171 thru 173 @ 60%

Cue 477 Ch. 1 DSL on Narrator @ 20%
Ch. 113 @ 40%
Ch. 511 + 513 @ 30%

Cue 479	Up of 6s, down of 8s Lift swings face level Ch. 532 @ 40%
Cue 481	Time of 10s
Cue 482	NEW CUE Ch. 42 @ 40% Ch. 23 @ 60%
Cue 483	NEW CUE Ch. 42 @ 60% Ch. 23 @ full
Cue 485	Ch. 2 widen pool of light
Cue 499	Make more of bump
Cue 503	Check Ch. 41 + 42 start position
Cue 505.1	Hang of 1s
Cue 507	Lift with FOH cover Ch. 511 thru 513 @ 30% in orange
Cue 509	Ch. 31 + 32 shift SL slightly @ 60%
Cue 514	Ch. 171 thru 173 in colour swings
Cue 514.514	Follow timings – check
Cue 523	Ch. 161 thru 167 @ 0% Lift intensity as a whole
Cue 525	Create P2 for Ch. 22 + 23 Ch. 23 de-focus @ 60% 171 thru 17 @ 80% Ch. 15 @ 30% on Narrator DSL
Cue 529	Ch. 103 @ 30% Ch. 111 thru 116 @ 30%
Cue 533	Ch. 32 @ 60% on swings

PLOT END OF ACT 2!!!

Into the Woods | Dress 1 – Follow Spot Notes

ACT ONE

LX 143	NEW CUE Spot 1 on Baker's Wife – 151 Spot 2 on Baker – L151
LX 219	Baker's Wife spot @ full
LX 295	Spot on Narrator can be 20% less of current intensity
LX 297	Can spot on Cinderella be at full, if not already?
LX 313	Keep an eye on spot hitting border – iris in if possible to avoid spill.
LX 319	NEW CUE Spot on Baker DSL – L151 @ 50% Fade out with LX 325

Into the Woods | Dress 1 – DSM/Cueing Notes

ACT ONE

Cue 23	Can this go on the line 'shall go to the <u>ball</u> '?
Cue 161	Beat late, can we pre-empt this?
Cue 267	Can this go on the line 'you've <u>changed</u> , you're thriving' instead?
Cue 273	NEW CUE With AV 26 (after LX cue 271, before 277)
Cue 278.2	I think we need to delete this cue? – to confirm on Tuesday morning.
Cue 282	NEW CUE (after cue 281 + before cue 283) On Baker / Baker's Wife line 'fine, that is simply <u>fine</u> '.
Cue 318	Can this GO when the Witch reaches the plinth for start of transformation?
Cue 335	This cue no longer exists
Cue 349.51	NEW CUE This goes on the second 'wolves' line – can look at this in the score. Repeat of previous cue
Cue 356.5	NEW CUE This goes when the stage is set for Act 2.
ACT TWO	
Cue 411	Check cueing sequence around here – sound cues etc.
Cue 413	Can we check if this cue is in the book?
Cue 463	NEW CUE Goes with line 'but who'. Before Narrator is put in trolley
Cue 469	NEW CUE Goes with SFX when Giant leaves after just before Rapunzel death
Cue 482	NEW CUE Goes with start of Any Moment
Cue 483	NEW CUE Goes when Baker's Wife leaves bench SR – after kiss and on 'this is ridiculous'

Into the Woods | Dress 1 – General Notes

Tidy cable running to picture frame.

Cast / crew can be seen through window.

At cue 113 / first Mysterious Man entrance – check his position?

Spill onto CSR leg?

Blue in pit too bright.

Alex mentioned fan + viper DSL is too noticeable.

Look at some light frost for new door birdie specials.

Inc. blackout check prior to house open at each performance.

MSC + OSC test prior to every performance.

Police beacons do not live fly – set during

Spot 2 hits gods rail