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Deathtrap Light Cue List

Cue	Page	Go when.....	Description	Time	Notes
		ACT ONE			
1		Before House Opens	House Light and Preset light		
2		As show is ready to begin	house to half	3 count	
3		Go when house light fade has started	House out/ Preset out to stage black	4 count	Actors enter in black
	5	Act 1 Scene 1			
4	5	Start of scene- when actors are in places	Lights up on stage	3 count	Late afternoon. Sunny day in October At desk stage right. Myra exits through foyer at end. Drink cart is used. Desk lamp on- maybe floor lamp. Light the weapon and poster panel a bit.
5	14	End of scene	Fade lights to black	3 count	Myra exits upstage through foyer
6		When actors have cleared	Scene change light	2 count	Chan 28-31 @ 16
7		When scene change is complete	Blackout	1 count	Actors enter in blackout
	15	Act 1 Scene 2			Evening. The lamps are on at the desk and by the chair and wood stove. Light in the foyer. Entrance through foyer. We hear Sidney & Cliff offstage the foyer area at the start and they enter from there. Weapon board. Poster board. Glow in fireplace. Upstage and downstage
8		Start of scene- when actors are in places	Lights up	2 count	
9	30	Sidney throws handkerchief into the wood stove.	Short light increase in stove after he closes the stove door.	3 count	
10	30	"...went off to preach ecology" (approx. 30 seconds after cue 8)	Wood stove light decreases.	6 count	
11	31	Sidney throws papers in the wood stove.	Increase in light in the stove to suggest the flames	5 count	
12	32	"...Thank God he wasn't the fat one." End of scene	Fade-out to black	2 count	
13		When actors have cleared	Scene change light	2 count	Chan 28-31 @ 16
14		When scene change is complete	Blackout	1 count	Actors enter in blackout

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	32	Act 1 Scene 3			Later evening. Moonlight is stronger and coming from directly overhead. Myra onstage, Sidney enters from French doors. Helga enters from foyer. Lamps on. Fireplace glowing
15	32	When actors are ready	Lights up for scene	3 count	
16	41	“ Lets lock up and turn in”	Desk lamp off (Sidney) and lights decrease in that area.	0 count	
17	41	“ Lets lock up and turn in”	Floor lamp off (Myra) and lights decrease in that area	0 count	Stage is dim blue night now. Shadowy.
18	43	“ I almost had a heart attack myself out there” (Clifford) “Same here” (Sidney)	Desk lamp turned on (Sidney). Lights increase in the area	.5 count	Restore light in the desk area.
19	43	“felt the physical pain of the oncoming heart attack”	Floor lamp turned on (Clifford) Lights increase in the area	.5 count	Restore light in the SL stage area
20	44	“Oh, what the hell...” “...when the grim reaper struck” (Sidney)	Increase wood stove fire light	6 count	
21	45	“A thriller?” Sidney	Slow decrease in wood stove light	8 count	
22	46	“I wanted to call you but she wouldn’t let me” (Sidney)	Blackout stage	1 count	End of Act 1
23		When actors are offstage	Houselight fades up	4 count	
24		Follow 23 right away	Stage preset up	3 count	
		ACT TWO			
		Act 2 Scene 1			
25		When house is ready	House light to half	4 count	
26		As audience is ready	House and preset to black	3 count	
27	47	As Act 2 scene 1 begins	Lights up center platform downstage	3 count	Bright Morning Sunlight. No lamps. No fireplace.
28	65	End of scene	Lights fade out	4 count	
29		When actors have left stage	scene change light fades up	2 count	Chan 28-31 @ 16
30		As scene change is complete	Blackout	1 count	
	66	Act 2 Scene 2			
31	66	When actors are ready. As scene begins	Lights fade up	3 count	Night. One lamp on at the desk. Dark elsewhere. Glow in fireplace.

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32	67	Sidney enters- turns on light as he enters	General brightening	1 count	Sidney turns on light in foyer (out of view as he enters)
XX	70	“ Terrific” (Clifford)	Lightning- SR #1 thru French doors		Switch #1
XX	70	“ I Like that sort of Symmetry” (Sidney)	Lightning- #2 Over Stage		Switch #2
XX	71	“ Not even to a theater party. Come on, give it a good try.” During scuffle that follows.	Lightning- SR #1 thru French doors		Switch #1
XX	76	“...you’ll be opening a messy can of peas.” (Clifford)	Lightning- Both Lightning sources #1 & #2		Switch #1 & #2
33	76	Immediately follows the Lightning flash	Lights flicker	0 count	Add follow cue to restore 33. Q33.5 runs automatically. Keep wood stove consistent
34	76	After Sidney shoots Clifford with the Crossbow; Clifford falls down the stairs; Sidney puts the gun in its place on the wall	Lights dim and come up, but not quite to full.	1 count	Add follow cue to restore to a lower level. Q29.5 runs automatically. Keep wood stove consistent.
35	76	“Hang in there, Connecticut Light and Power... (Sidney)	Lights jump back up to previous levels.	.5 count	Restore lights to Q27 levels. Keep wood stove consistent
36	77	As Sidney dumps papers into wood stove	Lights dim	.5 count	Keep wood stove consistent
37	77	As Sidney strikes a match and is about to toss it in	Lights go out (leaving stage in the “blue” blackout)	0 count	Keep wood stove consistent
XX	77	As Sidney starts to cross to desk	Lightning flash- SR #1 through the windows.		Switch #1
38	77	Following the Lightning	Slow increase in the fire light	6 count	
39	77	End of scene	Blackout	0 count	
40		When actors have exited the stage	Scene change lights fade in	2 count	Chan 28-31 @ 16
41		As scene change is complete	Blackout	1 count	
	78	Act 2 Scene 3			
42	78	As scene begins	Scene light up	3 count	Overcast afternoon. No fire in fireplace. Lamps on.
43	80	End of scene	Blackout	0 count	

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44		As actors have left the stage and applause begins	Stage light up for bows	3 count	
45		As applause crests	Fade to black	4 count	
46		When actors are off stage	Fade up house light	3 count	
47		Follow previous cue right away.	Fade up preset on stage.	3 count	

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