

Cue	Pg	Go when.....	Description	Time	Notes
-----	----	--------------	-------------	------	-------

1		Before house opens	Houselight and preset light on stage	5	Interesting and textural. Grand Drape is in.
2		When house, audience and actors are ready	House to half	3	
3		Following cue 2 after a slight pause- when audience is ready	Fade to black	5	Actors enter
		<b>ACT ONE</b>	<b>An auditorium/ presentation/ Antrobus Home</b>		6pm
4		As the NEWS music plays	Fade in lighting for announcer scene.	3	Slight texture on the screen. Downlight curtain washers. Front Beam icue on Announcer stage right of screen. Low level house light. Side stage top lights Greg moves from his speaking position to raise the screen. Include light that keeps some light on him as he moves to the middle of the screen.
5		When Announcer raises the screen.	Screen special fades in to light the family. Lights up backstage for the antrobus' home. No visible lighting change from front of house.	7	No lights from front of house
6		".. the management takes you to the interior of this home for a brief visit."	Fade down existing cue as curtain is opening .	5	No image on cyc at start of act
7		When curtain is ¾ open (2:30)	Remainder of lights for act fade up FOH	3	(add front of house lighting instruments). 6pm A2, 3, 4, 7, 8, 9, 12-14 (12-14 lower level. Cyc is slightly warm/ cool. Image on cyc. Strongest visual focus in A6 and A8.
8	9	"... glad to see the rest of us stretched out dead at her feet" As Sabina brings the last chair down to the apron area	Brighter visual focus on the pit area & lower intensity upstage of home.	10	Fade down the upstage areas (A6-12) Leave stage left table pretty strong. Sabina moves there for a sort time.
9	10	"one more tight squeeze like that... ) (2 <sup>nd</sup> one)	Upstage areas slowly fade up	18	Return to cue 7. Include light sl of SL table A10 for Mrs A entrance on pg 12 Include texture or side light in upstage area for dinosaur cross on pg15 and 16. And telegraph boy on 16. And more things through the act.
10	10	" Because I had to (6:20)	Fade up icue special at SR proscenium for "Voice"	4	Also fade up area 6 and leave up past cue 11 for entrance of voice.
11		"Miss Sommerset"	Fade down special on voice	2	
12	11	As Mr Fitz exits	Fade down A6	5	
13	16	"Help Me quick" (11:14)	Increase light at entrance door	5	A7/ A8 or icue in that area where the door is located. Also white top for A16/17 to light Telegraph boy.

Cue	Pg	Go when.....	Description	Time	Notes
-----	----	--------------	-------------	------	-------

Cue	Pg	Go when.....	Description	Time	Notes
<b>14</b>	17	“light the grate” (12:10)	Add effect of the fire	2	Fireplace light, Mr-16s and scroller top light.
<b>15</b>	18	What about this cold weather? (12:16)	Fade down the light at the door	8	Sabina leaves
<b>16</b>	18	“...post office and city halls (12:25)	Decrease light a bit on the pit. Visual focus is A6-10, A12-14/15	10	
<b>17</b>	20	Happy anniversary song (14:33)	Slow fade up of pit areas	4	A2, 3, 4. For animals and telegraph boy in needle sequence.
<b>18</b>	26	Mr. Antrobus: Who is it? (20:05)	Add light at door area	6	Icues or area light. Use white top A16/17. Perhaps some side to light Mr A. outside?
<b>19</b>	27	Hows the old crooked family (21:05)	Fade door light and add light in DSR	8	Add light in A1 and A6 for kids scene coming up.
<b>20</b>	29	When they go onto pit. (22:37)	Slow fade down of DSR	10	Fade down light in A1 and A6
<b>Image</b>		There will be coffee and Sandwiches	Fade image in	1	76%
<b>21</b>	32	Mr Antrobus, Mr. Antrobus (25:37) He is at window	Possible light change / addition in exterior upstage for the Refugees. Increase light at door and SR of doorway (the window)	20	Some silhouetted against cyc
<b>21.5</b>	33	It's Ice	A cue to support this line <b>Manual flash sequence</b> . Sub 20		Flash of lightning along with crack sound cue
<b>22</b>	34	“I don't like it” (27:10)	Special on stage manager in A6	2	Icue from front beam on SM in A5
<b>23</b>	34	Ladies and Gentleman...” (27:11)	Special fades up on Sabina in A4. She walks downstage into the light	3	Icue special from Front beam to A4.
<b>24</b>	35	not to think about the play, either (27:43)	Fade out the two specials	2	
<b>25</b>	37	Let them in (29:48)	Increase door special light	5	
<b>26</b>	39	As refugee moves to the chair on the pit and joins Homer- song is about to begin. (31:33)	Move the visual focus to the pit area	10	A2, 3, 4 visual focus for Homer and Moses and refugee (Song). Fade door special
<b>27</b>	39	As Moses finishes speech and sits/ Sabina enters (33:24)	Increase upstage lights in refugee areas	5	Light in upper areas restores(Q25). No door special
<b>28</b>	40	The ten commandments (33:45)	Aside special light for Sabina	2	Icue to A9: edge of regular stage for her aside. Also steps down onto pit in front of A9
<b>29</b>		“ any stage” (33:47)	Fade out Sabina special	2	Icue out. (the areas of the house should be pretty evenly lit for this next sequence)
<b>29.5</b>			Manual?????		
Cue	Pg	Go when.....	Description	Time	Notes

Cue	Pg	Go when.....	Description	Time	Notes
<b>30</b>	43	As Mr A. stamps out the fire (36:15)	Flicker the fire lights	2	Fade the fireplace, practicals and scroller.
<b>30.2</b>			General Decrease in tensity	8	
<b>30.5</b>			Increase door light	8	
<b>30.7</b>			Decrease upstage light	8	Auto Follows 30.5
<b>31</b>	47	As Henry adds wood to the fire (39:30)	Increase fire light	1	Logs, mr-16 and scroller
<b>31.5</b>			Decrease upstage	8	Auto Follows 31
<b>32</b>	48	As Sabina adds wood (40:31)	Increase fire light	1	
<b>32.5</b>			Decrease upstage	8	Auto Follows 32
<b>33</b>	48	Pass up your chairs (40:57)-++		2	Increase aisle light for usher
<b>34</b>	48	As usher gets on stage		3	
<b>35</b>	48	Follow 34	Increase stage light for song and good cheer !	4	General warming and brightening. Write follow cue 4 sec
<b>36</b>	48	As curtain begins to close	Fade lights (step 1)	3	Front of house lights fade out
<b>37</b>	48	As curtain is nearly closed	Fade remainder of lights to blackout	3	Upstage of curtain lights fade out
<b>38</b>	48	Follow Q 37	House light up and preset up	4	(not auto)
	48				
		<b>ACT TWO</b>	Atlantic City Boardwalk Image intensity on cyc= 100%		Late afternoon/ early evening. Storm approaching. Storm arrives and stage darkens during the scene.
<b>45</b>		When house, audience and actors are ready	House to half	3	
<b>46</b>		Following cue 2 after a slight pause- when audience is ready	Fade to black	3	Actors enter
<b>47</b>	49	After actors are in place. When broadcast music begins	Fade in lighting for announcer scene.	2	Screen down. Slight texture on the screen. Downlight curtain washers. Front Beam icue on Announcer stage right of screen. Low level house light. Side stage top lights Greg moves from his speaking position to raise the screen. Include light that keeps some light on him as he moves to the middle of the screen.
<b>48</b>	50	When screen goes up (1:02)	Fade in light on family members.	3	Screen special up on family
<b>49</b>	50	"President Antrobus" and after applause (2:47)	Light down on screen area. Keep light special on announcer and add light on chairs and HL of announcer	5	Icue on Mr. A. with curtain spec toplight over him. other lights on chairs and announcer. Maybe the other icues. Keep curtain special center and house left on at low for the entrance of the kids.
Cue	Pg	Go when.....	Description	Time	Notes

Cue	Pg	Go when.....	Description	Time	Notes
<b>50</b>	54	Thank-you Mrs A.	Lights up behind the curtain	3	Lights for boardwalk come up- no front of house instruments.
<b>50.5</b>		When curtain is open about 10'	Front light for center stage	1	
<b>51</b>	55	As curtain is half way open (8:08)	Remainder of lights up for boardwalk	4	FOH lights for boardwalk. A 2,3,4, 6-10, 11-15, 17-18. A2-4 can be lower intensity. No action on pit for 5 minutes. Texture in other upstage areas. Colorful. Just a little light on storm signal.
<b>52</b>	56	A-Nine, A-Nine (8:26)	Add Special up on Fortune teller (Emily)	3	Front Beam icue on Emily. OR A17 Front light?
<b>53</b>	57	"I'm afraid I'll miss him" (9:15)	Visual focus change to fortune teller area and downstage center areas.	10	A17-18, 7,8,9, 12,13,14. Texture elsewhere.
<b>54</b>	58	"I tell the future" (10:27)	Increase light on pit center	6	A2-4 increase
<b>55</b>	59	"First you'll see shameful things (12:27)	Light shift to side light	0	Side scrollers; extreme color and effect from leg slots. Special on Emily
<b>56</b>	59	Emily arm gesture to stop(12:45}	Restore to cue 54	0	restore
<b>56.5</b>				6	
<b>57</b>	64	I see you brought the whole family along (17:55)	Add light stage left of bench	10	
<b>58</b>	65	As Sabina/ Mrs Fairweather crosses (18:40)	Begin change to storm light	80	Darker and greener. The pit areas can go darker. Keep light in 7-10, 12-14, 17-18
<b>59</b>	67	Superior girls in bingo parlors (19:47)	Light fade in on storm signal	8	Fade in light on storm signal
<b>59.5</b>				70	
<b>62</b>	73	Just a Moment (24:43)	Light shift to a rehearsal light look. Low house light.	0	Special in A8 for Miss Somerset. Light around edges of stage-that company sneaks out to hear this
<b>63</b>	75	When Sabina sits on the bench (26:41)	Restore to cue 60	1	Restore to 61 with focus on the bench. It is only Mr A and Sabina.
<b>64</b>	76	As Sabina and Mr A exit (27:43) and Mrs A and kids enter.	Lights shift to stormy boardwalk	5	Lights shift to same as cue 59. Include area 6 and perhaps a little stormier.
<b>65</b>	78	As Broadcast official enters (29:18)	Add light at Fortune tellers booth (center unit) and downstage right, and down center and downstage left (low intensity)	8	A17,18 (fortune teller) A1, 2, 6 (camera guy) and down center A3, A8 and A4 (low intensity)
<b>66</b>	80	As Mr A and Mrs A come down center (31:09)	Visual Focus to center on pit.	6	A3 visual focus For their conversation. Also secondary focus on bench (Gladys) and Fortune teller area A17, A7 (Sabina)
Cue	Pg	Go when.....	Description	Time	Notes

Cue	Pg	Go when.....	Description	Time	Notes
<b>66.5</b>	80	Bottom of Page	Storm Signal Manual Flash w/ Submaster	0	
<b>67</b>	82	Before I go I have a letter (32:40)	Increase light downstage left	4	Increase A4/5
<b>68</b>	83	As Mr A crosses right after Mrs A (34:42)	Increase light as needed in downstage right	5	Increase light as needed in A1, 2, 6. Decrease light in A4,5.
<b>69</b>	84	Special on Mr A. in A6	Visual focus on Mr A ds Right by proscenium	3	Icue to A6. Darker and stormier Keep texture. All over
<b>70</b>	84	As speech begins and sound cues happen 36:00	Lightning flashes (Manual- sub 20)	0	Manual flashes of lighting
<b>70.5</b>			Whirling light fades up	0	
<b>70.7</b>			Whirling light fades out	2	
<b>70.8</b>			Lightning Flash (Manual)	0	
<b>71</b>	85	Take your family (36:14)	Fade down special in ds right	5	Fade down icue in A6 . Increase light center if needed. Increase light in A 4 and 5
<b>71.5</b>			Lightning flash (Manual)	0	
<b>72</b>	88	Come quick (38:15)	Fade up House right Aisle light	5	Aisle House right fade up.
<b>73</b>	89	Conveeners enter (38:30)	Fade Aisle light and flash lightning/ thunder. Full stage dance light- storm special area 6 for fortune teller	3	Side lights and texture
<b>74</b>	90	Music starts (39:33)	Add color scrollers. FX sequence	3	
<b>75</b>	90	As curtain begins to draw (40:00)	Fade lights from FOH	3	
<b>76</b>	90	As curtain is almost closed	Blackout	3	
<b>77</b>	90	At applause crest	House light fade up	3	
		<b>ACT THREE</b>	Antrobus home. Post apocalyptic. Digging out from war. Image on Cyc Intensity= 44%		Night going toward dawn. Dawn occurs at end. Act I light returns for last part of act
<b>90</b>	91	When house, audience and actors are ready	House to half	3	
<b>91</b>	91	Following cue 90 after a slight pause- when audience is ready	Fade to black	3	Actors enter
<b>92</b>	91	After actors are in place	Fade in lighting for announcer scene. Lights are up backstage for the Antrobus home.	2	Screen down. Slight texture on the screen. Downlight curtain washers. Front Beam icue on Announcer stage right of screen. Low level house light..

Cue	Pg	Go when.....	Description	Time	Notes
-----	----	--------------	-------------	------	-------

Cue	Pg	Go when.....	Description	Time	Notes
<b>92.5</b>			Light up on screen area for family	3	
<b>93</b>	91	As they leave	Fade announcer scene lights	3	
<b>94</b>	91	As Curtain is ¾ open	Lights from FOH fade up for Antrobus home.	5	Night. Cool. Textured A6-10, 11-15, 16-18 Pretty dark
<b>95</b>	92	Lights please (1:32)	House light and rehearsal light	0	Follow rehearsal lights up with fading of stage lights
<b>98</b>	97	Act Three of the Skin of Our Teeth (6:33)	Rehearsal lights go out – 2 or three steps	0	Create a three step cue- house lights last. Use auto follows.
<b>99</b>				0	Auto Follow 98
<b>100</b>	98	Follow cue 98	Act Three scene lights fade in	0	Same as cue 94 Auto Follow 99
<b>100.2</b>				5	
<b>100.3</b>			Raises clock icue	5	(Auto follows 100.2)
<b>100.4</b>			Fades up the clock icue light	6	( Auto follows 100.3)
<b>100.5</b>			Rehearsal Lt up	0	
<b>100.7</b>			Rehearsal Lt Out	0	
<b>101</b>	116	But during the war..." (24:00)	Visual Focus moves to downstage center- others dim	16	A3, 4, 7, 8, 9
<b>102</b>	116	Only give us back that promise (25:15)	Add in SL and SR areas	5	Add in A6, A10
<b>103</b>	118	Good Night and Sabina exits (26:11)	Visual focus moves to Stage right chairs	12	Fade down A3, 4, 8, 9, 10
<b>103.5</b>			Fade down SL of stage	60	
<b>104</b>	120	After experience had taught me. (28:28)	Special fades in on Fred Baily behind Antrobus'	3	Fred Special. Fade out cyc image.
<b>108</b>	121	There was light	Crossfade to final tableau	8	Dawn Sunrise on cyc
<b>108.5</b>				6	
<b>109</b>		Following tableau beat	Fade to black (they exit)	3	Fade out image on cyc
<b>110</b>		When they are out	Act I opening light cue and image	3	
<b>111</b>	121	Sabina exits	Blackout	5	
<b>112</b>			Curtain light up backstage	5	Drape flies for curtain call
<b>113</b>			Curtain light FOH	3	
<b>114</b>			Blackout	3	
Cue	Pg	Go when.....	Description	Time	Notes

Cue	Pg	Go when.....	Description	Time	Notes
115			House light	5	

Cue	Pg	Go when.....	Description	Time	Notes
-----	----	--------------	-------------	------	-------