

LQ	VQ	Page	Cue for Go	Day/Sc	Setting or event	Notes for Kizer for writing cues:
LQ1	VQ1	Pre	Before House Open		Preset. Late afternoon or early evening. The gate and the town square are featured.	
LQ2	When house manager and company are ready. [go]	...	House to half	
LQ3	VQ3	...	After a moment. [go]	...	House out. Video might adjust a little in preparation for top of show.	
LQ4	VQ4	4	These cues might autofollow from the previous or they might be called with music.	1.1	The sky and the projected scenery will animate and arrange themselves for The Yard . Predawn night. A hedge, lilacs, stars. Tree breakups or similar in projections and on walls.	Action begins at FP8 then moves all around the apron areas.
LQ6	VQ6	8	Garth: "I think that's your wife." [go] (as Marie enters)	transition	Gentle animated transition. Include the wall here. A cold morning in May. Possibly a hint of falling snow.	
LQ8		9	When stage and actors are ready.	1.2	On the Way to Vote.	Action is predominantly FP8 and a little US of that, moving across SL to SR.
LQ10	VQ10	13	Marie: "It's time to start the meeting." [go]	transition	The interior of the town hall assembles. Do something with the cyclorama that maintains both the cold May morning and contributes to the town hall setting. Possibly rafters.	
LQ12		14	When stage and actors are ready.	1.3	At the Town Meeting.	FP 7-9, FP13. all apron areas.
LQ14	VQ12	25	End of Scene 3. Garth bangs here gavel. [go] .		As bed comes on, rearrange projected scenery to establish their bedroom.	
LQ16		25	When stage and actors are ready.	1.4	In a house: Garth & Hank's.	FP 3, 4, 5, 9, 10.
LQ18	VQ14	35	Hank: If you go, Hank will be left behind. [go]	transition	As bed moves SL. shift projected walls and scenery to establish the other house. Maintain the same sky and time but shift it perhaps just a little for parallax.	
LQ20		36	When stage and talent are ready.	1.5	In a house: Max and Marie's.	FP 1, 2, 3, 6, 7.
LQ22	VQ16	43	Max: "I couldn't even figure out how to vote." [go]	transition	This transition should include a sunset. Then we go into the interior of the turret, which is murky and shadowy.	
LQ24		44	When stage and actors are ready.	2.6	The Departure of an Emissary.	FP 1 - 10.

LQ26	VQ18	48	RJ presses a button. [go] Sound of a door opening.	...	About twenty seconds for timing. Projections create the effect of light coming in through opening gates from DS to US. Simultaneously, isolation lighting boosts brightly on actors from DS. RJ goes offstage. Might need a mover to follow a little.	FP 1 , 2, 3 for "so this is outside" and flag waving.
LQ27	VQ20	49	RJ: Scott, I've been kidnapped! [go]	transition	Is the message in the bottle happening as a part of the transition? Move the projected scenic elements back into the Town Meeting configuration. The sky will have the same trees or physical elements if applicable but a slightly different time of day and weather.	
LQ28		50	When stage and actors are ready.	2.7	The Second Town Meeting	FP 7-9, FP13. all apron areas.
LQ30	VQ22	56	Scott: "Now let's have a motherfucking vote!" [go]		Rearrange projected scenic elements for form Donna's kitchen.	
LQ32		57	When stage and actors are ready.	2.8	In the Halls of Justice.	FP 2, 3, 4, 8, 9 ,10
LQ36	VQ24	63	Donna: "You know that, don't you?" [go]	transition	Arrange projected elements to be the front yard outside of Max & Garth's home.	
LQ38		64	When stage and actors are ready.	2.9	Home again	FP 1, 2, 3, 6, 7, 8
LQ40	VQ26	68	After Garth exits, let Max have a moment. [go]	transition	Going into Day 3. Perform another efficient sunset/sunrise or similar effect on cyc to indicate passage of time. Arrange elements back into Donna's kitchen. Mid-morning probably. Dramatic centered lighting and effects.	
LQ42	VQ28	70	When stage and actors are ready.	3.10	Back in the Halls of Justice.	FP3 (just US) and a little SL of the wagon at center.
LQ44		76	What an awful moment, when the words you speak become facts. [go]	transition	Rearrange to Garth and Hank's bedroom SR. Think late-afternoon or twilight here. The actors are playing this very seriously and somber.	
LQ46	VQ30	77	When stage and actors are ready.	3.11	A last night—Garth and Hank	FP 3, 4, 5, 9, 10
LQ48		82	Garth: "But would you sit here with me?" [go]	transition	Rearrange as bed moves SL.	
LQ50	VQ32	83	When stage and actors are ready.	3.12	Max and Marie's	FP 1, 2, 3, 6, 7, 8
LQ52		89	Marie: "I do not forgive you." Give Max maybe	transition	Rearrange to the town green.	

			four seconds to react, then [go]			
LQ54	VQ34	90	When stage and actors are ready.	3.13	The Town Green—a farewell address	FP 7, 8, 9, 12, 13, 24 though really full stage with textures.
LQ56		92	Scott " Let's get this show on the road." Gates open. Complete, then [go]		Go black this time. Come back up with deep woods and dark night. Light inside the tent.	
LQ58	VQ36	93	When stage and actors are ready.	3.14	A Troubling Coda	UC Wagon and tent.
LQ60		97	Mick: "Did I kill you?"	End of Play	An appropriately stylized blackout.	
LQ62	VQ38	post	When stage and actors are ready.		Curtain Call	
LQ64	VQ40	post	When appropriate		House and a version of preset	